

# Shadow War : Armageddon - Hive Gangs And Outlaws

Version 0.6

Maintained by [@hreikin](#)

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## DESIGN NOTES

The purpose of these rules is to allow you to play as a Hive Gang or Hive Outlaws in your games of Shadow War : Armageddon. Below you can see a few notes regarding how the rules have been constructed.

- Most of the content in this document is copied from the ORB version of Necromunda/Outlanders. It is only duplicated here to allow you to only need this document and the SW:A rulebook to play.
- I have tried to keep all changes to a minimum, only altering things to bring them inline with SW:A where appropriate.
- All skill tables have been swapped with their equivalent skill table in SW:A with the exception that Techno has been replaced by Guerilla.

If you manage to play-test these rules and have any feedback then please get in touch via the channels listed below. All feedback is appreciated no matter how small.

- Email - [contact@hreikin.co.uk](mailto:contact@hreikin.co.uk)
- Yaktribe - <https://yaktribe.org/community/threads/shadow-war-armageddon-hive-gangs.5880/>

## HIVE GANGS

The following list is used to recruit and equip your gang. To start with you have 1000 points with which you must recruit at least three fighters including a leader. Any points unspent are lost. The weapons you choose for your gang fighters must be represented on the models themselves. The exceptions are knives and grenades, which you may assume are tucked inside clothing; and pistols contained in holsters, which can be assumed to represent any type of pistol weapon. Otherwise models are armed as depicted, so it is a good idea to decide how you'd like to arm new recruits before assembling your models or buying new ones.

## GANG RESTRICTIONS

- **Minimum 3 Fighters.** A gang must have at least three models.
- **Maximum 20 Fighters.** A gang may include up to 20 models.
- **Leader.** Your gang must have one leader. Not more. Not less!
- **Heavies.** A gang can have up to two heavies, but no more.
- **Gangers.** You can include as many gangers as you can afford.
- **Juves.** No more than half the gang can be made up of juves.

**Like The Back Of My Hand.** Once deployment is over, every member of the hive gang may make one free move before the game starts to represent the fact this is where they live and they know it better than any kill team. They may not run or charge with this move but do not count as having moved for their first turn.

## GANG LEADER

**Cost - 120 points.**

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

**Weapons.** The gang leader comes equipped with a knife and may be armed with weapons chosen from the Hand-to-Hand, Pistols, Basic, Special Weapons, Ammo, Grenades and Miscellaneous lists.

**Special Rules.** The gang's leader is unlike the rest of the gang in that he can fight efficiently even on his own. He always counts as having a friend within 2", regardless of whether this is the case or not. This means he can always test to avoid being pinned in place. Any fighter within 6" of the leader may use the Leadership characteristic of the leader when taking any Leadership test. This benefit applies as long as the leader isn't down or broken himself.

## HEAVY

**Cost - 60 points.**

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

**Weapons.** Heavies come equipped with a knife and may be armed with weapons chosen from the Hand-to-Hand, Pistols, Basic, Special, Heavy Weapons, Ammo, Grenades and Miscellaneous lists.

## GANGER

**Cost - 50 points.**

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

**Weapons.** Gangers come equipped with a knife and may be armed with weapons chosen from the Hand-to-Hand, Pistols, Basic Weapons, Ammo, Grenades and Miscellaneous lists.

## JUVE

**Cost - 25 points.**

| M | WS | BS | S | T | W | I | A | LD |
|---|----|----|---|---|---|---|---|----|
|---|----|----|---|---|---|---|---|----|

|   |   |   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|---|---|
| 4 | 2 | 2 | 3 | 3 | 1 | 3 | 1 | 6 |
|---|---|---|---|---|---|---|---|---|

**Weapons.** Juvies come equipped with a knife and may be armed with weapons chosen from the Hand-to-Hand, Pistols, Ammo, Grenades and Miscellaneous lists.

## EQUIPMENT

### HAND-TO-HAND

| WEAPON                     | COST |
|----------------------------|------|
| Knife                      | 5    |
| Sword                      | 15   |
| Club, Maul or Bludgeon     | 15   |
| Chain or Flail             | 10   |
| Massive Axe, Sword or Club | 15   |
| Chainsword                 | 25   |

### PISTOLS

| WEAPON        | COST |
|---------------|------|
| Autopistol    | 15   |
| Bolt Pistol   | 25   |
| Hand Flamer   | 20   |
| Laspistol     | 15   |
| Plasma Pistol | 50   |
| Stub Gun      | 10   |

### BASIC WEAPONS

| WEAPON                             | COST |
|------------------------------------|------|
| Autogun                            | 20   |
| Boltgun                            | 35   |
| Lasgun                             | 25   |
| Shotgun (Solid Slug and Blastshot) | 20   |

## SPECIAL WEAPONS

| WEAPON           | COST               |     |
|------------------|--------------------|-----|
| Flamer           | 40                 |     |
| Grenade Launcher |                    |     |
|                  | With Frag Grenades | 85  |
|                  | With Krak Grenades | 100 |
|                  | With Both          | 125 |
| Melta-gun        | 95                 |     |
| Plasma Gun       | 80                 |     |

## HEAVY WEAPONS

| WEAPON           | COST               |     |
|------------------|--------------------|-----|
| Auto-cannon      | 150                |     |
| Heavy Stubber    | 120                |     |
| Heavy Bolter     | 180                |     |
| Heavy Plasma Gun | 285                |     |
| Lascannon        | 250                |     |
| Missile Launcher |                    |     |
|                  | With Frag Missiles | 175 |
|                  | With Krak Missiles | 190 |
|                  | With Both          | 225 |

## AMMO

| AMMO TYPE                  | COST |
|----------------------------|------|
| Dum-Dum Bullets (Stub Gun) | 5    |
| Manstopper (Shotgun)       | 5    |
| Hotshot (Shotgun)          | 5    |
| Bolt (Shotgun)             | 15   |

## GRENADES

| GRENADE TYPE  | COST |
|---------------|------|
| Frag Grenades | 25   |
| Krak Grenades | 40   |

## MISCELLANEOUS

| EQUIPMENT           | COST                |
|---------------------|---------------------|
| Camo Gear           | 5                   |
| Clip Harness        | 10                  |
| Red-dot Laser Sight | 20                  |
| Telescopic Sight    | 20                  |
| Weapon Reload       | Half Cost Of Weapon |
| Flak Armour         | 10                  |
| Carapace Armour     | 20                  |

## SKILLS

| CAWDOR  | COMBAT | FEROCITY | GUERILLA | AGILITY | MUSCLE | SHOOTING | STEALTH |
|---------|--------|----------|----------|---------|--------|----------|---------|
| LEADER  | X      | X        | X        | X       | X      | X        |         |
| HEAVY   |        | X        | X        |         | X      | X        |         |
| GANGER  | X      | X        |          | X       |        |          |         |
| JUVE    | X      | X        |          |         |        |          |         |
| ESCHER  | COMBAT | FEROCITY | GUERILLA | AGILITY | MUSCLE | SHOOTING | STEALTH |
| LEADER  | X      | X        | X        | X       |        | X        | X       |
| HEAVY   |        |          | X        | X       | X      | X        |         |
| GANGER  | X      |          |          | X       |        |          | X       |
| JUVE    | X      |          |          | X       |        |          |         |
| DELAQUE | COMBAT | FEROCITY | GUERILLA | AGILITY | MUSCLE | SHOOTING | STEALTH |
| LEADER  | X      | X        | X        | X       |        | X        | X       |
| HEAVY   |        |          | X        |         | X      | X        | X       |
| GANGER  |        |          |          | X       |        | X        | X       |
| JUVE    |        |          |          |         |        | X        | X       |
| GOLIATH | COMBAT | FEROCITY | GUERILLA | AGILITY | MUSCLE | SHOOTING | STEALTH |

|          |        |          |          |         |        |          |         |
|----------|--------|----------|----------|---------|--------|----------|---------|
| LEADER   | X      | X        | X        |         | X      | X        | X       |
| HEAVY    | X      |          | X        |         | X      | X        |         |
| GANGER   | X      | X        |          |         | X      |          |         |
| JUVE     |        | X        |          |         | X      |          |         |
| ORLOCKS  | COMBAT | FEROCITY | GUERILLA | AGILITY | MUSCLE | SHOOTING | STEALTH |
| LEADER   | X      | X        | X        | X       |        | X        | X       |
| HEAVY    | X      |          | X        |         | X      | X        |         |
| GANGER   | X      | X        |          |         |        | X        |         |
| JUVE     |        | X        |          |         |        | X        |         |
| VAN SAAR | COMBAT | FEROCITY | GUERILLA | AGILITY | MUSCLE | SHOOTING | STEALTH |
| LEADER   | X      | X        | X        | X       |        | X        | X       |
| HEAVY    | X      |          | X        |         | X      | X        |         |
| GANGER   | X      |          | X        |         |        | X        |         |
| JUVE     |        |          | X        |         |        | X        |         |

## SCAVVIES

The following list is used to recruit and equip your gang. To start with you have 1000 points with which you must recruit at least three fighters including a leader. Any points unspent are lost. The weapons you choose for your gang fighters must be represented on the models themselves. The exceptions are knives and grenades, which you may assume are tucked inside clothing; and pistols contained in holsters, which can be assumed to represent any type of pistol weapon. Otherwise models are armed as depicted, so it is a good idea to decide how you'd like to arm new recruits before assembling your models or buying new ones.

## GANG RESTRICTIONS

- **Minimum 3 Fighters.** A gang must have at least three models.
- **Maximum 30 Fighters.** A gang may include up to 20 models.
- **Scavvy Boss.** Your gang must have one Scavvy Boss. Not more. Not less!
- **Scaly.** A gang can have up to two scalies, but no more.
- **Scavvies.** Half your gang must be made up of Scavvies (Not Mutants).
- **Plague Zombies.** You may recruit as many Plague Zombies as you can afford although half of your gang must be made up of Scavvies (Not Mutants).

**The horde.** While there are more fighters from this kill team on the battlefield than there are enemy fighters, add 1 to their Leadership characteristic. When there are double the number of fighters (or more) from this kill team on the battlefield than there are enemy fighters, add 2 to the Leadership characteristic instead. Fighters from this kill team who are down are not included.

**Scavvy Weapons.** Scavvy weapons are unreliable, rusty and generally badly treated, added to which they are usually short of ammunition. To represent this, any Scavvies must make an Ammo roll if they get a natural 1 or 6 on their to hit roll. This does not apply to Scaly weapons.

#### SCAVVY BOSS

**Cost - 100 points.**

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

**Weapons.** The scavvy boss comes equipped with a club, maul or bludgeon and may be armed with weapons chosen from the Hand-to-Hand, Pistols, Basic, Ammo, Grenades and Miscellaneous lists.

**Special Rules.** A Scavvy Boss commands fear and respect from his followers and they are emboldened by his presence. This means that any Scavvies within 6" of the Boss may use his Leadership value when they take Leadership tests. A Scavvy Boss can always attempt to recover from being pinned even if he has no gang members within 2" of him.

#### SCALY

**Cost - 120 points.**

| M | WS | BS | S | T | W | I | A | LD |
|---|----|----|---|---|---|---|---|----|
| 4 | 4  | 3  | 5 | 4 | 2 | 2 | 2 | 9  |

**Weapons.** Scalies come equipped with a club, maul or bludgeon and may be armed with weapons chosen from the Hand-to-Hand, Pistols, Basic, Heavy Weapons, Ammo, Grenades and Miscellaneous lists.

**Scaly Skin.** A Scaly's tough skin confers a 5+ armour saving throw.

**Killer Rep'.** Scalies cause fear.

**Regenerate.** Scalies can regenerate lost fingers, toes and even whole limbs in time, though the process is painfully slow. Roll a D6 for each serious injury a Scaly has after each game regardless of whether the Scaly fought in it or not. On a roll of a 6 the Scaly has recovered from the effect of the injury, erase it and the effect it has on his statistics from the gang roster.

#### SCAVVY

**Cost - 25 points.**

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

**Weapons.** Scavvies come equipped with a club, maul or bludgeon and may be armed with weapons chosen from the Hand-to-Hand, Pistols, Basic Weapons and Ammo lists.

**Mutants.** Scavvies are often mutated by their dreadful living conditions. Most of these mutations are simply horrible and inconvenient: webbed fingers, extra toes, tentacles for noses, skin colours ranging from bright orange to sickly green and so forth. However, some Scavvies are born with useful mutations and other mutants hide out amongst the Scavvies for fear of the Redemption and Imperial authorities. These creatures may have lashing tentacles, bony spikes, crablike claws and other natural weaponry. Scavvy Bosses ruthlessly exploit these mutants as enforcers and gangers, though the mutants also enjoy a chance to make the normals pay for their repression.

Any Scavvy may be purchased as a mutant when he is recruited, by choosing a mutation from the list below. A mutant may only have one mutation and it is rare for mutations to be duplicated within the same gang. To represent this the first mutant to take a mutation pays the cost shown for it. The second mutant to take the same mutation must pay double the cost shown, the third one to take the same mutation pays triple the cost and so on.

*For example: A Scavvy gang has already got one tentacled mutant and recruits a second: this mutant costs 25 credits for the Scavvy plus 20 credits for the tentacle (double normal cost) for a total of 45 credits. If the same gang subsequently recruited a third tentacled mutant (don't ask me why) he would cost 55 credits.*

**Recruitment.** Unsurprisingly enough, Scavvies always make up the bulk of a Scavvy gang. To represent this, at least half of the models in the gang must be Scavvies (not mutants). If the number of Scavvies falls below half the strength of the gang only Scavvies can be recruited until at least half the gang is made up of Scavvies again.

| MUTATIONS        |      |                                                                                                                                                                      |
|------------------|------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| MUTATION         | COST | EFFECT                                                                                                                                                               |
| <b>Eyestalks</b> | 10   | The mutant gains a 180° fire and vision arc and can squeeze behind cover better. Count an extra -1 to hit modifier when the mutant is behind cover or partial cover. |
| <b>Claw</b>      | 5    | The mutant gains +1 Strength in hand-to-hand combat.                                                                                                                 |
| <b>Tentacle</b>  | 10   | The mutant may reroll Initiative tests for falling and in hand-to-hand combat may grapple his opponent to reduce his number of Attacks by 1, to a minimum of 1.      |

|                  |    |                                                                                                                                                                                                                                               |
|------------------|----|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Two Heads</b> | 25 | Increases model's vision and fire arc to 180', and allows them to fire two pistol weapons in the same shooting phase.                                                                                                                         |
| <b>Spikes</b>    | 30 | A mutant with spikes gains an armour save of 5+.                                                                                                                                                                                              |
| <b>Extra Arm</b> | 10 | The mutant may use up to three pistols and/or hand-to-hand combat weapons in hand-to-hand combat (+2 attack dice), or hold a basic weapon with one hand and still use 2 close combat weapons with the others (+1 attack dice).                |
| <b>Wings</b>     | 30 | The mutant can fly up to his normal Movement characteristic in a turn, or double that if he charges or runs (flaps). The mutant must land at the end of his move. Flying upwards costs 2" per 1" up, flying down only costs 1/2" per 1" down. |

#### PLAGUE ZOMBIE

**Cost - 10 points.**

| M   | WS | BS | S | T | W | I | A | LD |
|-----|----|----|---|---|---|---|---|----|
| 2D6 | 2  | 0  | 3 | 3 | 1 | 1 | 1 | 5  |

**Weapons.** Plague Zombies do not have any wargear; they are armed with a variety of spikes, sharpened bones, claws and teeth.

**Skills.** Plague Zombies do not advance or generate skills in any way and may not be promoted to a Scavvy.

**Zombie Shuffle.** Plague Zombies usually stagger around with broken, faltering steps. Occasionally when they get the scent of blood in their decaying nostrils, they will break into a loping, shambling run. To represent their unpredictable gait Plague Zombies move 2D6" in the movement phase. Each Plague Zombie is rolled for individually and the controlling player may move them as he wishes up to the distance rolled on the dice.

Plague Zombies may not run or charge, they always move 2D6". However, Plague Zombies always count as charging into hand-to-hand combat if they manage to move into base-to-base contact with an enemy model.

**No Pain.** Plague Zombies feel no pain whatsoever: you can burn them, shoot them or cut them and they'll just keep trying to bite you until you manage to inflict crippling damage on them. Because of this Plague Zombies ignore being pinned and are not affected by flesh wounds.

**No Fear.** As the reasoning parts of their brains are long gone Plague Zombies lack the intellect to be afraid of anything. This means that Plague Zombies ignore all Psychology rules and never have to roll Leadership tests to see whether they lose their nerve. If the

gang controlling the Plague Zombies bottles out the Zombie pack loses its motivation and scatters as well.

**Plague !** Naturally, Plague Zombies carry the zombie plague, if you see what I mean. If another model is wounded by a Plague Zombie in hand-to-hand combat he may contract the disease and (ulp) turn into a Plague Zombie. Note which gang members are wounded by Zombies on the gang roster and at the end of the game roll a D6 on the table below to see whether they are infected. Note that this is in addition to the Serious Injury roll if the fighter goes out of action.

| D6    | RESULT                                                                                                                                                                                                                                                                                                                                                                                            |
|-------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1     | <b>Clear.</b> After a few tense days no symptoms of zombie plague have emerged and the gang member is in the clear.                                                                                                                                                                                                                                                                               |
| 2 - 3 | <b>Sickness.</b> The victim feels weak and ill for days and must miss the gang's next fight while he recovers                                                                                                                                                                                                                                                                                     |
| 4 - 6 | <p><b>Zombie Time !</b> The gang member is infected and suffers brain death within hours.</p> <p>Roll a D6 : on a roll of 4-6 the new Zombie wanders off into the wastes to join his fellows. On a roll of 1-3 the Zombie attacks a randomly determined gang member, fight out the close combat immediately. In either event all of the model's equipment is infected and counts as destroyed</p> |

| D6 MODIFIERS                    |    |
|---------------------------------|----|
| Only suffered a flesh wound.    | -2 |
| Not reduced to 0 wounds.        | -2 |
| Member of gang has Medic skill. | -1 |

## EQUIPMENT

### HAND-TO-HAND

| WEAPON | COST |
|--------|------|
| Knife  | 5    |
| Sword  | 15   |

|                            |    |
|----------------------------|----|
| Club, Maul or Bludgeon     | 15 |
| Chain or Flail             | 10 |
| Massive Axe, Sword or Club | 15 |

#### PISTOLS

| WEAPON     | COST |
|------------|------|
| Autopistol | 15   |
| Hand Bow   | 5    |
| Stub Gun   | 10   |

#### BASIC WEAPONS

| WEAPON                             | COST |
|------------------------------------|------|
| Autogun                            | 20   |
| Blunderbuss/Scatter Gun            | 10   |
| Musket                             | 5    |
| Shotgun (Solid Slug and Blastshot) | 20   |

#### HEAVY WEAPONS

| WEAPON              | COST |
|---------------------|------|
| Spear Gun           | 55   |
| Scatter Cannon      | 80   |
| Discus/Throwing Axe | 5    |

#### AMMO

| AMMO TYPE                  | COST |
|----------------------------|------|
| Dum-Dum Bullets (Stub Gun) | 5    |
| Manstopper (Shotgun)       | 5    |
| Hotshot (Shotgun)          | 5    |
| Bolt (Shotgun)             | 15   |

#### GRENADES

| GRENADE TYPE | COST |
|--------------|------|
|--------------|------|

|               |    |
|---------------|----|
| Frag Grenades | 25 |
| Krak Grenades | 40 |

## SKILLS

| SCAVVIES | COMBAT | FEROCITY | GUERILLA | AGILITY | MUSCLE | SHOOTING | STEALTH |
|----------|--------|----------|----------|---------|--------|----------|---------|
| BOSS     | X      | X        |          | X       | X      | X        | X       |
| SCALY    |        | X        |          |         | X      |          | X       |
| SCAVVY   |        | X        |          | X       |        |          | X       |

## THE REDEMPTION

The following list is used to recruit and equip your gang. To start with you have 1000 points with which you must recruit at least three fighters including a leader. Any points unspent are lost. The weapons you choose for your gang fighters must be represented on the models themselves. The exceptions are knives and grenades, which you may assume are tucked inside clothing; and pistols contained in holsters, which can be assumed to represent any type of pistol weapon. Otherwise models are armed as depicted, so it is a good idea to decide how you'd like to arm new recruits before assembling your models or buying new ones.

## GANG RESTRICTIONS

- **Minimum 3 Fighters.** A gang must have at least three models.
- **Maximum 20 Fighters.** A gang may include up to 20 models.
- **Redemptor Priest.** Your gang must have one Redemptor Priest. Not more. Not less!
- **Deacons.** A gang can have up to two Deacons, but no more.
- **Zealots.** You may recruit as many Zealots as you can afford.
- **Brethren.** Half your gang must be made up of Brethren.
- **Brethren - Novice.** These are the equivalent of New Recruits in SW:A. Once they have completed 3 missions they become Brothers.

**The Crusade.** When a Redemption fighter attacks a 'Xenos' fighter in hand-to-hand combat, they score critical hits on rolls of 5 or 6 instead of 6. 'Xenos' fighters are fighters or special operatives belonging to any of the following kill teams: Orks, Craftworld Eldar, Dark Eldar Wych Cults, Harlequin Troupes, Genestealer Cult Hybrids, Tyranid Warriors, Necrons, Tau Empire Pathfinders, Scavvies.

## REDEMPTOR PRIEST

**Cost - 140 points.**

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

**Weapons.** A Redeption Priest comes equipped with a knife and may be given equipment chosen from the Hand-to-Hand, Pistol, Basic, Special Weapons, plus the Grenades, Ammo and Miscellaneous sections of the special Redemptionist lists.

**Leadership.** A Redeption Priest commands absolute obedience from his followers and they are filled with righteous fury in his presence. This means that any Redemptionists within 6" of the Priest may use his Leadership value when they take Leadership tests. A Redeption Priest can always attempt to recover from being pinned even if he has no Crusaders within 2" of him.

**Redeemer.** If the Redemptionists capture any opposing fighters who are not Scavvies, mutants, aliens or witches (Outlaws and Ratskins are not necessarily beyond redemption, but Spyrers definitely are) the Redeption Priest can try to convert them to the Redemptionist cause. The Redemptionist player rolls 2D6 and adds the Priest's Leadership characteristic to the score; the opposing player rolls 2D6 and adds the captured model's Leadership to the score. If the Redeption scores highest the prisoner becomes a faithful convert to the cause. Copy his characteristics, skills, experience, etc., over onto the Redemptionists' roster. All of the convert's weapons and equipment are sold off (tainted as they are) and he is re-equipped from the stash and/or weapons bought from the Redemptionist lists. The convert must be represented by a Redemptionist model; the original model can't be kept by the Redemptionist player. If the prisoner equals or beats the Priest's score he resists and refuses to repent. This means the Redemptionists kill him and keep his weapons and equipment.

**Inspire Hatred.** Before a game the Priest can attempt to whip his followers and himself into fanatical fervour of hatred for the foe. Roll 2D6 against the Priest's Leadership characteristic: if the roll is equal to or under the characteristic he and all of his followers are subject to the rules for hatred against their opponents during the game. A Redeption Priest will automatically succeed in inspiring hatred if his opponents include any mutants, witches, aliens, Outlanders or Outlaws.

## DEACON

**Cost - 60 points.**

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

**Weapons.** A Deacon comes equipped with a knife and may be given equipment chosen from the Hand-to-Hand, Pistol, Basic, Special Weapons, plus the Grenades, Ammo and Miscellaneous sections of the special Redemptionist lists.

## ZEALOT

**Cost - 60 points.**

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

**Weapons.** A Zealot comes equipped with a knife and may be given equipment chosen from the Hand-to-Hand, Pistol and Ammo sections of the special Redemptionist lists.

**Frenzy !** Zealots are subject to the rules for frenzy. Note that frenzy overrides all the rules for hatred unless the Zealot's frenzy is kept under control by passing a Leadership test at the start of the turn. This means that a Zealot can be frenzied or suffer hatred in a turn, not both.

#### BRETHREN

**Cost - Novice - 25 points.**

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

**Cost - Brother - 50 points.**

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

**Weapons.** Brethren come equipped with a knife and may be given equipment chosen from Hand-to-Hand, Pistol, Basic, plus the Grenades, Ammo and Miscellaneous sections of the special Redemptionist lists.

**Recruitment.** Brethren are the heart and soul of any Redemptionist Crusade. To represent this at least half of the models in the Crusade must be Brethren. If the number of Brethren falls below half the strength of the Crusade only Brethren can be recruited until at least half of the Crusade is made up of Brethren again.

#### EQUIPMENT

##### HAND-TO-HAND \*

| WEAPON                 | COST |
|------------------------|------|
| Knife                  | 5    |
| Sword                  | 15   |
| Club, Maul or Bludgeon | 15   |
| Chain or Flail         | 10   |

|                            |    |
|----------------------------|----|
| Massive Axe, Sword or Club | 15 |
| Chainsword                 | 25 |
| Eviscerator                | 30 |

#### PISTOLS

| WEAPON      | COST |
|-------------|------|
| Autopistol  | 15   |
| Stub Gun    | 10   |
| Hand Flamer | 20   |

#### BASIC WEAPONS \*

| WEAPON                                    | COST |
|-------------------------------------------|------|
| Autogun                                   | 20   |
| Shotgun (Solid Slug and Blastshot)        | 20   |
| Boltgun ( <b>Priest and Deacon Only</b> ) | 35   |
| Lasgun ( <b>Priest and Deacon Only</b> )  | 25   |

#### SPECIAL WEAPONS \*

| WEAPON           | COST               |     |
|------------------|--------------------|-----|
| Flamer           | 40                 |     |
| Grenade Launcher |                    |     |
|                  | With Frag Grenades | 85  |
|                  | With Krak Grenades | 100 |
|                  | With Both          | 125 |
| Melta-gun        | 95                 |     |
| Plasma Gun       | 80                 |     |

#### AMMO

| AMMO TYPE                  | COST |
|----------------------------|------|
| Dum-Dum Bullets (Stub Gun) | 5    |
| Manstopper (Shotgun)       | 5    |

|                   |    |
|-------------------|----|
| Hotshot (Shotgun) | 5  |
| Bolt (Shotgun)    | 15 |

#### GRENADES

| GRENADE TYPE  | COST |
|---------------|------|
| Frag Grenades | 25   |
| Krak Grenades | 40   |

#### MISCELLANEOUS

| EQUIPMENT                                                    | COST                |
|--------------------------------------------------------------|---------------------|
| Clip Harness                                                 | 10                  |
| Red-dot Laser Sight                                          | 20                  |
| Telescopic Sight                                             | 20                  |
| Weapon Reload                                                | Half Cost Of Weapon |
| Flak Armour                                                  | 10                  |
| Carapace Armour                                              | 20                  |
| Exterminator (May only be fitted to weapons marked with a *) | 15                  |

#### SKILLS

| REDEEMPTIONISTS | COMBAT | FEROCITY | GUERRILLA | AGILITY | MUSCLE | SHOOTING | STEALTH |
|-----------------|--------|----------|-----------|---------|--------|----------|---------|
| PRIEST          | X      | X        | X         | X       | X      | X        |         |
| DEACON          |        | X        | X         |         | X      | X        |         |
| ZEALOT          | X      | X        |           |         |        |          |         |
| BRETHREN        |        | X        |           |         |        | X        |         |
| NOVICE          |        | X        |           |         |        |          |         |

#### RATSKIN RENEGADES

The following list is used to recruit and equip your gang. To start with you have 1000 points with which you must recruit at least three fighters including a leader. Any points unspent are lost. The weapons you choose for your gang fighters must be represented on the models themselves. The exceptions are knives and grenades, which you may assume are tucked inside clothing; and pistols contained in holsters, which can be assumed to represent any type of pistol weapon. Otherwise models are armed as depicted, so it is a good idea to

decide how you'd like to arm new recruits before assembling your models or buying new ones.

## GANG RESTRICTIONS

- **Minimum 3 Fighters.** A gang must have at least three models.
- **Maximum 20 Fighters.** A gang may include up to 20 models.
- **Ratskin Chief.** Your gang must have one Ratskin Chief. Not more. Not less!
- **Ratskin Shaman.** A gang can have one Ratskin Shaman, but no more.
- **Ratskin.** You may recruit as many Ratskins as you can afford.
- **Ratskin Brave.** You may recruit as many Ratskin Braves as you can afford.

**Hive Natives.** Ratskins may pick which result they want from the Hunt In The Promethium Sprawl roll.

## RATSKIN CHIEF

**Cost - 120 points.**

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

**Weapons.** A Ratskin Chief comes equipped with a blindsnake pouch and knife and may be given equipment chosen from the Hand-to-Hand, Pistol, Basic Weapons, plus the Grenades, Ammo and Miscellaneous sections of the special Ratskin lists.

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

**Resilient.** Ratskins are remarkably resilient to injury and have the best survival instincts humanly possible. They are less likely to get lost or captured than ordinary Underhivers and, if hurt, are better at hiding from danger. To represent their resilience to injury a Ratskin who goes out of action rolls twice on the Serious Injuries Table and the player chooses which result will apply.

## RATSKIN SHAMAN

**Cost - 120 points.**

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

**Weapons.** A Ratskin Shaman comes equipped with a blindsnake pouch and knife and may be given equipment chosen from the Hand-to-Hand, Pistol, Basic Weapons, plus the Grenades, Ammo and Miscellaneous sections of the special Ratskin lists.

**Resilient.** Ratskins are remarkably resilient to injury and have the best survival instincts humanly possible. They are less likely to get lost or captured than ordinary Underhivers and, if hurt, are better at hiding from danger. To represent their resilience to injury a Ratskin who goes out of action rolls twice on the Serious Injuries Table and the player chooses which result will apply.

**Spirit Lore.** The Shaman is in communion with the hive spirits and may call upon them to help him. When the Shaman is recruited roll up one power for him on the Spirit Lore Table.

| SPIRIT LORE |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |
|-------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| D6          | RESULT                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |
| 1           | <p><b>FEAR CURSE</b></p> <p>The shaman can call down the curse of the hive spirits on the opposing gang. If the Shaman passes a Leadership test on 2D6 at the start of his turn and then dances and chants for the rest of it (ie, remains stationary and doesn't shoot or fight in close combat) he can effect a curse which will last for all of the Ratskins' turn and their opponent's turn. The curse affects the whole enemy gang and makes them automatically fail all Leadership tests until the beginning of the next Ratskin turn. If the shaman is pinned, wounded or engaged in hand-to-hand combat, the curse will stop having any effect immediately</p>                                             |
| 2           | <p><b>CURSE</b></p> <p>The shaman can call down the curse of the hive spirits on the opposing gang. If the Shaman passes a Leadership test on 2D6 at the start of his turn and then dances and chants for the rest of it (ie, remains stationary and doesn't shoot or fight in close combat) he can effect a curse which will last for all of the Ratskins' turn and their opponent's turn. The curse affects the whole enemy gang and makes them automatically fail all Initiative tests until the beginning of the next Ratskin turn. If the shaman is pinned, wounded or engaged in hand-to-hand combat, the curse will stop having any effect immediately</p>                                                  |
| 3           | <p><b>GHOST DANCE</b></p> <p>The shaman can call on the hive spirits to protect the Ratskins. If the Shaman passes a Leadership test on 2D6 at the start of his turn and then dances and chants for the rest of it (ie, remains stationary and doesn't shoot or fight in close combat) he can weave a protection which will last for all the Ratskins' turn and their opponent's turn. The protection affects all the Ratskins and gives them all a 4+ saving throw until the beginning of the next Ratskin turn. The saving throw is subject to all the normal saving throw modifiers. If the shaman is pinned, wounded or engaged in hand-to-hand combat, the dance will stop having any effect immediately.</p> |
| 4           | <p><b>TERROR CURSE</b></p> <p>The shaman can call down the curse of the hive spirits on the opposing gang.</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |

|   |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
|---|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|   | <p>If the Shaman passes a Leadership test on 2D6 at the start of his turn and then dances and chants for the rest of it (ie, remains stationary and doesn't shoot or fight in close combat) he can effect a curse which will last for all of the Ratskins' turn and their opponent's turn. The curse affects the whole enemy gang and makes them suffer from the effects of terror until the beginning of the next Ratskin turn. If the shaman is pinned, wounded or engaged in hand-to-hand combat, the curse will stop having any effect immediately</p>                                                                                                                                                                                                                                                                                             |
| 5 | <p style="text-align: center;"><b>SPIRIT WALK</b></p> <p>The Shaman can project his spirit from his body by entering a trance. If the Shaman passes a Leadership test at the start of his turn he can free his spirit. The spirit moves 3D6" in the movement phase, and ignores all terrain so it can move up or down without ladders, drift through walls etc. The spirit causes fear and is immune to all damage from shooting (including pinning). The spirit can attack in hand-to-hand combat and has the same profile as the Shaman himself, but is only armed with a knife. Any wounds inflicted are real for the victim but if the Shaman loses in hand-to-hand combat his spirit is merely sucked back into his body and no real harm is done to him. The spirit instantly returns to the Shaman's body at the end of the Ratskins' turn.</p> |
| 6 | <p style="text-align: center;"><b>STEAL PROWESS</b></p> <p>The Shaman can undertake a slow and painful ritual to steal a victim's prowess and bestow it on the Ratskin Chief. This ritual can only be used against defeated enemies (ie, captured fighters) and if the Shaman passes a Leadership test on 2D6 it allows him to steal a skill or characteristic advance from the victim and give it to the Ratskin Chief instead. The Chief cannot exceed the normal characteristic maximums and the victim's characteristics cannot be reduced below their starting 1 level. The Chief can gain skills normally unavailable to Ratskins through Steal Prowess. The drained victim dies after the ritual has been enacted, but the opposing gang may attempt a Rescue mission before the ritual takes place.</p>                                        |

#### RATSKIN

**Cost - 60 points.**

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

**Weapons.** A Ratskin comes equipped with a blindsnake pouch and knife and may be given equipment chosen from the Hand-to-Hand, Pistol, Basic Weapons, plus the Grenades, Ammo and Miscellaneous sections of the special Ratskin lists.

**Resilient.** Ratskins are remarkably resilient to injury and have the best survival instincts humanly possible. They are less likely to get lost or captured than ordinary Underhivers and, if hurt, are better at hiding from danger. To represent their resilience to injury a Ratskin who goes out of action rolls twice on the Serious Injuries Table and the player chooses which result will apply.

## RATSKIN BRAVE

**Cost - 35 points.**

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

**Weapons.** A Ratskin Brave comes equipped with a blindsnake pouch and knife and may be given equipment chosen from the Hand-to-Hand, Pistol, Basic Weapons, plus the Ammo and Miscellaneous sections of the special Ratskin lists.

**Resilient.** Ratskins are remarkably resilient to injury and have the best survival instincts humanly possible. They are less likely to get lost or captured than ordinary Underhivers and, if hurt, are better at hiding from danger. To represent their resilience to injury a Ratskin who goes out of action rolls twice on the Serious Injuries Table and the player chooses which result will apply.

## EQUIPMENT

### HAND-TO-HAND

| WEAPON                     | COST |
|----------------------------|------|
| Knife                      | 5    |
| Sword                      | 15   |
| Club, Maul or Bludgeon     | 15   |
| Chain or Flail             | 10   |
| Massive Axe, Sword or Club | 15   |

### PISTOLS

| WEAPON     | COST |
|------------|------|
| Autopistol | 15   |
| Stub Gun   | 10   |
| Hand Bow   | 5    |

### BASIC WEAPONS

| WEAPON                                     | COST |
|--------------------------------------------|------|
| Autogun ( <b>Excludes Ratskin Braves</b> ) | 20   |

|                                                                        |    |
|------------------------------------------------------------------------|----|
| Shotgun (Solid Slug and Blastshot)<br><b>(Excludes Ratskin Braves)</b> | 20 |
| Lasgun <b>(Excludes Ratskin Braves)</b>                                | 25 |
| Musket                                                                 | 5  |
| Blunderbuss/Scatter Gun                                                | 10 |

#### AMMO

| AMMO TYPE                  | COST |
|----------------------------|------|
| Dum-Dum Bullets (Stub Gun) | 5    |
| Manstopper (Shotgun)       | 5    |
| Hotshot (Shotgun)          | 5    |
| Bolt (Shotgun)             | 15   |

#### GRENADES

| GRENADE TYPE  | COST |
|---------------|------|
| Frag Grenades | 25   |
| Krak Grenades | 40   |

#### MISCELLANEOUS

| EQUIPMENT           | COST                |
|---------------------|---------------------|
| Clip Harness        | 10                  |
| Red-dot Laser Sight | 20                  |
| Telescopic Sight    | 20                  |
| Weapon Reload       | Half Cost Of Weapon |

#### SKILLS

| RATSKINS | COMBAT | FEROCITY | GUERILLA | AGILITY | MUSCLE | SHOOTING | STEALTH |
|----------|--------|----------|----------|---------|--------|----------|---------|
| CHIEF    | X      | X        |          | X       | X      | X        | X       |
| SHAMAN   | X      | X        |          | X       |        |          | X       |
| RATSKIN  | X      |          |          | X       |        |          | X       |
| BRAVE    |        |          |          | X       |        |          | X       |

## SPYRERS

The following list is used to recruit and equip your gang. To start with you have 1000 points with which you must recruit at least three fighters including a leader. Any points unspent are lost. The weapons you choose for your gang fighters must be represented on the models themselves. The exceptions are knives and grenades, which you may assume are tucked inside clothing; and pistols contained in holsters, which can be assumed to represent any type of pistol weapon. Otherwise models are armed as depicted, so it is a good idea to decide how you'd like to arm new recruits before assembling your models or buying new ones.

### GANG RESTRICTIONS

- **Minimum 3 Fighters.** A gang must have at least three models.
- **Maximum 10 Fighters.** A gang may include up to 10 models.

**Leader.** A Spyrer team has no set leader: leadership devolves to whoever has the highest kill score at the time or the best ideas. In game terms this means that any Bottle rolls are taken using the best Leadership characteristic in the team (assuming that member is present and not down or out of action at the time).

**Pinning.** Spyrrers are in constant communication with each other and are highly self-motivated. This means that a Spyrer who is pinned is always allowed to roll to try and escape from pinning at the start of their turn even if there are no other Spyrrers within 2" of them.

### JAKARA

**Cost - 190 points.**

| M | WS | BS | S | T | W | I | A | LD |
|---|----|----|---|---|---|---|---|----|
| 5 | 4  | 3  | 3 | 3 | 1 | 3 | 1 | 7  |

**Weapons.** The Jakara suit is armed with a monomolecular sword and a mirror shield. The shield allows the user to parry in hand-to-hand combat. If the mirror shield saves against a shooting attack which is energy-based (laser, plasma or melta) the Jakara can fire it back immediately. Roll to hit using the Jakara's BS: if the blast hits resolve it with the original weapon's profile.

**Armour.** The Jakara suit gives the wearer the following characteristic increases: Movement +1, Weapon Skill +1. These increases have been included in the Jakara hunter profile above. The Jakara suit also gives an armour saving throw of 5 or 6 on a D6. The mirror shield gives the Jakara an additional saving throw of 4, 5 or 6 on a D6 against attacks originating in the forward 90 degree arc of the user. The shield saving throw is not subject to saving throw modifiers so it will always save on a roll of 4, 5 or 6.

**Equipment.** A Jakara Spyrer is equipped with a bio-booster and skull chip.

#### YELD

**Cost - 170 points.**

| M | WS | BS | S | T | W | I | A | LD |
|---|----|----|---|---|---|---|---|----|
| 5 | 3  | 4  | 3 | 3 | 1 | 3 | 1 | 7  |

**Weapons.** The Yeld suit is equipped with laser gauntlets.

**Armour.** The Yeld suit gives the wearer the following characteristic increases: Movement +1, Ballistic Skill +1. These increases have been included in the Yeld hunter profile above. The Yeld suit also gives an armour saving throw of 5 or 6 on a D6. It also mounts the Yeld's wings, which are detailed in the Armoury section.

**Equipment.** A Yeld Spyrer is equipped with a bio-booster.

#### MALCADON

**Cost - 165 points.**

| M | WS | BS | S | T | W | I | A | LD |
|---|----|----|---|---|---|---|---|----|
| 6 | 4  | 3  | 3 | 3 | 1 | 4 | 1 | 7  |

**Weapons.** The Malcadon is equipped with a web spinner.

**Armour.** The Malcadon suit gives the wearer the following characteristic increases: Movement +2, Weapon Skill +1, Initiative +1. These increases have been included in the Malcadon hunter profile above. The Malcadon suit also gives an armour saving throw of 5 or 6 on a D6.

**Equipment.** A Malcadon Spyrer is equipped with a bio-booster.

#### ORRUS

**Cost - 185 points.**

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

**Weapons.** The Orrus suit is armed with two crushing fists, each with a bolt launcher mounted in it.

**Armour.** The Orrus suit gives the wearer the following characteristic increases: Weapon Skill +1, Strength +1, Attacks +1. These increases have been included in the Orrus hunter profile above. The Orrus suit also gives an armour saving throw of 4, 5 or 6 on a D6 and is protected by a force field which gives it a saving throw of 6 on a D6 against any shooting hits. The force field armour saving throw is not subject to saving throw modifiers so it will always save on a roll of 6.

**Equipment.** An Orrus Spyrer is equipped with a bio-booster.

## SKILLS

| SPYRERS  | COMBAT | FEROCITY | GUERILLA | AGILITY | MUSCLE | SHOOTING | STEALTH |
|----------|--------|----------|----------|---------|--------|----------|---------|
| JAKARA   | X      |          |          | X       |        |          | X       |
| YELD     | X      |          |          |         |        | X        | X       |
| MALCADON |        | X        |          | X       |        |          | X       |
| ORRUS    | X      | X        |          |         | X      |          |         |

**Notes.** re-roll any results of Iron Will (Ferocity Skill) and Gunfighter (Shooting Skill).

**Power Boost.** For every 3 games a Spyrer takes part in they receive a power boost. Roll a D6 on the appropriate table below.

| POWER BOOST |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |
|-------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| JAKARA      |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |
| D6          | RESULT                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |
| 1           | <b>Thickened Armour</b><br>The suit's armour thickens and hardens so its saving throw is improved by +1; hence the first time this boost is rolled it will take it from 5+ to 4+. The maximum saving throw the armour can achieve is 3+                                                                                                                                                                                                                                                   |
| 2           | <b>Improved Motive Power</b><br>The suit's power output for movement is boosted, increasing its speed. Add +1 to the Movement rate for each boost.                                                                                                                                                                                                                                                                                                                                        |
| 3           | <b>Enhanced Mirror Shield</b><br>The mirror shield is improved and becomes capable of absorbing different kinds of energy. The first boost allows the shield to deflect kinetic energy back at its target (such as bullets from autoweapons, missiles, etc.) as well as energy weapons, the second increases the shield's save to 3+ and the third allows the bearer to split the reflected Strength value of an attack between two targets, make a separate to hit roll for each target. |

| 4           | <p><b>Combat Neuroware</b></p> <p>The suit links up additional neuroware which sharpens the wearer's fighting skills. You may roll for a new skill on any skill table or increase one characteristic by 1 point.</p>                                                                                                                                                       |
|-------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 5           | <p><b>Sharpened Mono Sword</b></p> <p>Molecules flake away from the edge of the mono sword to make it even sharper The Jakara's Strength in close combat is increased by +1 for each boost, up to a maximum of +3.</p>                                                                                                                                                     |
| 6           | <p><b>Heightened Reflexes</b></p> <p>The suit's reflexes sharpen incredibly so that the Jakara can swing its shield round to protect it from enemies appearing from any direction. The first boost allows the model to turn up to 45 degrees after the enemy's movement phase. The second increases the turn to 90 degrees, the third to 180 degrees.</p>                  |
| <b>YELD</b> |                                                                                                                                                                                                                                                                                                                                                                            |
| D6          | RESULT                                                                                                                                                                                                                                                                                                                                                                     |
| 1           | <p><b>Boosted Laser Power</b></p> <p>The suit's lasers become more focused and deadly. The first boost increases them to Strength 4. the second increases their save modifier to -2 and the third increases them to Strength 5.</p>                                                                                                                                        |
| 2           | <p><b>Improved Wings</b></p> <p>The suit's power output to its wings is boosted, increasing its speed. Add +1 to the movement rate for each boost.</p>                                                                                                                                                                                                                     |
| 3           | <p><b>Enhanced Chameleon Powers</b></p> <p>The chameleon circuits in the Yeld's wings become faster and more accurate. The first boost increases the to hit modifier against a Yeld to -1 at short range, the second increases the to hit modifier against a Yeld to -2 at long range and the third increases the to hit modifier against a Yeld to -2 at short range.</p> |
| 4           | <p><b>Combat Neuroware</b></p> <p>The suit links up additional neuroware which sharpens the wearer's fighting skills. You may roll for a new skill on any skill table or increase one characteristic by 1 point.</p>                                                                                                                                                       |
| 5           | <p><b>Sharpened Claws</b></p> <p>Molecules flake away from the edge of the Yeld's wings to make them even sharper. The Yeld's Strength in close combat is increased by +1 for each boost, up to a maximum of +3.</p>                                                                                                                                                       |
| 6           | <p><b>Pulse Lasers</b></p> <p>New power feeds come online to make the suit weapons capable of sustained fire. The Yeld's lasers gain a Sustained Fire dice. The maximum number of dice</p>                                                                                                                                                                                 |

|                 |                                                                                                                                                                                                                                                        |
|-----------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|                 | the lasers can be boosted to is three.                                                                                                                                                                                                                 |
| <b>MALCADON</b> |                                                                                                                                                                                                                                                        |
| <b>D6</b>       | <b>RESULT</b>                                                                                                                                                                                                                                          |
| 1               | <b>Improved Spinner Range</b><br>The suit's spinner range is increased by 2" up to a maximum of 18"                                                                                                                                                    |
| 2               | <b>Improved Motive Power</b><br>The suit's power output for movement is boosted, increasing its speed. Add +1 to the Movement rate for each boost.                                                                                                     |
| 3               | <b>Thickened Armour</b><br>The suit's armour thickens and hardens so its saving throw is improved by +1; hence the first time this boost is rolled it will take it from 5+ to 4+. The maximum saving throw the armour can achieve is 2+                |
| 4               | <b>Combat Neuroware</b><br>The suit links up additional neuroware which sharpens the wearer's fighting skills. You may roll for a new skill on any skill table or increase one characteristic by 1 point.                                              |
| 5               | <b>Toxin Sac</b><br>Insidious neurotoxins synthesised by the suit from pollutant waste coat its spines. The Malcadon's Strength in close combat is increased by +1 for each boost, up to a maximum of +3.                                              |
| 6               | <b>Weaving Spinners</b><br>The spinner muzzles change to allow it to cover an area. The first boost gives the spinners a 1" blast marker, the second increases it to 1 1/2" and the third increases it to 2".                                          |
| <b>ORRUS</b>    |                                                                                                                                                                                                                                                        |
| <b>D6</b>       | <b>RESULT</b>                                                                                                                                                                                                                                          |
| 1               | <b>Improved Bolt Launcher Range</b><br>The bolt launchers' range is increased by 4" up to a maximum of 24" .                                                                                                                                           |
| 2               | <b>Heavy Bolt Ammo</b><br>The bolts fired by the suit's launchers explode more fiercely on impact. The first boost increases them to Strength 5, the second increases their save modifier to -2 and the third increases the damage they inflict to D3. |
| 3               | <b>Thickened Armour</b>                                                                                                                                                                                                                                |

|   |                                                                                                                                                                                                                             |
|---|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|   | The suit's armour thickens and hardens so its saving throw is improved by +1; hence the first time this boost is rolled it will take it from 4+ to 3+. The maximum saving throw the armour can achieve is 2+.               |
| 4 | <b>Combat Neurowave</b><br>The suit links up additional neurowear which sharpens the wearer's fighting skills. You may roll for a new skill on any skill table or increase one characteristic by 1 point.                   |
| 5 | <b>Power Field Strengthened</b><br>The suit's power field saving throw is improved by +1, so the first time this boost is rolled it will take it from 6+ to 5+. The maximum saving throw the power field can achieve is 2+. |
| 6 | <b>Sustained Fire Bolt Launchers</b><br>New ammo feeds come online to make the suit weapons capable of sustained fire. Each bolt launcher gains a Sustained Fire dice. The maximum number of dice is 2 per launcher.        |

## PIT SLAVES

The following list is used to recruit and equip your gang. To start with you have 1000 points with which you must recruit at least three fighters including a leader. Any points unspent are lost. The weapons you choose for your gang fighters must be represented on the models themselves. The exceptions are knives and grenades, which you may assume are tucked inside clothing; and pistols contained in holsters, which can be assumed to represent any type of pistol weapon. Otherwise models are armed as depicted, so it is a good idea to decide how you'd like to arm new recruits before assembling your models or buying new ones.

## GANG RESTRICTIONS

- **Minimum 3 Fighters.** A gang must have at least three models.
- **Maximum 20 Fighters.** A gang may include up to 20 models.
- **Chief.** Your gang must have one chief. Not more. Not less!
- **Techno.** A gang can have up to two technos, but no more.
- **Pit Slave.** You can include as many pit slaves as you can afford.

**Survivors.** When a pit slave fighter would make an injury roll in the recovery phase, use the following table instead of the normal one.

| D6    | EFFECT      |
|-------|-------------|
| 1 - 3 | Flesh Wound |
| 4 - 5 | Down        |

|   |               |
|---|---------------|
| 6 | Out Of Action |
|---|---------------|

#### PIT SLAVE CHIEF

**Cost - 130 points.**

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

**Weapons.** The pit slave chief comes equipped with a knife and may be armed with weapons chosen from the Pit Slave Weapons, Hand-to-Hand, Pistols, Basic, Special Weapons, Ammo, Grenades and Miscellaneous lists.

**Special Rules.** The gang's leader is unlike the rest of the gang in that he can fight efficiently even on his own. He always counts as having a friend within 2", regardless of whether this is the case or not. This means he can always test to avoid being pinned in place. Any fighter within 6" of the leader may use the Leadership characteristic of the leader when taking any Leadership test. This benefit applies as long as the leader isn't down or broken himself.

**Experienced.** A Chief will be already be hardened by his experiences and receives one advance roll.

**Many Arms.** Chiefs commonly 'acquire' many extra implants. Because of this they may take 2 Pit Slave Weapons instead of one. A Chief with 2 Pit Slave Weapons gains an extra attack and may choose to resolve hits in close combat using either of the weapons.

#### PIT SLAVE TECHNO

**Cost - 90 points.**

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

**Weapons.** Technos come equipped with a knife and may be armed with weapons chosen from the Hand-to-Hand, Pistols, Basic, Special Weapons, Ammo, Grenades and Miscellaneous lists.

**Experienced.** A Techno will be already be hardened by his experiences and receives one advance roll.

#### PIT SLAVE

**Cost - 60 points.**

| M | WS | BS | S | T | W | I | A | LD |
|---|----|----|---|---|---|---|---|----|
|---|----|----|---|---|---|---|---|----|

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

**Weapons.** Pit Slaves come equipped with a knife and may be armed with weapons chosen from the Pit Slave Weapons, Hand-to-Hand, Pistols, Ammo, Grenades and Miscellaneous lists.

**Experienced.** A Pit Slave will be already be hardened by his experiences and receives one advance roll.

## EQUIPMENT

### PIT SLAVE WEAPONS

| WEAPON     | COST |
|------------|------|
| Rock Drill | 15   |
| Claw       | 15   |
| Shears     | 15   |
| Buzz Saw   | 25   |
| Chainsaw   | 25   |
| Hammer     | 20   |

### HAND-TO-HAND

| WEAPON                 | COST |
|------------------------|------|
| Knife                  | 5    |
| Sword                  | 15   |
| Club, Maul or Bludgeon | 15   |
| Chain or Flail         | 10   |
| Chainsword             | 25   |

### PISTOLS

| WEAPON      | COST |
|-------------|------|
| Autopistol  | 15   |
| Bolt Pistol | 25   |
| Hand Flamer | 20   |
| Laspistol   | 15   |

|               |    |
|---------------|----|
| Plasma Pistol | 50 |
| Stub Gun      | 10 |

#### BASIC WEAPONS

| WEAPON                             | COST |
|------------------------------------|------|
| Autogun                            | 20   |
| Boltgun                            | 35   |
| Lasgun                             | 25   |
| Shotgun (Solid Slug and Blastshot) | 20   |

#### SPECIAL WEAPONS

| WEAPON           | COST               |     |
|------------------|--------------------|-----|
| Flamer           | 40                 |     |
| Grenade Launcher |                    |     |
|                  | With Frag Grenades | 85  |
|                  | With Krak Grenades | 100 |
|                  | With Both          | 125 |
| Melta-gun        | 95                 |     |
| Plasma Gun       | 80                 |     |

#### AMMO

| AMMO TYPE                  | COST |
|----------------------------|------|
| Dum-Dum Bullets (Stub Gun) | 5    |
| Manstopper (Shotgun)       | 5    |
| Hotshot (Shotgun)          | 5    |
| Bolt (Shotgun)             | 15   |

#### GRENADES

| GRENADE TYPE  | COST |
|---------------|------|
| Frag Grenades | 25   |
| Krak Grenades | 40   |

## MISCELLANEOUS

| EQUIPMENT           | COST                |
|---------------------|---------------------|
| Camo Gear           | 5                   |
| Clip Harness        | 10                  |
| Red-dot Laser Sight | 20                  |
| Weapon Reload       | Half Cost Of Weapon |
| Flak Armour         | 10                  |
| Carapace Armour     | 20                  |

## SKILLS

| PIT SLAVE | COMBAT | FEROCITY | GUERRILLA | AGILITY | MUSCLE | SHOOTING | STEALTH |
|-----------|--------|----------|-----------|---------|--------|----------|---------|
| CHIEF     | X      | X        |           | X       | X      |          |         |
| TECHNO    |        |          | X         |         |        | X        | X       |
| PIT SLAVE | X      | X        |           |         | X      |          |         |

## ARBITES/ENFORCERS

The following list is used to recruit and equip your gang. To start with you have 1000 points with which you must recruit at least three fighters including a leader. Any points unspent are lost. The weapons you choose for your gang fighters must be represented on the models themselves. The exceptions are knives and grenades, which you may assume are tucked inside clothing; and pistols contained in holsters, which can be assumed to represent any type of pistol weapon. Otherwise models are armed as depicted, so it is a good idea to decide how you'd like to arm new recruits before assembling your models or buying new ones.

## GANG RESTRICTIONS

- **Minimum 3 Fighters.** A gang must have at least three models.
- **Maximum 10 Fighters.** A gang may include up to 10 fighters. It may also include up to 1 cyber mastiff.
- **Sergeant.** Your gang must have one sergeant. Not more. Not less!
- **Specialist.** A gang can have up to three specialists, but no more.
- **Enforcer.** You can include as many enforcers as you can afford.

**Well Equipped.** The weapons and equipment of the Enforcers is better maintained than that available to the population of the Underhive. Consequently, members of an Enforcer squad may ignore their first failed Ammo roll. Simply treat the failed roll as if the Enforcer had passed the roll instead. This includes failed Ammo rolls for weapons like grenades that

normally fail their Ammo roll automatically. If the Enforcer fails a second Ammo roll then they suffer the normal penalties.

**Armour.** All members of the squad have carapace armour (4+ save), including the Cyber-mastiff. The Initiative penalty for wearing carapace armour does not apply to the Cyber-mastiff, but does apply to the rest of the squad.

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

Additionally Iron Will and Gunfighter may not be taken by Enforcers. Pick any other skill of the same type instead.

#### SERGEANT

**Cost - 150 points.**

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

**Weapons.** The sergeant comes equipped with a knife, carapace armour, photo visor and may be armed with weapons chosen from the Hand-to-Hand, Pistols, Basic, Special Weapons, Ammo, Grenades and Miscellaneous lists.

**Special Rules.** The sergeant is unlike the rest of the gang in that he can fight efficiently even on his own. He always counts as having a friend within 2", regardless of whether this is the case or not. This means he can always test to avoid being pinned in place. Any fighter within 6" of the sergeant may use the Leadership characteristic of the sergeant when taking any Leadership test. This benefit applies as long as the leader isn't down or broken himself.

#### SPECIALIST

**Cost - 100 points.**

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

**Weapons.** Specialists come equipped with a knife, carapace armour, photo visor and may be armed with weapons chosen from the Hand-to-Hand, Pistols, Basic, Special, Heavy Weapons, Ammo, Grenades and Miscellaneous lists.

**Handler.** One specialist may become a handler. If they do so they lose access to special and heavy weapons but are accompanied by a cyber mastiff instead which has the following profile.

## CYBER MASTIFF

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

**Weapons.** Cyber Mastiffs come equipped with their teeth (knife), carapace armour and a photo visor. They may not be equipped further.

**Special Rules.** The following special rules apply to Cyber mastiffs:

- Cyber-mastiffs ignore flesh wounds and all related effects completely.
- Cyber-mastiffs do not have to test to 'keep their nerve' if a friend goes down or out of action within 2". In addition they are immune to the effects of fear and terror.
- The Cyber-mastiff must remain within 18" of the Handler at all times. If the Handler is taken down, or out of action, then the Cyber-mastiff must remain within 18" of his body, but may otherwise continue to move and fight normally.
- As long as the Cyber-mastiff is not out of action, then his Handler may not be captured (the Cyber-mastiff will protect him). Treat Captured results as Full Recovery.
- If a Cyber-mastiff is taken out then they are assumed to have been destroyed, and will be replaced with a new Cyber-mastiff in time for the next battle. Consequently you should not roll on the Serious Injury table for Cyber-mastiffs that were taken out of action.

## ENFORCER

**Cost - 70 points.**

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

**Weapons.** Enforcers come equipped with a knife, carapace armour, photo visor and may be armed with weapons chosen from the Hand-to-Hand, Pistols, Basic Weapons, Ammo, Grenades and Miscellaneous lists.

## EQUIPMENT

### HAND-TO-HAND

| WEAPON | COST |
|--------|------|
| Knife  | 5    |
| Sword  | 15   |

|                                   |    |
|-----------------------------------|----|
| Club, Maul or Bludgeon            | 15 |
| Chain or Flail                    | 10 |
| Massive Axe, Sword or Club        | 15 |
| Chainsword                        | 25 |
| Suppression Shield (Handler Only) | 25 |

#### PISTOLS

| WEAPON        | COST |
|---------------|------|
| Autopistol    | 15   |
| Bolt Pistol   | 25   |
| Hand Flamer   | 20   |
| Laspistol     | 15   |
| Plasma Pistol | 50   |
| Stub Gun      | 10   |

#### BASIC WEAPONS

| WEAPON                                                 | COST |
|--------------------------------------------------------|------|
| Autogun                                                | 20   |
| Boltgun                                                | 35   |
| Lasgun                                                 | 25   |
| Combat Shotgun (Solid Slug, Blastshot and Executioner) | 30   |

#### SPECIAL WEAPONS

| WEAPON           | COST               |     |
|------------------|--------------------|-----|
| Flamer           | 40                 |     |
| Grenade Launcher |                    |     |
|                  | With Frag Grenades | 85  |
|                  | With Krak Grenades | 100 |
|                  | With Both          | 125 |

|            |    |
|------------|----|
| Melta-gun  | 95 |
| Plasma Gun | 80 |

#### HEAVY WEAPONS

| WEAPON        | COST |
|---------------|------|
| Heavy Stubber | 120  |

#### AMMO

| AMMO TYPE                  | COST |
|----------------------------|------|
| Dum-Dum Bullets (Stub Gun) | 5    |
| Manstopper (Shotgun)       | 5    |
| Hotshot (Shotgun)          | 5    |
| Bolt (Shotgun)             | 15   |

#### GRENADES

| GRENADE TYPE  | COST |
|---------------|------|
| Frag Grenades | 25   |
| Krak Grenades | 40   |

#### MISCELLANEOUS

| EQUIPMENT           | COST                |
|---------------------|---------------------|
| Camo Gear           | 5                   |
| Clip Harness        | 10                  |
| Red-dot Laser Sight | 20                  |
| Telescopic Sight    | 20                  |
| Weapon Reload       | Half Cost Of Weapon |

#### SKILLS

| ARBITES    | COMBAT | FEROCITY | GUERRILLA | AGILITY | MUSCLE | SHOOTING | STEALTH |
|------------|--------|----------|-----------|---------|--------|----------|---------|
| LEADER     | X      | X        | X         |         | X      | X        | X       |
| SPECIALIST |        | X        | X         |         |        |          | X       |
| ENFORCER   | X      | X        | X         |         | X      | X        |         |

## SPECIAL OPERATIVES

### UNDERHIVE SCUM

Any gang may hire Underhive Scum.

#### SCUM PROFILE

Scum are likely to have special skills as well as superior characteristic values. This is worked out only after the Scummer is recruited. The basic characteristic profile is given below, which is the base level for characteristic values. In addition to this the Scummer will have a number of 'advances' as explained below.

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

A Scummer has 6 'advances' which are either bonuses on his profile or skills. Roll a D6 six times and consult the chart below, noting down the increases and skills as you go along. A Scummer may not improve any characteristic by more than +2; if an increase is rolled for a third time re-roll the result. Similarly, if you roll the same skill twice re-roll to get another.

| D6    | ADVANCE                                                                                                                                                                                                                                                                                                             |    |         |   |                 |   |             |   |              |   |          |   |           |   |               |
|-------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----|---------|---|-----------------|---|-------------|---|--------------|---|----------|---|-----------|---|---------------|
| 1     | +1 Ballistic Skill                                                                                                                                                                                                                                                                                                  |    |         |   |                 |   |             |   |              |   |          |   |           |   |               |
| 2     | +1 Initiative                                                                                                                                                                                                                                                                                                       |    |         |   |                 |   |             |   |              |   |          |   |           |   |               |
| 3     | +1 Leadership                                                                                                                                                                                                                                                                                                       |    |         |   |                 |   |             |   |              |   |          |   |           |   |               |
| 4     | Roll a further D6 : <table><tr><th>D6</th><th>ADVANCE</th></tr><tr><td>1</td><td>+1 Weapon Skill</td></tr><tr><td>2</td><td>+1 Strength</td></tr><tr><td>3</td><td>+1 Toughness</td></tr><tr><td>4</td><td>+1 Wound</td></tr><tr><td>5</td><td>+1 Attack</td></tr><tr><td>6</td><td>+1 Leadership</td></tr></table> | D6 | ADVANCE | 1 | +1 Weapon Skill | 2 | +1 Strength | 3 | +1 Toughness | 4 | +1 Wound | 5 | +1 Attack | 6 | +1 Leadership |
| D6    | ADVANCE                                                                                                                                                                                                                                                                                                             |    |         |   |                 |   |             |   |              |   |          |   |           |   |               |
| 1     | +1 Weapon Skill                                                                                                                                                                                                                                                                                                     |    |         |   |                 |   |             |   |              |   |          |   |           |   |               |
| 2     | +1 Strength                                                                                                                                                                                                                                                                                                         |    |         |   |                 |   |             |   |              |   |          |   |           |   |               |
| 3     | +1 Toughness                                                                                                                                                                                                                                                                                                        |    |         |   |                 |   |             |   |              |   |          |   |           |   |               |
| 4     | +1 Wound                                                                                                                                                                                                                                                                                                            |    |         |   |                 |   |             |   |              |   |          |   |           |   |               |
| 5     | +1 Attack                                                                                                                                                                                                                                                                                                           |    |         |   |                 |   |             |   |              |   |          |   |           |   |               |
| 6     | +1 Leadership                                                                                                                                                                                                                                                                                                       |    |         |   |                 |   |             |   |              |   |          |   |           |   |               |
| 5 - 6 | Roll a further D6 :                                                                                                                                                                                                                                                                                                 |    |         |   |                 |   |             |   |              |   |          |   |           |   |               |

| D6    | ADVANCE                                                                                                                                                                                                                                                                                                                                                                                                            |    |         |   |                             |   |                            |   |                               |   |                           |   |                             |   |                                    |
|-------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----|---------|---|-----------------------------|---|----------------------------|---|-------------------------------|---|---------------------------|---|-----------------------------|---|------------------------------------|
| 1 - 3 | Gunfighter (Shooting Skill)                                                                                                                                                                                                                                                                                                                                                                                        |    |         |   |                             |   |                            |   |                               |   |                           |   |                             |   |                                    |
| 4 - 5 | Catch Grenade (Agility Skill)                                                                                                                                                                                                                                                                                                                                                                                      |    |         |   |                             |   |                            |   |                               |   |                           |   |                             |   |                                    |
| 6     | Roll a further D6 :                                                                                                                                                                                                                                                                                                                                                                                                |    |         |   |                             |   |                            |   |                               |   |                           |   |                             |   |                                    |
|       | <table> <tr> <th>D6</th><th>ADVANCE</th></tr> <tr> <td>1</td><td>Crack Shot (Shooting Skill)</td></tr> <tr> <td>2</td><td>Fast Shot (Shooting Skill)</td></tr> <tr> <td>3</td><td>Hip Shooting (Shooting Skill)</td></tr> <tr> <td>4</td><td>Marksman (Shooting Skill)</td></tr> <tr> <td>5</td><td>Ammo Hound (Shooting Skill)</td></tr> <tr> <td>6</td><td>Killer Reputation (Ferocity Skill)</td></tr> </table> | D6 | ADVANCE | 1 | Crack Shot (Shooting Skill) | 2 | Fast Shot (Shooting Skill) | 3 | Hip Shooting (Shooting Skill) | 4 | Marksman (Shooting Skill) | 5 | Ammo Hound (Shooting Skill) | 6 | Killer Reputation (Ferocity Skill) |
| D6    | ADVANCE                                                                                                                                                                                                                                                                                                                                                                                                            |    |         |   |                             |   |                            |   |                               |   |                           |   |                             |   |                                    |
| 1     | Crack Shot (Shooting Skill)                                                                                                                                                                                                                                                                                                                                                                                        |    |         |   |                             |   |                            |   |                               |   |                           |   |                             |   |                                    |
| 2     | Fast Shot (Shooting Skill)                                                                                                                                                                                                                                                                                                                                                                                         |    |         |   |                             |   |                            |   |                               |   |                           |   |                             |   |                                    |
| 3     | Hip Shooting (Shooting Skill)                                                                                                                                                                                                                                                                                                                                                                                      |    |         |   |                             |   |                            |   |                               |   |                           |   |                             |   |                                    |
| 4     | Marksman (Shooting Skill)                                                                                                                                                                                                                                                                                                                                                                                          |    |         |   |                             |   |                            |   |                               |   |                           |   |                             |   |                                    |
| 5     | Ammo Hound (Shooting Skill)                                                                                                                                                                                                                                                                                                                                                                                        |    |         |   |                             |   |                            |   |                               |   |                           |   |                             |   |                                    |
| 6     | Killer Reputation (Ferocity Skill)                                                                                                                                                                                                                                                                                                                                                                                 |    |         |   |                             |   |                            |   |                               |   |                           |   |                             |   |                                    |

## SCUM WEAPONS

A Scummer fights with his own weapons which can be any of the combinations listed below. Choose one of the following combinations for the Scummer.

- Knife+2 Bolt Pistols
- Knife + Plasma Pistol + Laspistol
- Knife + Plasma Pistol + Autopistol
- Knife + Bolt Pistol + Hand Flamer

## BOUNTY HUNTER

Any gang may hire Bounty Hunters.

## BOUNTY HUNTER PROFILE

Bounty Hunters have special skills as well as superior characteristic values. This is worked out only after the Bounty Hunter is recruited. The basic characteristic profile is given below, which is the base level for characteristic values. In addition to this the Bounty Hunter will have a number of 'advances' as explained below.

| M | WS | BS | S | T | W | I | A | LD |
|---|----|----|---|---|---|---|---|----|
| 4 | 4  | 4  | 3 | 3 | 2 | 4 | 1 | 8  |

In addition to his enhanced profile a Bounty Hunter has three further 'advances' which are either additional bonuses on his profile or skills. Roll a D6 three times and consult the chart below, noting down the increases and skills as you go along. A Bounty Hunter may not improve any characteristic by more than +2, nor may he increase his Wounds beyond 3. If a further increase is rolled, re-roll the result. Similarly, if you roll the same skill twice re-roll to get another.

| D6    | ADVANCE             |                                  |
|-------|---------------------|----------------------------------|
| 1 - 2 | Roll a further D6 : |                                  |
|       | D6                  | ADVANCE                          |
|       | 1                   | +1 Weapon Skill                  |
|       | 2                   | +1 Ballistic Skill               |
|       | 3                   | +1 Initiative                    |
|       | 4                   | +1 Leadership                    |
|       | 5                   | Roll a further D6 :              |
|       | D6                  | ADVANCE                          |
|       | 1 - 3               | +1 Strength                      |
|       | 4 - 6               | +1 Toughness                     |
|       | 6                   | Roll a further D6 :              |
|       | D6                  | ADVANCE                          |
|       | 1 - 3               | +1 Wound (Max 3)                 |
|       | 4 - 6               | +1 Attack                        |
|       | 3 - 6               | Roll a further D6 :              |
| D6    |                     | ADVANCE                          |
| 1 - 2 |                     | Crack Shot (Shooting Skill)      |
| 3 - 4 |                     | Nerves Of Steel (Ferocity Skill) |

|  |   |                           |                                    |
|--|---|---------------------------|------------------------------------|
|  | 5 | Marksman (Shooting Skill) |                                    |
|  | 6 | Roll a further D6 :       |                                    |
|  |   | <b>D6</b>                 | <b>ADVANCE</b>                     |
|  |   | 1                         | Dodge (Agility Skill)              |
|  |   | 2                         | True Grit (Ferocity Skill)         |
|  |   | 3                         | Survivor (Guerilla Skill)          |
|  |   | 4                         | Catch Grenade (Agility Skill)      |
|  |   | 5                         | Great Leap (Agility Skill)         |
|  |   | 6                         | Killer Reputation (Ferocity Skill) |

### SPECIAL RULES

Bounty Hunters are tough, mean and deadly. In addition, they have unique abilities which are represented by the following rule.

**Capture.** If a Bounty Hunter takes an enemy 'out of action' in hand-to-hand fighting the enemy fighter is automatically captured at the end of the game. Rather than rolling on the Serious Injury chart after the game, the fighter is automatically taken captive regardless of which side won the game or whether the Bounty Hunter survived.

### BOUNTY HUNTER WEAPONS

A Bounty Hunter fights with his own weapons as described below. They are invariably armed to the teeth (it goes with the job). Bounty Hunters are armed with the following :

- Any Number Of Knives
- Bolt Pistol With Red-dot Laser Sight
- Boltgun Or Lasgun With Hotshot Pack
- Chainsword
- Shotgun With Solid Slug, Blastshot, And Man-stopper Shells

Plus any 2 of the following :

- Bio-booster
- Weapon Reload (Choose Weapon Or Ammo Type)
- Carapace Armour (-1 Initiative)

## RATSKIN SCOUT

Any gang may hire Ratskin Scouts.

### RATSKIN SCOUT PROFILE

Ratskin Scouts may have special skills and superior characteristic values. This is worked out only after the Ratskin Scout is recruited. The basic characteristic profile is given below, which is the base level for characteristic values. In addition to this the Ratskin Scout will have a number of 'advances' as explained below.

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

A Ratskin Scout has 3 'advances' which are either bonuses on his profile or skills. Roll a D6 three times and consult the chart below, noting down the increases and skills as you go along. A Ratskin Scout may not improve any characteristic by more than +2; if an increase is rolled for a third time reroll the result. Similarly, if you roll the same skill twice reroll to get another.

| D6    | ADVANCE                                                                                                                                                                                                                                                                                                                                          |    |         |   |                    |   |             |   |              |   |          |   |           |   |               |
|-------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----|---------|---|--------------------|---|-------------|---|--------------|---|----------|---|-----------|---|---------------|
| 1     | +1 Weapon Skill                                                                                                                                                                                                                                                                                                                                  |    |         |   |                    |   |             |   |              |   |          |   |           |   |               |
| 2     | +1 Initiative                                                                                                                                                                                                                                                                                                                                    |    |         |   |                    |   |             |   |              |   |          |   |           |   |               |
| 3     | Roll a further D6 : <table border="1"> <tr> <th>D6</th><th>ADVANCE</th></tr> <tr> <td>1</td><td>+1 Ballistic Skill</td></tr> <tr> <td>2</td><td>+1 Strength</td></tr> <tr> <td>3</td><td>+1 Toughness</td></tr> <tr> <td>4</td><td>+1 Wound</td></tr> <tr> <td>5</td><td>+1 Attack</td></tr> <tr> <td>6</td><td>+1 Leadership</td></tr> </table> | D6 | ADVANCE | 1 | +1 Ballistic Skill | 2 | +1 Strength | 3 | +1 Toughness | 4 | +1 Wound | 5 | +1 Attack | 6 | +1 Leadership |
| D6    | ADVANCE                                                                                                                                                                                                                                                                                                                                          |    |         |   |                    |   |             |   |              |   |          |   |           |   |               |
| 1     | +1 Ballistic Skill                                                                                                                                                                                                                                                                                                                               |    |         |   |                    |   |             |   |              |   |          |   |           |   |               |
| 2     | +1 Strength                                                                                                                                                                                                                                                                                                                                      |    |         |   |                    |   |             |   |              |   |          |   |           |   |               |
| 3     | +1 Toughness                                                                                                                                                                                                                                                                                                                                     |    |         |   |                    |   |             |   |              |   |          |   |           |   |               |
| 4     | +1 Wound                                                                                                                                                                                                                                                                                                                                         |    |         |   |                    |   |             |   |              |   |          |   |           |   |               |
| 5     | +1 Attack                                                                                                                                                                                                                                                                                                                                        |    |         |   |                    |   |             |   |              |   |          |   |           |   |               |
| 6     | +1 Leadership                                                                                                                                                                                                                                                                                                                                    |    |         |   |                    |   |             |   |              |   |          |   |           |   |               |
| 4 - 6 | Roll a further D6 : <table border="1"> <tr> <th>D6</th><th>ADVANCE</th></tr> </table>                                                                                                                                                                                                                                                            | D6 | ADVANCE |   |                    |   |             |   |              |   |          |   |           |   |               |
| D6    | ADVANCE                                                                                                                                                                                                                                                                                                                                          |    |         |   |                    |   |             |   |              |   |          |   |           |   |               |

|   | 1                            | Dodge (Agility Skill)                                                                                                                                                                                                                                                                                                                                                             |                                |         |   |                           |   |                                |   |                        |   |                       |   |                              |   |                          |
|---|------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------|---------|---|---------------------------|---|--------------------------------|---|------------------------|---|-----------------------|---|------------------------------|---|--------------------------|
|   | 2                            | Great Leap (Agility Skill)                                                                                                                                                                                                                                                                                                                                                        |                                |         |   |                           |   |                                |   |                        |   |                       |   |                              |   |                          |
|   | 3                            | Sprint (Agility Skill)                                                                                                                                                                                                                                                                                                                                                            |                                |         |   |                           |   |                                |   |                        |   |                       |   |                              |   |                          |
|   | 4 - 6                        | Roll a further D6 :                                                                                                                                                                                                                                                                                                                                                               |                                |         |   |                           |   |                                |   |                        |   |                       |   |                              |   |                          |
|   |                              | <table><tr><th>D6</th><th>ADVANCE</th></tr><tr><td>1</td><td>Step Aside (Combat Skill)</td></tr><tr><td>2</td><td>Nerves Of Steel (Combat Skill)</td></tr><tr><td>3</td><td>Ambush (Stealth Skill)</td></tr><tr><td>4</td><td>Evade (Stealth Skill)</td></tr><tr><td>5</td><td>Infiltration (Stealth Skill)</td></tr><tr><td>6</td><td>Sneak Up (Stealth Skill)</td></tr></table> | D6                             | ADVANCE | 1 | Step Aside (Combat Skill) | 2 | Nerves Of Steel (Combat Skill) | 3 | Ambush (Stealth Skill) | 4 | Evade (Stealth Skill) | 5 | Infiltration (Stealth Skill) | 6 | Sneak Up (Stealth Skill) |
|   |                              | D6                                                                                                                                                                                                                                                                                                                                                                                | ADVANCE                        |         |   |                           |   |                                |   |                        |   |                       |   |                              |   |                          |
|   |                              | 1                                                                                                                                                                                                                                                                                                                                                                                 | Step Aside (Combat Skill)      |         |   |                           |   |                                |   |                        |   |                       |   |                              |   |                          |
|   |                              | 2                                                                                                                                                                                                                                                                                                                                                                                 | Nerves Of Steel (Combat Skill) |         |   |                           |   |                                |   |                        |   |                       |   |                              |   |                          |
|   |                              | 3                                                                                                                                                                                                                                                                                                                                                                                 | Ambush (Stealth Skill)         |         |   |                           |   |                                |   |                        |   |                       |   |                              |   |                          |
|   |                              | 4                                                                                                                                                                                                                                                                                                                                                                                 | Evade (Stealth Skill)          |         |   |                           |   |                                |   |                        |   |                       |   |                              |   |                          |
| 5 | Infiltration (Stealth Skill) |                                                                                                                                                                                                                                                                                                                                                                                   |                                |         |   |                           |   |                                |   |                        |   |                       |   |                              |   |                          |
| 6 | Sneak Up (Stealth Skill)     |                                                                                                                                                                                                                                                                                                                                                                                   |                                |         |   |                           |   |                                |   |                        |   |                       |   |                              |   |                          |
|   |                              |                                                                                                                                                                                                                                                                                                                                                                                   |                                |         |   |                           |   |                                |   |                        |   |                       |   |                              |   |                          |
|   |                              |                                                                                                                                                                                                                                                                                                                                                                                   |                                |         |   |                           |   |                                |   |                        |   |                       |   |                              |   |                          |
|   |                              |                                                                                                                                                                                                                                                                                                                                                                                   |                                |         |   |                           |   |                                |   |                        |   |                       |   |                              |   |                          |
|   |                              |                                                                                                                                                                                                                                                                                                                                                                                   |                                |         |   |                           |   |                                |   |                        |   |                       |   |                              |   |                          |

## SPECIAL RULES

Ratskins are expert guides and trackers, and this is represented by the following special rule.

**Guide.** A gang which includes a Ratskin Scout is able to exploit his knowledge of the Underhive and its countless half-forgotten passages and tunnels. This gives the gang a distinct advantage when it comes to confronting an enemy, permitting the gang to move rapidly to their objective.

To represent this a gang that includes a Ratskin Scout can roll twice for the “Hunt In The Promethium Sprawl” roll before a game and gets to choose which result they prefer.

## RATSKIN SCOUT WEAPONS

A Ratskin Scout fights with his own weapons as described below. Ratskins are armed with the following:

- Any Number Of Knives
- Club, Maul, Bludgeon, Or Axe
- Blindsnake Pouch

Plus one of the following:

- Shotgun + Solid Slug And Blastshot

- Autogun
- Lasgun

## PIT SLAVE

Any gang may hire Pit Slaves.

### PIT SLAVE PROFILE

Pit Slaves are likely to have picked up some skills and gained superior characteristic values before or during their enslavement. This is worked out after the Pit Slave is recruited. The basic characteristic level is shown below. In addition to this the pit slave will have a number of 'advances'.

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

A Pit Slave has four 'advances' which are either bonuses on his profile or skills. Roll a D6 four times and consult the table below, noting down the increases and skills as you go along. A Pit Slave may not improve any characteristic by more than +2: if an increase is rolled for the third time reroll the result. Similarly, if you roll the same skill twice reroll to get another. Note that a Pit Slave's Strength and Toughness characteristics can exceed the normal human maximums of 4 - this is because their crude cybernetic adaptations can give them superhuman durability and strength.

| D6    | ADVANCE                                                                                                                                                              |    |         |       |             |       |               |
|-------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------|----|---------|-------|-------------|-------|---------------|
| 1     | +1 Weapon Skill                                                                                                                                                      |    |         |       |             |       |               |
| 2     | +1 Attack                                                                                                                                                            |    |         |       |             |       |               |
| 3 - 4 | Roll a further D6: <table> <tr> <th>D6</th><th>ADVANCE</th></tr> <tr> <td>1 - 3</td><td>+1 Strength</td></tr> <tr> <td>4 - 6</td><td>+1 Toughness</td></tr> </table> | D6 | ADVANCE | 1 - 3 | +1 Strength | 4 - 6 | +1 Toughness  |
| D6    | ADVANCE                                                                                                                                                              |    |         |       |             |       |               |
| 1 - 3 | +1 Strength                                                                                                                                                          |    |         |       |             |       |               |
| 4 - 6 | +1 Toughness                                                                                                                                                         |    |         |       |             |       |               |
| 5     | Roll a further D6 : <table> <tr> <th>D6</th><th>ADVANCE</th></tr> <tr> <td>1 - 2</td><td>+1 Wound</td></tr> <tr> <td>3 - 4</td><td>+1 Initiative</td></tr> </table>  | D6 | ADVANCE | 1 - 2 | +1 Wound    | 3 - 4 | +1 Initiative |
| D6    | ADVANCE                                                                                                                                                              |    |         |       |             |       |               |
| 1 - 2 | +1 Wound                                                                                                                                                             |    |         |       |             |       |               |
| 3 - 4 | +1 Initiative                                                                                                                                                        |    |         |       |             |       |               |

|   |                     |                              |
|---|---------------------|------------------------------|
|   | 5 - 6               | +1 Leadership                |
| 6 | Roll a further D6 : |                              |
|   | <b>D6</b>           | <b>ADVANCE</b>               |
|   | 1                   | Dodge (Agility Skill)        |
|   | 2                   | Iron Jaw (Muscle Skill)      |
|   | 3                   | True Grit (Ferocity Skill)   |
|   | 4                   | Infiltration (Stealth Skill) |
|   | 5                   | Parry (Combat Skill)         |
|   | 6                   | Hurl Opponent (Muscle Skill) |

### PIT SLAVE WEAPONS

A Pit Slave fights with his own weapons which can be any of the combinations listed below.

Pit Slaves are armed with one of the following weapons

- Rock Drill
- Claw
- Shears
- Chainsaw
- Buzz Saw
- Hammer

Pit slaves are also armed with one of the following pistols.

- Stub Gun with Dum Dum bullets
- Autopistol
- Laspistol

### WYRD

Any gang except Spyrers and Redemptionists may hire Wyrds.

### WYRD PROFILE

All Wyrds have the following profile, no matter what their type. In addition, the Wyrd will have a number of powers as explained later on.

| M | WS | BS | S | T | W | I | A | LD |
|---|----|----|---|---|---|---|---|----|
|---|----|----|---|---|---|---|---|----|

|   |   |   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|---|---|
| 4 | 2 | 2 | 3 | 4 | 1 | 4 | 1 | 7 |
|---|---|---|---|---|---|---|---|---|

Wyrds are not noted for their ability as fighters, preferring to rely on their mental powers instead. Nonetheless, no-one travels in the Underhive unarmed, and so Wyrds may be armed with up to two weapons from the following list:

- Stub Gun with Dum Dum bullets
- Autopistol
- Laspistol
- Sword
- Axe
- Chain or Flail
- Club, Maul or Bludgeon

## WYRD POWERS

A Wyrd has one 'primary' power and one 'minor' power which are generated randomly on the table below. The Primary Power Table that is used depends on the Wyrd's type: Telepathic Wyrds roll on the Telepathic Primary Power Table, Pyro's roll on the Pyromaniac Primary Power Table and so on.

## USING WYRD POWERS

It requires intense concentration and inner calm for a Wyrd to use one of his powers, not always easy in the middle of an Underhive firefight! In order to use one of his powers the Wyrd must first roll equal to or under his Leadership on 2D6. If this test is failed the Wyrd's concentration has been broken and he may not use a power that turn. If the test is passed the power may be used as described below. Note that a Wyrd may not attempt to use more than one power per player turn. Wyrd powers are subject to the usual targeting restrictions just as if they were shooting attacks, so the Wyrd must normally attack the closest enemy. This is because even telepathic Wyrds find that only the minds of their closest opponents stand out with any clarity; those further away blur and merge into one another in a confusing swirl.

## PERILS OF THE WARP

Although most Wyrds are only dimly aware of the fact, in order to use their mental powers they draw deeply on the power of an alternate realm of pure energy called the warp. This is a risky and very dangerous thing to do, for the warp is inhabited by those strange and unearthly creatures that are known to humanity as daemons. If one of these creatures is nearby when a Wyrd draws on the energies of the warp to use one of his mental powers it will often attack the Wyrd, attempt to possess him or draw him into the warp to be dealt with at the daemon's leisure. Under such circumstances the Wyrd has to quickly cut his mental link with the warp or suffer a fate far worse than death... In order to represent the chance of a daemon attack, if a Wyrd rolls a 2 or a 12 when he takes the Leadership test in order to use his powers then he must roll a D6 on the Perils of the Warp Table below. Note that on a roll of 2 the Wyrd is allowed to use the power he was testing for before rolling on the Perils of the Warp Table.

| D6    | RESULT                                                                                                                                                                                                                                                                                                                                                                                                                     |
|-------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1     | <b>Drawn into the Warp.</b> Unless the Wyrd can roll equal to or under his Initiative he is drawn into the warp and never seen again! Remove his model from the table. If the Wyrd is lost then other models within 2" must roll equal to or under their Initiative or they will be drawn into the warp as well.                                                                                                           |
| 2 - 3 | <b>Possessed.</b> The Wyrd must make a Leadership test on 2D6. If the roll is equal to or less than the Wyrd's leadership he manages to mentally fight off the daemon that is attempting to possess him, but cannot do anything other than defend himself in hand-to-hand combat for the remainder of this turn. If he roils over his Leadership he has been possessed by the daemon. See the rules for Possession, below. |
| 4 - 6 | <b>Attacked.</b> The Daemon uses its powers to attempt to fry the Wyrd's brain! The Wyrd suffers 1 automatic hit at D6 Strength, with no armour save allowed.                                                                                                                                                                                                                                                              |

### DAEMONIC POSSESSION

A Wyrd who is possessed has had his body completely taken over by a daemonic warp entity. The ferocious energy of the creature will quickly bum up the frail mortal body of the Wyrd, but before it does so the daemon will go on the rampage and attempt to cause as much death and destruction as possible!

A possessed Wyrd moves in each player's turn. Carry out his move and attacks before moving any other models. The Wyrd will move 2D6" in a direction chosen by the player whose turn is not taking place. The Wyrd may enter close combat if the player moving him desires.

If the Wyrd is not engaged in close combat he will unleash a bolt of warp energy at the nearest model he can see. The energy bolt hits on a roll of 2+ and causes a Strength 6 hit with no armour save allowed, normal to hit modifiers for cover, etc., apply. If the Wyrd is engaged in close combat he fights normally, but his Weapon Skill, Strength and Attacks are all tripled (this means that normally he will have Weapon Skill 6, Strength 9 and 3 attacks).

Roll for damage against the Wyrd normally. However, he ignores pinning and any 'flesh wounds and 'down' results on the Injury Table. If a player takes him out of action, roll immediately on the Serious Injuries Chart. Only a 'Dead' result will banish the daemon back to the warp and kill the Wyrd. On any other roll the Wyrd gets straight back up again and is completely unaffected!

Fortunately for both gangs involved in the battle the daemon will quickly burn up the energy reserves for the Wyrd's fragile mortal body. Roll a D6 for the Wyrd at the end of each player's turn. On a roll of 1 the Wyrd's body finally burns up and the daemon is forced to return to the warp. Remove the Wyrd's model from the battlefield - all that is left is a charred skeleton amidst a pile of ashes !

Finally, a possessed Wyrd makes all other models test for 'fear' - and quite right too!

### BEASTMASTER PRIMARY POWER

Unlike other Wyrd's a Beastmaster's primary power is not generated randomly. Instead, the Beastmaster will be accompanied by D3 creatures chosen from the following list.

- Giant Rats
- Milliasaurs
- Ripper Jacks

Further details of these creatures can be found in the Underhive Bestiary section of this document. The number of 'pets' a Beastmaster has changes constantly so you should re-roll the D3 to see how many creatures accompany the Beastmaster at the start of each and every battle.

The creatures under the Beastmaster's control must remain within 16" of him at all times. As long as they do so then they can use his Leadership characteristic for any Leadership tests they have to take. If they ever end a movement phase more than 16" from the Beastmaster, or if the Beastmaster goes out of action, they are removed from play, as it is assumed that they have scampered off down a nearby crack or hole.

### PYROMANIAC PRIMARY POWER

| D6 | ADVANCE                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |
|----|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1  | <b>Molten Man.</b> The Pyro can make his body white hot so that anything that comes near him is quickly burnt to a crisp. The Wyrd may attempt to cause this to happen at any time during one of his turns and the effects will last for all of the rest of his turn and all of the opponent's turn too. While the Pyro's body is white hot he becomes completely immune to attacks made by any type of flamer, or by melta-guns, multi-meltas and Melta bombs. He also receives an unmodified 4+ save against any other form of attack. Any opponent fighting a white hot Pyro in hand-to-hand combat suffers an automatic Strength 8 hit with a -4 save modifier at the start of each and every round of combat. In addition, any close combat weapons that hit the Pyro are destroyed if he makes his special 4+ saving throw. |
| 2  | <b>Spontaneous Combustion.</b> The Pyro is able to cause an enemy's body to suddenly catch fire and burn up! The Pyro may attempt to use this power instead of attacking normally in the shooting phase. If the power works pick the nearest enemy model in sight within 12" of the Pyro. The victim must take a Leadership test on 2D6. If they roll equal to or under their Leadership they survive the attack unscathed, but are pinned. If they roll over their Leadership then they spontaneously combust, suffering D3 wounds with no armour save allowed.                                                                                                                                                                                                                                                                  |
| 3  | <b>Fireball.</b> The Pyro is able to create a ball of flame out of thin air. He may attempt to create the fireball in sight within 24" instead of attacking normally in the shooting phase. If the power works the fireball should be represented by 1 ½" circular template (like the one used for heavy plasma gun shots.). Any model fully under the template is hit automatically, while those partially under the template                                                                                                                                                                                                                                                                                                                                                                                                    |

|   |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |
|---|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|   | are hit on a 4+. Models hit by a fireball suffer damage exactly as if they had been hit by a flamer (ie, they suffer a S4 hit with a -2 save modifier and may catch fire.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |
| 4 | <p><b>Wall Of Flame.</b> The Pyro can generate a banier of flame several metres long.</p> <p>The Pyro may attempt to produce the wall of flame at any time during one of his turns and it will last for all of the rest of his turn and all of the opponent's turn too. If the power works the wall of flame is represented by a piece of string or card, 18" in length, laid in a straight line so that no part of it is further than 24" from the Pyro and at least part of it is in his line of sight. The line must always be placed on ground level - it can't climb walls or continue halfway up a building!</p> <p>Any models crossed by the stdng must be moved up to 1" by the owning player so that they are out of the way, representing the models diving for cover! As long as the wall of flame remains in play no model may shoot or move across it. Note that as flames and smoke are assumed to go straight up to the ceiling the wall of flame can't be crossed at any level. The Pyro can choose to 'turn off' the wall of flame at the end of any of his turns.</p> |
| 5 | <p><b>Flame Blast.</b> The Pyro is able to generate a bolt of flame that springs from his pointed finger. The Pyro may attempt to use this power instead of attacking normally in the shooting phase. If the power works it creates a bolt of flame exactly as if the Pyro were armed with a flamer, except that the Pyro's attack never runs out of ammunition or malfunctions! Simply place the flamer template so that the narrow end is touching the Pyro model, and then resolve the attack in the same way as a flamer attack.</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |
| 6 | <p><b>Melta.</b> The Pyro is able to agitate the molecules of anything he concentrates on, creating a deadly microwave effect similar to that produced by a melta-gun or multi-melta. Although the Pyro's attack is less reliable than either of these weapons, it is potentially even more destructive.</p> <p>The Pyro may attempt to use this power instead of attacking normally in the shooting phase. If the power works he may use it against the nearest enemy target he can see up to a range of 24". Roll the Artillery dice to see whether the attack hits (the one marked with 2,4,6,8, 10 and a misfire symbol). If a number is rolled the attack hits with a Strength equal to the roll of the dice, causing D3 wounds and with a -4 save modifier. If a misfire is rolled the attack makes the target break out in a hot flush which will pin the target but has no other effect.</p>                                                                                                                                                                                    |

#### TELEPATH PRIMARY POWER

| D6 | ADVANCE                                                                                                                                                                                                                                                                                                                                                                                                                              |
|----|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1  | <p><b>Mind Control.</b> The Telepath is able to take control of another person's mind, forcing them to do what he desires. Although the victim will not act in a suicidal manner, they will carry out almost any other action no matter how depraved or evil.</p> <p>The Telepath may attempt to use this power at any point during an enemy turn. If the power works he may ffy to take over the mind of any single enemy model</p> |

|   |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
|---|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|   | <p>within 24". He does not need a line of sight, but he does have to pick the closest target. Take a Leadership test on 2D6 for the victim. If the roll is equal to or less than the model's Leadership it passes the test and fights off the mental assault, but is pinned.</p> <p>If the roll is greater than the model's Leadership it is taken over by the Telepath who may decide what the model will do for the rest of the turn (ie, he can decide where it moves, who it shoots at, etc.). At the end of the turn the model returns to normal. Remember that the model is not allowed to act suicidally, so you can't make it jump off a ledge or shoot itself, etc. This calls for a certain amount of common sense on the part of the players if you find that you can't act sensibly and are constantly arguing about what is a suicidal action or not, then re-roll this power and use another!</p> |
| 2 | <p><b>Terrify.</b> The Telepath is able to conjure up terrifying mental illusions of an opponent's very worst fear.</p> <p>The Telepath may attempt to use this power at any point during an enemy turn. If the power works he may try to conjure illusions in the mind of any single enemy model within 24". The target need not to be in sight, but does have to be the closest target. The victim is automatically broken (no Leadership roll is taken) and must flee 2D6" to cover as described in the Leadership section of the Rules. The model must recover its nerve using the normal rules.</p>                                                                                                                                                                                                                                                                                                        |
| 3 | <p><b>Invisibility.</b> The Telepath is able to affect an opponent's mind so that he only sees what the Telepath wants him to see.</p> <p>The Telepath may attempt to use this power at any point during an enemy turn. If the power works he may affect the mind of the closest enemy model within 24" even if they are out of sight of the Wyrd. The victim is unable to see any members of the gang that the Telepath belongs to ! He is not allowed to make any shooting attacks, and if engaged in hand-to-hand combat his score is halved (rounding fractions down). If the model was in overwatch then he must come out of it. If the victim is a sentry he has no chance of raising the alarm. At the end of the turn the victim returns to normal.</p>                                                                                                                                                 |
| 4 | <p><b>Mental Assault.</b> The Telepath is able to launch a deadly mental assault which can cause a victim to drop dead from a stroke. The Telepath may attempt to use this power instead of attacking normally in his turn. If the power works he may attack the mind of the nearest enemy model within 24" even if they are out of sight. Take a Leadership test on 2D6 for the victim. If the roll is equal to or less than the model's Leadership it passes the test and the attack has no effect. If the roll is greater than the model's Leadership it suffers a single wound with no armour saving throw allowed.</p>                                                                                                                                                                                                                                                                                     |
| 5 | <p><b>Hallucinations.</b> The Telepath is able to affect an opponent's mind and conjure up horrible hallucinations.</p> <p>The Telepath may attempt to use this power at any point during an enemy turn. If the power works he may place a blast marker (like the one used for Frag grenades) over the nearest enemy model within 24" even if they are out of sight.</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |

|   |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |
|---|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|   | Any models fully under the template are affected, while models partially under the template will be affected on a roll of 4+. All models are automatically pinned and suffer a Strength 4 hit with no armour saving throw allowed.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
| 6 | <p><b>Mental Strength.</b> The Telepath is able to enhance either his own or a companion's physical abilities by drawing on the hidden resources of the mind.</p> <p>The Telepath may attempt to use this power at any time during his own turn. If the power works he may affect either his own mind or the mind of any single friendly model within 24". The model chosen immediately has one of the following characteristics increased by D3 points up to a maximum of 10 (the player may choose which is affected): Weapon Skill, Ballistic Skill, Strength, Toughness, Initiative or Attacks. The model's characteristics remain at this higher level for the remainder of this turn and all of the opponent's turn. and then return to normal.</p> |

### TELEKINETIC PRIMARY POWER

| D6     | ADVANCE                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |        |      |              |        |             |              |  |  |       |      |       |      |              |        |             |              |        |         |   |   |    |   |    |   |
|--------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------|------|--------------|--------|-------------|--------------|--|--|-------|------|-------|------|--------------|--------|-------------|--------------|--------|---------|---|---|----|---|----|---|
| 1      | <p><b>Assail.</b> The Wyrd is able to batter an opponent with a succession of mental blows as if from an invisible assailant.</p> <p>The Wyrd may attempt to use this power instead of attacking normally in his turn. If the power works he may attack the nearest enemy model in sight within 24". The normal targeting rules apply. The player can move the victim D3" in any direction, even into hand-to-hand combat, onto blast markers or over a ledge (provided the terrain doesn't entirely block movement) and choose its facing.</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |        |      |              |        |             |              |  |  |       |      |       |      |              |        |             |              |        |         |   |   |    |   |    |   |
| 2      | <p><b>Hail Storm.</b> The Wyrd is able to use his telekinetic powers to gather together some of the detritus that litters the Underhive floor such as rubble or shards of metal. and then hurl them against an opponent.</p> <p>The Wyrd may attempt to use this power instead of attacking normally in his turn. If the power works he may attack as if he were armed with a ranged weapon with the characteristics shown below. Note that the attack hits automatically, but that the normal targeting rules apply. If a jam is rolled on the Sustained Fire dice then no hits are scored, but the Wyrd doesn't need to make any kind of Ammo roll! Roll the Strength for each hit caused by the attack separately.</p> <table><tr><th colspan="2">RANGE</th><th colspan="2">TO HIT</th><th colspan="4"></th></tr><tr><th>SHORT</th><th>LONG</th><th>SHORT</th><th>LONG</th><th>STRENGT<br/>H</th><th>DAMAGE</th><th>SAVE<br/>MOD</th><th>AMMO<br/>ROLL</th></tr><tr><td>0 - 12</td><td>12 - 24</td><td>-</td><td>-</td><td>D6</td><td>1</td><td>-1</td><td>-</td></tr></table> <p><b>Special.</b> Always hits, Sustained fire, 1 dice.</p> | RANGE  |      | TO HIT       |        |             |              |  |  | SHORT | LONG | SHORT | LONG | STRENGT<br>H | DAMAGE | SAVE<br>MOD | AMMO<br>ROLL | 0 - 12 | 12 - 24 | - | - | D6 | 1 | -1 | - |
| RANGE  |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               | TO HIT |      |              |        |             |              |  |  |       |      |       |      |              |        |             |              |        |         |   |   |    |   |    |   |
| SHORT  | LONG                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          | SHORT  | LONG | STRENGT<br>H | DAMAGE | SAVE<br>MOD | AMMO<br>ROLL |  |  |       |      |       |      |              |        |             |              |        |         |   |   |    |   |    |   |
| 0 - 12 | 12 - 24                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       | -      | -    | D6           | 1      | -1          | -            |  |  |       |      |       |      |              |        |             |              |        |         |   |   |    |   |    |   |
| 3      | <p><b>Crush.</b> The Wyrd is able to use his telekinetic powers to crush the life out of a victim.</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |        |      |              |        |             |              |  |  |       |      |       |      |              |        |             |              |        |         |   |   |    |   |    |   |

|       | <p>The Wyrd may attempt to use this power instead of attacking normally in his turn. If the power works he may attack the nearest enemy model in sight within 24". Roll 2D6 for the Wyrd, and 1D6 plus the model's Strength for the victim. If the victim's score is equal to or higher than the Wyrd's, then the attack has no effect. If the Wyrd's score is higher then 1 wound is inflicted on the victim per point of difference between the two scores (eg, Wyrd scores 8, victim scores 6 equals 2 wounds for the victim). Armour saves may be taken as normal.</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |        |          |        |          |     |   |   |    |
|-------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------|----------|--------|----------|-----|---|---|----|
| 4     | <p><b>Force Field.</b> The Wyrd is able to generate a force field to protect himself and nearby companions. Unlike most Wyrd powers the force field may be used any number of times per turn. If the Wyrd or any friendly model within 2" of him suffers damage, then the Wyrd can attempt to use his force field as an invulnerable saving throw. The Wyrd must take a Leadership test to see whether he is able to activate the power. If he does then any damage is saved. If he fails the test then the damage is inflicted as normal. Note that armour save modifiers do not apply.</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |        |          |        |          |     |   |   |    |
| 5     | <p><b>Displacement.</b> The Wyrd is able to transport a single friendly model across the battlefield. The affected model is swathed in energy and disappears, reappearing seconds later at its new location.</p> <p>The Wyrd can attempt to use this power in his own movement phase instead of making a normal move. If the power works he can move either himself or a friendly model that he can see up to 3D6", ignoring intervening models or any other obstacles or scenery, and moving up or down levels if desired. This move is made instead of the model's normal move. Displacement may be used to move into hand-to-hand combat. in which case the model counts as charging.</p>                                                                                                                                                                                                                                                                                                                                                                                                             |        |          |        |          |     |   |   |    |
| 6     | <p><b>Fists Of Fury.</b> The Wyrd is able to turn his fists in deadly weapons encased in glowing mental energy that can punch through the thickest armour.</p> <p>A Wyrd with this power adds +1 to his Attacks characteristic and has his Weapon Skill increased by D3 points permanently (this is not a mental power, it simply represents the fact that a Wyrd with this ability will have honed his skill at hand-to-hand combat to a higher level). The Wyrd can attempt to use this power at the start of any hand-to-hand combat phase. If he succeeds he is treated as being armed with hand-to-hand combat weapons with the characteristic shown below. If he fails then he must use his normal strength instead. Note that if the Wyrd attempts to use this power and fails then he must still fight with his bare hands - he is not allowed to use any hand-to-hand combat weapons he may be armed with.</p> <table><tr><th>RANGE</th><th>STRENGTH</th><th>DAMAGE</th><th>SAVE MOD</th></tr><tr><td>HTH</td><td>8</td><td>1</td><td>-5</td></tr></table> <p><b>Special.</b> Close combat.</p> | RANGE  | STRENGTH | DAMAGE | SAVE MOD | HTH | 8 | 1 | -5 |
| RANGE | STRENGTH                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 | DAMAGE | SAVE MOD |        |          |     |   |   |    |
| HTH   | 8                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        | 1      | -5       |        |          |     |   |   |    |

#### WYRD MINOR POWERS

| D6 | ADVANCE |
|----|---------|
|----|---------|

|         |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |
|---------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 11 - 16 | <b>None.</b> The Wyrd does not have a minor power at all and must rely only on his primary power.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |
| 21      | <b>You Can Fly.</b> The Wyrd may attempt to use this power instead of attacking normally in the shooting phase of his turn. If the power works he may affect the mind of any single enemy model he can see within 16" and that is also within 1" of the edge of a walkway or structure. The unfortunate target attempts to prove they can fly by jumping over the edge of the ledge. Sadly, their delusion is short lived as they plummet to the ground, suffering damage for falling as described in the Rules.                                                                                                                                                                      |
| 22      | <b>Float.</b> The Wyrd is allowed to attempt to use this power at any time during his movement phase. If the power works either the Wyrd or one friendly model within 12" can move 2x their Movement characteristic in any direction.                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
| 23      | <b>Weapon Jinx.</b> The Wyrd can attempt to use this power if an enemy model makes a ranged attack at him. If the power works then the attacking model must make an Ammo roll for the weapon used no matter what it rolled to hit.                                                                                                                                                                                                                                                                                                                                                                                                                                                    |
| 24      | <b>Fearful Aura.</b> The Wyrd causes fear as described in the Rules. This power always works - the Wyrd does not have to take a Leadership test to create the aura.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
| 25      | <b>Freeze Time.</b> The Wyrd can freeze time while he carries on moving. To other models it appears that the Wyrd is able to move incredibly quickly. The Wyrd may attempt to use this power just before he moves. If the power works he may add D6" to his basic move, which can then be doubled for running or charging as normal. In addition the Wyrd can attempt to use this power if he is involved in a fast draw. If it works he always fires first!                                                                                                                                                                                                                          |
| 26      | <b>Nullify Power.</b> The Wyrd can attempt to use this power if an enemy Wyrd that is in sight and within 24" succeeds in making a Leadership test to use a power. If Nullify Power works then the enemy Wyrd's power is negated and cannot be used this turn.                                                                                                                                                                                                                                                                                                                                                                                                                        |
| 31      | <b>Banshee Howl.</b> The Wyrd can attempt to use this power at any time against an enemy model it can see within 24" that is in overwatch. If the power works it distracts the model and knocks it out of overwatch.                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
| 32      | <b>Jog Trigger Finger.</b> The Wyrd may attempt to use this power instead of attacking in his own turn. If the power works he may target the closest enemy model that is in sight and within 24". The victim accidentally fires one weapon he is holding (decide randomly if there is any confusion). Roll the Scatter dice to see what direction the shot goes off in. The closest model along this line of fire (at any height level) may be hit. Roll to hit and wound normally, just as if the victim had fired the shot on purpose. If there are no models along the line of fire the shot automatically misses, but make a to hit roll anyway in case an Ammo roll is required. |
| 33      | <b>Trip Up.</b> The Wyrd can attempt to use this power if he is charged by an enemy model. If the power works the enemy model is tripped up 1" away from the Wyrd, and is treated as being pinned at that point.                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |

|    |                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |
|----|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 34 | <b>Sense Presence.</b> The Wyrd can sense the presence of any enemy model that is within 12", even if the Wyrd couldn't normally see them. This power always works - the Wyrd does not have to take a Leadership test to sense an opponent's presence. This means that enemy models can't hide from the Wyrd, and if he is on sentry duty in a Rald scenario he will always spot enemy models that are within 12" in his turn.                                     |
| 35 | <b>Spider Man.</b> The Wyrd is able to generate a telekinetic energy field around his hands and feet which lets him climb up walls and flat surfaces. The Wyrd may attempt to use this power just before he moves. If it works he can climb any surface as if there were a ladder there.                                                                                                                                                                           |
| 36 | <b>Zen Shootist.</b> The Wyrd concentrates his mind so that he becomes one with any ranged weapon he uses. The Wyrd may use this power just before he makes a shooting attack. If the power works then he will automatically hit any target that he can see and which is within the weapon range. Even though no to hit roll is needed you should still make one in case an Ammo roll is required.                                                                 |
| 41 | <b>Walk Through Walls.</b> The Wyrd is able to make a small rent in the fabric of reality which allows him to walk through walls and other obstacles. The Wyrd may attempt to use this power just before he moves. If the power works he may walk through walls or other obstacles less than 1" thick that he encounters as he moves. The Wyrd may use this power to drop through a floor, but he will fall down to the level below if he does so and may be hurt. |
| 42 | <b>Chameleon.</b> The Wyrd can attempt to use this power after he has moved. If the power works he counts as hiding even if he is in the open. The power works for the remainder of the turn and all of the next turn. The normal hiding restrictions apply to Chameleon so the power may not be used if the Wyrd ran or charged that turn and the Wyrd will still be revealed if he shoots a weapon.                                                              |
| 43 | <b>Mirror Image.</b> The Wyrd can use this power if he wants to break from hand-to-hand combat. If the power works he is able to create a mirror image of himself which so confuses his opponent that the Wyrd can break from the combat without being hit.                                                                                                                                                                                                        |
| 44 | <b>Throw Voice.</b> The Wyrd can use this power if he can see a friendly pinned model that is on its own at the start of the move. Normally this model would not be allowed to recover from pinning, but if the Wyrd succeeds in throwing his voice the model may attempt to do so, just as if there were a friendly model within 2".                                                                                                                              |
| 45 | <b>Bang-flash.</b> The Wyrd can attempt to produce a small ball of glowing kinetic energy. He can throw the energy ball, which explodes with a blinding flash when it hits. The Wyrd can attempt to use this power instead of making a shooting attack. If the power works he may make an invulnerable 3+ saving throw from any shooting attacks which pass through the energy ball.                                                                               |
| 46 | <b>Lucky Aura.</b> The Wyrd is simply very, very lucky. Once per turn the Wyrd can force a reroll of one dice roll that affected the Wyrd directly. For example, he could force an opponent to reroll to hit if the opponent were firing at the Wyrd, but not if the opponent were firing at another model in the same gang as the                                                                                                                                 |

|         |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |
|---------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|         | Wyrds. The Wyrd must accept the result of the reroll, even if it is worse than the first roll. This power always works - the Wyrd does not have to take a Leadership test to create the aura.                                                                                                                                                                                                                                                                                                                                                                             |
| 51      | <b>Healing Hands.</b> The Wyrd can attempt to use this power upon a friend who is down if he is in base-to-base contact with them in the recovery phase. If the power works the fighter automatically recovers to a flesh wound and doesn't have to make a Recovery roll this turn. If it fails the wounded fighter must roll to recover normally.                                                                                                                                                                                                                        |
| 52      | <b>Remove Pain.</b> A Wyrd with this power can attempt to use it on any gang fighters who will miss the next battle. If the power works the fighter can take part in the battle normally. The Wyrd can attempt to help any number of gang fighters in this way, but must make a separate Leadership roll for each. If he became possessed while attempting this, he is assumed to have killed the person he was trying to help and then burnt up!                                                                                                                         |
| 53      | <b>Cause Pain.</b> A Wyrd with this power can attempt to use it instead of making a shooting attack. If the power works he may choose the closest enemy model that is in sight and within 24". If the victim has one or more old injuries then they immediately go out of action as an old injury suddenly flares up. Remove the model from play but don't roll on the Serious Injury Table for them after the battle. If the victim doesn't have an old war wound, then this power has no effect on them.                                                                |
| 54      | <b>Stop Bleeding.</b> The Wyrd can attempt to use this power upon a friend who has suffered one or more flesh wounds if he is in base-to-base contact with them in the recovery phase. If the power works all the flesh wounds are healed immediately, restoring lost points of Weapon Skill and Ballistic skill.                                                                                                                                                                                                                                                         |
| 55      | <b>Precognition.</b> The Wyrd is able to see dimly into the future, and can often warn the gang leader if he is heading into trouble. If the Wyrd is a member of a gang then the player can force the result rolled on the Hunt In The Promethium Sprawl Table to be re-rolled. He must accept the result of the second roll, even if the first was better. If both gangs involved in the scenario have Precog's then they cancel each other out and nobody gets a re-roll. This power always works - the Wyrd does not have to take a Leadership test to use this power. |
| 56      | <b>Cannot Be Possessed.</b> This Wyrd is immensely strong-willed and cannot be possessed by daemons. Treat any 'Possessed' results on the Perils of the Warp Table as having no effect. This power always works - the Wyrd does not have to take a Leadership test to use it.                                                                                                                                                                                                                                                                                             |
| 61 - 65 | <b>Multiple Minor Powers.</b> The Wyrd has D3+1 (ie, 2-4) minor powers rather than just one. Roll for each power on this table, re-rolling any duplicates or rolls of 1-16 or 61-65.                                                                                                                                                                                                                                                                                                                                                                                      |
| 66      | <b>Extra Primary Power.</b> The Wyrd has an extra primary power. Roll this on the Wyrd's Primary Power Table, re-rolling if you duplicate a primary power you have already rolled for the Wyrd. If a Beastmaster Wyrd gets an extra primary power he can control a greater number of creatures than usual. Roll a D6 instead of a D3 for the number of creatures the Beastmaster brings along to a                                                                                                                                                                        |

|  |         |
|--|---------|
|  | battle. |
|--|---------|

## SPECIAL CHARACTERS

The below Special Characters all cost D3 caches to hire which must be payed before the battle. You may not take multiples.

### MAD DONNA

Mad Donna will join any gang except Goliaths, Spyrrers, Scavvies or Redemptionists.

| M | WS | BS | S | T | W | I | A | LD |
|---|----|----|---|---|---|---|---|----|
| 4 | 5  | 4  | 3 | 3 | 2 | 5 | 1 | 9  |

**Weapons.** Mad Donna comes equipped with a plasma pistol, laspistol and chainsword.

**Skills.** Impetuous and Killer Reputation (Ferocity Skills), Dodge and Great Leap (Agility Skills).

**Psychology.** Mad Donna is subject to the psychology rules for frenzy and hates all Spyrrers.

**Psycho-Bitch.** All the stories about Mad Donna dwell at great length on what a sadistic, homicidal maniac she was and the truly horrible things she did to her enemies. If Mad Donna takes an opposing model down or out in hand-to-hand combat and there is no-one else within her follow-up move distance (which is 4" because of her Impetuous skill), leave the unfortunate victim down in base-to-base contact with her. In this and each subsequent hand-to-hand combat phase roll on the Serious Injury Chart for the victim and apply the result immediately, unless it's a 61 to 66. In the latter case Mad Donna loses interest and makes her follow-up move anyway. If Mad Donna starts her turn with an enemy model within charge distance or having been pinned she can make a Leadership test on 2D6. If she passes she will abandon her victim and continue fighting.

**Hunted.** Because of her activities uphive, Donna was always a hunted woman, and mostly kept out of sight by sticking with obscure and little known gangs. To represent this roll a D6 before any game in which Mad Donna is on one side. On a roll of 6 the opposing gang gets a free Bounty Hunter joining them for the duration of the game, even if they already have a Bounty Hunter in the gang.

### BULL GORG

Bull Gorg will join any gang except Spyrrers and Redemptionists.

| M | WS | BS | S | T | W | I | A | LD |
|---|----|----|---|---|---|---|---|----|
| 4 | 7  | 3  | 4 | 4 | 3 | 6 | 3 | 9  |

**Weapons.** Bull Gorg comes equipped with 2 turbo chainswords and a refractor field.

**Skills.** Bodycheck and Iron Jaw (Muscle Skills), Killer Reputation (Ferocity Skill), Combat Master (Combat Skill).

**Turbo Chainsword.** Bull Gorg is armed with a pair of specially built turbo chainswords. These are treated exactly like chainswords, but have their Strength and save modifier increased by 1 point each (ie, to S5 and a -2 save modifier). Note that because Bull Gorg has two swords he gets two parries

**Refractor Field.** Bull Gorg is protected by a refractor field which provides an unmodified saving throw of 5 or 6 on a D6.

**Pit Slave Hero.** Pit Slaves regard Bull Gorg as a hero and the man who will eventually lead them to freedom. They will not attack him in any way, and he will not attack them either. This does not stop Bull Gorg and opposing pit slaves from attacking other members of the other gang, they will just not harm each other. In addition, any Pit Slaves on the same side as Bull Gorg can use his Leadership characteristic when they take any Leadership tests as long as he is not down or out of action

#### KING REDWART THE MAGNIFICENT

King Redwart will only work for Scavvies.

| M | WS | BS | S | T | W | I | A | LD |
|---|----|----|---|---|---|---|---|----|
| 4 | 5  | 4  | 4 | 4 | 2 | 5 | 2 | 9  |

**Weapons.** King Redwart comes equipped with an autopistol and staff (treat as club).

**Skills.** Iron Will (Ferocity Skill).

**Scavvy King.** If King Redwart is part of a gang then he effectively takes over as the gang leader for the scenario. This means that any gang fighters within 6" of King Redwart can use his Leadership when they take Leadership based tests, and that any Bottle rolls are taken using Redwart's Leadership instead of the normal gang leader's. If Redwart goes down or out of action the original gang leader takes over once more.

#### KARLOTH VALOIS

Karloth Valois will join any gang except Cawdor, Spyrers or Redemptionists.

| M | WS | BS | S | T | W | I | A | LD |
|---|----|----|---|---|---|---|---|----|
| 4 | 3  | 3  | 4 | 4 | 3 | 4 | 1 | 9  |

**Weapons.** Karloth Valois comes equipped with an autopistol with red-dot laser sight, witch staff (see below), black crown (see below), flak armour and a knife.

**Skills.** Sneak Up and Infiltrate (Stealth Skills).

**Wyrd Power: Sense Thoughts.** Karloth can spot any hidden models within 18" if he can roll equal to or under his Leadership on 2D6. Karloth will be unaffected by the Perils of the Warp even if he rolls a 2 or a 12.

**Psychic Power: Zombie Master.** Karloth can influence Plague Zombies with his powers, both by summoning them and motivating them. If Karloth is present, he brings D6 zombies with him. All Zombies within 9" of Karloth may roll an extra dice for their movement, for a total of 3D6, and then pick two dice for their move distance. Zombies in hand-to-hand combat within 9" of Valois also gain +1 to their Weapon Skill and +2 to their Initiative. This power works all of the time and doesn't need a Leadership test.

**No Pain.** Since the plague Karloth feels no pain whatsoever. Because of this Karloth is never pinned and ignores the effects of flesh wounds.

**No Fear.** Karloth ignores all Psychology rules and never has to make Leadership tests to see whether he loses his nerve. If the gang with Karloth in it bottles out he heaves a long-suffering sigh, mutters about mortal frailties and goes with them.

**Black Crown.** Karloth made the Black Crown himself to augment his vampiric powers. Draining life essence could be a slow and delicate process for Karloth, but with the Black Crown he could drain the life force from a man in moments with a blast of dark energy. Karloth can use the Black Crown instead of firing his pistol in the shooting phase. It works like firing a shot so Karloth may not use it if he has run, charged or is in close combat and he must have a line of sight to the target in order to attack. The Crown will affect one model within 9". Both players roll 2D6 and add their respective Leadership characteristics to the scores. If the scores are drawn or Karloth loses the attack has no effect. The victim is not even pinned. If Karloth beats the victim's score he can drain 1 point from one of the victim's characteristics and add it to his own characteristic. Any characteristic can be chosen, but Karloth may not increase his characteristics by more than a single point each. This power may be used to restore lost wounds. A victim reduced to 0 wounds by the Black Crown is automatically 'down', do not make a separate Injury roll. Once the battle is over any characteristic points stolen are recovered by the victim through resting and Karloth's characteristics return to normal. Victims who go out of action must still roll on the Serious Injuries Table. The Black Crown will affect models that are already down, but it will not work on Plague Zombies.

**Witch Staff.** The Witch Staff was a curious weapon used by Karloth, who claimed to have discovered it in a deep labyrinth. The staff is used in two hands and allows Karloth to make a parry. If Karloth wins in close combat with the staff he rolls to wound adding +2 to his Strength. In addition to its function as a weapon the staff is a potent protection against the

Psychic powers of others. If a psychic power affects a model within 18" of Karloth he can nullify its effect by rolling equal to or under his Leadership on 3D6.

## THE ARCH ZEALOT OF THE REDEMPTION

The Arch Zealot will only work for House Cawdor gangs or Redemptionist crusades.

| M | WS | BS | S | T | W | I | A | LD |
|---|----|----|---|---|---|---|---|----|
| 4 | 4  | 4  | 4 | 5 | 2 | 4 | 1 | 9  |

**Weapons.** The Arch Zealot comes equipped with a flamer, stub gun, massive sword and mesh armour.

**Skills.** Parry (Combat skill), Jump Back (Agility skill), Nerves of Steel (Ferocity skill).

**Psychology.** The Arch Zealot is immune to all psychology tests except for hatred, as the Arch Zealot hates everybody !

**Fuel Canister.** The Arch Zealot's flamer is extremely well maintained and benefits from the huge canister of fuel on his back. Therefore it never runs out of ammunition and will never malfunction.

**Rabble-Rouser.** Any gang that includes the Arch Zealot will have been worked into a foaming blood lust before the battle by one of his famous speeches. The fighters will never give up and won't stop fighting unless the Arch Zealot tells them to. This means that the gang never has to make any Bottle rolls and can only bottle out voluntarily.

## BRAKAR THE AVENGER

Brakar will only work with Ratskin gangs.

| M | WS | BS | S | T | W | I | A | LD |
|---|----|----|---|---|---|---|---|----|
| 4 | 4  | 6  | 4 | 4 | 2 | 3 | 1 | 8  |

**Weapons.** Brakar comes equipped with a heavy stubber, bolt pistol, and knife.

**Skills.** Armourer, Scavenger (Guerilla skills), Ammo Hound (Shooting Skill), Ambush, Dive, Infiltration (Stealth skills).

## ARMOURY

Here you can find all weapons and equipment without any rules present in the SW:A rule book.

## HAND TO HAND

### MASSIVE AXE, SWORD OR CLUB

| RANGE | STRENGTH | DAMAGE | SAVE MOD |
|-------|----------|--------|----------|
| HTH   | USER +2  | 1      | -        |

**Draws.** Due to the ponderous lurching swing required to wield this weapon, any combat which ends in a draw will always be won by your opponent regardless of Weapon Skill or Initiative levels. Your opponent catches you on the upswing.

### SUPPRESSION SHIELD

| RANGE | STRENGTH | DAMAGE | SAVE MOD |
|-------|----------|--------|----------|
| HTH   | 3        | 1      | -1       |

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

## PISTOLS

### STUB GUN

| RANGE |        | TO HIT |      |          |        |          |           |
|-------|--------|--------|------|----------|--------|----------|-----------|
| SHORT | LONG   | SHORT  | LONG | STRENGTH | DAMAGE | SAVE MOD | AMMO ROLL |
| 0 - 8 | 8 - 16 | -      | -1   | 3        | 1      | -        | 4+        |

**Dum-dum Bullets.** A stub gun can be loaded with dum-dum bullets. A supply of these hand-made bullets costs extra, but they are more powerful than standard ammunition and add +1 to the Strength of any hits (Strength 4 rather than 3). However, if an Ammo roll is failed while using dum-dum bullets the weapon automatically explodes (see Exploding Weapons, page 48 of the rule book).

### HAND BOW

| RANGE |        | TO HIT |      |          |        |          |           |
|-------|--------|--------|------|----------|--------|----------|-----------|
| SHORT | LONG   | SHORT  | LONG | STRENGTH | DAMAGE | SAVE MOD | AMMO ROLL |
| 0 - 8 | 8 - 16 | -      | -1   | 4        | 1      | SPECIAL  | 6+        |

**Save Mod.** While the heavy arrow of a handbow can pierce flesh easily it lacks the momentum to punch through thick, rigid armour. Any target with an armour saving throw of 4+ or better has its armour save increased to 2+ when hit by a hand bow arrow.

**Move Or Fire.** A model armed with a handbow may only move or fire in the same turn.

## BASIC WEAPONS

### BLUNDERBUSS/SCATTER GUN

| RANGE |       | TO HIT |      |          |        |          |           |
|-------|-------|--------|------|----------|--------|----------|-----------|
| SHORT | LONG  | SHORT  | LONG | STRENGTH | DAMAGE | SAVE MOD | AMMO ROLL |
| 0 - 6 | 6 - 9 | +3     | +1   | 3        | 1      | -        | 6+        |

### MUSKET

| RANGE  |         | TO HIT |      |          |        |          |           |
|--------|---------|--------|------|----------|--------|----------|-----------|
| SHORT  | LONG    | SHORT  | LONG | STRENGTH | DAMAGE | SAVE MOD | AMMO ROLL |
| 0 - 12 | 12 - 24 | -      | -1   | 3        | 1      | -1       | 6+        |

**Move Or Fire.** A model armed with a musket may only move or fire in the same turn.

## HEAVY WEAPONS

### HEAVY PLASMA GUN

|      | RANGE  |         | TO HIT |      |          |        |          |           |
|------|--------|---------|--------|------|----------|--------|----------|-----------|
|      | SHORT  | LONG    | SHORT  | LONG | STRENGTH | DAMAGE | SAVE MOD | AMMO ROLL |
| LOW  | 0 - 20 | 20 - 40 | -      | -    | 7        | 1      | -2       | 7+        |
| HIGH | 0 - 20 | 20 - 72 | -      | -    | 10       | D3     | -6       | 7+        |

**Energy Levels.** You can choose to shoot the weapon on a low energy setting or maximum power. The profiles for each setting are different but they both use the small blast template. A Heavy Plasma Gun fired on maximum power is unreliable and may explode (see Exploding Weapons, page 48 of the rule book).

**Sustained Fire.** 1 Dice. Sustained fire can only be used when shooting on full power.

### SPEAR GUN

| RANGE | TO HIT |  |
|-------|--------|--|
|-------|--------|--|

| SHORT  | LONG    | SHORT | LONG | STRENGTH | DAMAGE | SAVE MOD | AMMO ROLL |
|--------|---------|-------|------|----------|--------|----------|-----------|
| 0 - 12 | 12 - 24 | -     | -1   | 6        | D3     | -3       | 6+        |

**Skewered.** If a model is wounded by a spear gun roll a D6 to see how many inches the model is hurled by the force of the hit. If the model hits another one en route, the second model is also skewered and suffers a Strength 5 hit causing 1 wound with a -2 save modifier. The second target is then carried the remaining distance. If by mischance a third model is hit by this flying kebab he will suffer a Strength 4 hit causing 1 wound with a -1 save modifier and so on.

Suffice to say that any models knocked off high ledges by a spear gun suffer normal falling damage.

**1 Turn Reload.** Place a counter next to the model using a spear gun once he fires, as a reminder. The spear gun is unloaded and may not be fired until the model misses its shooting phase to reload it. Note that the model may not run, charge or set overwatch and reload.

#### SCATTER CANNON

| RANGE |        | TO HIT |      |          |        |          |           |
|-------|--------|--------|------|----------|--------|----------|-----------|
| SHORT | LONG   | SHORT  | LONG | STRENGTH | DAMAGE | SAVE MOD | AMMO ROLL |
| 0 - 8 | 8 - 16 | +3     | -1   | 4        | 1      | -1       | 6+        |

**Blast.** This weapon uses the small blast template.

#### DISCUS/THROWING AXE

| RANGE |        | TO HIT |      |          |        |          |           |
|-------|--------|--------|------|----------|--------|----------|-----------|
| SHORT | LONG   | SHORT  | LONG | STRENGTH | DAMAGE | SAVE MOD | AMMO ROLL |
| 0 - 6 | 6 - 12 | -      | -    | 5        | 1      | -1       | 6+        |

#### AMMO

#### DUM-DUM BULLETS (STUB GUN)

| RANGE |        | TO HIT |      |          |        |          |           |
|-------|--------|--------|------|----------|--------|----------|-----------|
| SHORT | LONG   | SHORT  | LONG | STRENGTH | DAMAGE | SAVE MOD | AMMO ROLL |
| 0 - 8 | 8 - 16 | -      | -1   | 4        | 1      | -        | 4+        |

**Dum-dum Bullets.** If an Ammo roll is failed while using dum-dum bullets the weapon automatically explodes (see Exploding Weapons, page 48 of the rule book).

#### MANSTOPPER (SHOTGUN)

| RANGE |        | TO HIT |      |          |        |          |           |
|-------|--------|--------|------|----------|--------|----------|-----------|
| SHORT | LONG   | SHORT  | LONG | STRENGTH | DAMAGE | SAVE MOD | AMMO ROLL |
| 0 - 4 | 4 - 18 | -      | -    | 4        | 1      | -2       | 4+        |

#### HOTSHOT (SHOTGUN)

| RANGE |        | TO HIT |      |          |        |          |           |
|-------|--------|--------|------|----------|--------|----------|-----------|
| SHORT | LONG   | SHORT  | LONG | STRENGTH | DAMAGE | SAVE MOD | AMMO ROLL |
| 0 - 4 | 4 - 18 | -      | -1   | 4        | 1      | -        | 6+        |

**Catches Fire.** This is a hollowed out shot which contains a small charge of flamer chemical. If a target is hit and does not go down or out of action then it may catch fire. See the following rules for how this works.

If a model is hit but does not go down or out of action, then make an immediate test to determine whether the target catches fire. Roll a D6. On the score of a 1-3 the target does not ignite and there is no further effect. On the score of a 4-6 the target ignites. A burning target will continue to burn until the flames are extinguished. Test for this at the start of the fighter's own turn. Roll a D6 and consult the following table.

| D6  | EFFECT                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
|-----|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1-5 | The model continues to burn and automatically sustains a further Strength 4 hit. If a model goes down or out of action whilst on fire the flames automatically go out with no further effect. Whilst burning the fighter's nerve is automatically broken and follows the rules for broken fighters, except that the model moves 2D6" in a random direction rather than towards cover (a random direction can be established using the Scatter dice). A burning model will not engage in hand-to-hand fighting and other models automatically move out of his way. |
| 6   | The flames go out with no further effect.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |

If there are any models within 1" of the burning fighter during their movement phase then they may attempt to beat out the flames. If they do this they cannot shoot in the shooting phase. Roll a D6 and add a +1 for each extra model attempting to beat out the flames (eg, 2 models +1). If the total is 6 the flames are beaten out with no further effect.

**Frenzied target.** A frenzied fighter who catches fire will ignore the flames and continue to move, shoot and fight despite burning up. He will however continue to take damage as described above.

#### BOLT (SHOTGUN)

| RANGE |        | TO HIT |      |          |        |          |           |
|-------|--------|--------|------|----------|--------|----------|-----------|
| SHORT | LONG   | SHORT  | LONG | STRENGTH | DAMAGE | SAVE MOD | AMMO ROLL |
| 0 - 4 | 4 - 24 | +1     | -    | 4        | 1      | -1       | 6+        |

#### EXECUTIONER (SHOTGUN)

| RANGE |        | TO HIT |      |          |        |          |           |
|-------|--------|--------|------|----------|--------|----------|-----------|
| SHORT | LONG   | SHORT  | LONG | STRENGTH | DAMAGE | SAVE MOD | AMMO ROLL |
| 0 - 4 | 4 - 18 | -1     | +1   | 4        | 1      | -2       | 6+        |

#### MISCELLANEOUS

##### BIO-BOOSTER

**Bio-Booster.** If a fighter is wearing a bio-booster then on his first Injury roll 1-3 counts as a flesh wound, 4-5 is down and 6 is out of action. This only applies to the fighter's first Injury roll - ie, the roll made when his last wound is gone - not to subsequent Injury rolls in the recovery phase. The bio-booster will only work once per game. If a fighter recovers and is then injured for a second time his biobooster will have no further effect as it has been discharged.

##### BLINDSNAKE POUCH

**Overwatch.** A fighter who carries a blindsnake pouch can sense when an enemy is waiting to shoot at him. If a fighter is shot at and hit from overwatch, he has a chance of ducking or weaving to avoid the shot. Roll a D6. On the score of a 4+ the fighter avoids the shot and is safe. Note that this roll is made as soon as the fighter is hit - it is not a saving throw taken once a fighter is wounded and no armour save modifiers apply.

##### EXTERMINATOR

An Exterminator can be attached to a basic, special or close combat weapon (in the latter case the nozzle is usually attached to the weapon and fed from a canister which is carried separately). An Exterminator cannot be attached to a pistol weapon.

During the shooting phase a model can fire its Exterminator instead of the weapon it's fitted to. The effects of an Exterminator are identical to a shot from a normal flamer. The Exterminator attachment fires a burst of flaming chemical, an unstable sticky material that ignites upon contact with air. Used at short distances it is almost impossible to miss and several victims can be claimed with a single shot.

**One Shot Weapon.** The Exterminator only carries enough fuel for a single shot, so once the Exterminator has been fired it is out of ammo for the rest of the game.

**Template.** The flamer's shot is represented by the larger teardrop-shaped flamer template. Place the template so the pointy end touches the firing model and the rest of it covers one or more target models. Any models wholly under the template are hit automatically, while those partially beneath are hit on the D6 roll of a 4, 5 or 6.

#### SKULL CHIP

**Skull Chip.** A fighter wearing a skull chip can re-roll any Initiative characteristic-based dice test that he fails. For example, he can reroll a failed test to avoid being pinned by enemy fire. Once implanted the chip cannot be removed and transferred to another fighter.

#### PIT SLAVE WEAPONS

##### ROCK DRILL

Mining slaves are commonly modified to carry a massive drill for boring through slag and rock. The rock drill makes a fearsome weapon in hand-to-hand combat. If the pit slave inflicts 2 or more hits in combat then he exchanges all the hits for a single hit with increased strength and damage as he drills through his opponent's body. The bonus equals +1 Strength and +1 damage for each hit after the first, so you exchange 2 hits for a single 55 hit causing 2 wounds, 3 hits for a single 56 hit causing 3 wounds and so on.

| RANGE | STRENGTH | DAMAGE | SAVE MOD |
|-------|----------|--------|----------|
| HTH   | 4        | 1      | -3       |

##### CLAW

A claw or big grabber is used in a variety of mining and loading roles. A pit slave armed with a claw may pick up and hurl his opponent if he wins a round of combat, in addition to hitting him. A hurled opponent is thrown D6" in a direction chosen by the player. The hurled model suffers a hit at a Strength equal to half the distance thrown (round up). If it strikes a wall or other obstruction it will stop there. If it hits another model both models take a hit with a Strength equal to half the distance rolled. If the model is pitched off a building use the Falling rules to work out damage.

| RANGE | STRENGTH | DAMAGE | SAVE MOD |
|-------|----------|--------|----------|
| HTH   | 4        | 1      | -1       |

##### SHEARS

Huge shears are fitted to pit slaves for harvesting fungus groves and scrap sheet metal. The sharp blades of the shears are quite capable of snipping bits off a human as well. If the pit slave hits an opponent in hand-to-hand combat, re-roll any dice which roll 6 to wound. If the

second roll is also a 6 the victim's head is snipped clean off unless it can make its armour saving throw (or dodge).

Any models that suffer this fate are automatically dead and don't roll on the Serious Injury Table. Note that the model can't be revived with medic skills, medi-packs, etc.

| RANGE | STRENGTH | DAMAGE | SAVE MOD |
|-------|----------|--------|----------|
| HTH   | 4        | 1      | -1       |

#### BUZZ SAW

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

| RANGE | STRENGTH | DAMAGE | SAVE MOD |
|-------|----------|--------|----------|
| HTH   | 5        | 1      | -2       |

#### CHAINSAW

Chainsaws are a popular choice of weapon for pit fighters, their most well-known advocate being the slave leader Bull Gorg. A chainsaw is usually mounted on the stump of a wrist or in place of a forearm, but the infamous pit fighter Harkan Vore actually had a chainsaw which replaced his lower jaw! Because a chainsaw is long, edged and comparatively easy to wield the user may use it to parry in close combat.

| RANGE | STRENGTH | DAMAGE | SAVE MOD |
|-------|----------|--------|----------|
| HTH   | 4        | 1      | -1       |

#### HAMMER

Giant hammers are fitted to mining and foundry slaves. The pile driver force of a pneumatically-driven hammer is so great that opponents in hand-to-hand combat may be knocked senseless and beaten to their knees before they have a chance to fight back.

Any opponent in hand-to-hand combat with a hammer armed pit slave has its Weapon Skill halved (rounding fractions down) unless it can roll under its Initiative on a D6.

| RANGE | STRENGTH | DAMAGE | SAVE MOD |
|-------|----------|--------|----------|
| HTH   | 4        | 1      | -1       |

#### SPYRER WEAPONS

#### ORRUS BOLT LAUNCHERS

| RANGE | TO HIT |  |
|-------|--------|--|
|-------|--------|--|

| SHORT | LONG   | SHORT | LONG | STRENGTH | DAMAGE | SAVE MOD | AMMO ROLL |
|-------|--------|-------|------|----------|--------|----------|-----------|
| 0 - 8 | 8 - 16 | +1    | -    | 4        | 1      | -1       | 2+        |

**Orrus Bolt Launcher.** The Orrus bolt launchers are linked to fire together so they must be fired at the same target and only a single dice is rolled to hit. However, if a hit is scored make two separate rolls to wound.

#### MALCADON WEB SPINNER

| RANGE |        | TO HIT |      |          |        |          |           |
|-------|--------|--------|------|----------|--------|----------|-----------|
| SHORT | LONG   | SHORT  | LONG | STRENGTH | DAMAGE | SAVE MOD | AMMO ROLL |
| 0 - 4 | 4 - 10 | +1     | +1   | SPECIAL  |        |          | 2+        |

**Malcadon Web Spinner.** If a Malcadon hits a model with its web spinner the opposing player must roll a D6 while the Spyrrer player rolls two D6 and picks the highest. Both players then add the Strength of their respective models to the score. If the Malcadon's score is lower than the victim's the model is merely pinned by the attack and can attempt to escape pinning as normal if a friendly model is nearby. If the scores are equal or the Malcadon beats the target's score the model is entangled and effectively goes down. All the normal rules for being down apply, so the model can wriggle 2" in its movement phase and is rolled for in each recovery phase, representing the model having a chance of breaking free or suffering serious injuries from the steely threads. If a model breaks free it still has its full complement of wounds but it suffers the -1 to BS and WS penalty for taking a flesh wound. If the Malcadon is running, charging or simply not firing in its turn it can use its threads to help it move. This means it can move up or down walkways and platforms even if there is no ladder or lift available. The distance moved up or down is counted against the Malcadon's total movement for the turn and the Malcadon must end its movement on a flat surface, not dangling between two platforms.

#### YELD LASER GAUNTLETS

| RANGE  |         | TO HIT |      |          |        |          |           |
|--------|---------|--------|------|----------|--------|----------|-----------|
| SHORT  | LONG    | SHORT  | LONG | STRENGTH | DAMAGE | SAVE MOD | AMMO ROLL |
| 0 - 10 | 10 - 20 | +1     | -    | 3        | 1      | -1       | 2+        |

#### JAKARA MONOMOLECULAR SWORD

| RANGE | STRENGTH | DAMAGE | SAVE MOD |
|-------|----------|--------|----------|
| HTH   | USER +1  | 1      | -1       |

**Parry.** User may parry.

## UNDERHIVE BESTIARY

### GIANT RATS

| M | WS | BS | S | T | W | I | A | LD |
|---|----|----|---|---|---|---|---|----|
| 6 | 4  | 0  | 3 | 2 | 1 | 3 | 1 | 4  |

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

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

### MILLIASAURS

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

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

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

| D6    | EFFECT                                                                                                                                                                                                                                                     |
|-------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1 - 2 | <b>No Effect.</b> The Milliasaur's venom fails to paralyse its victim. The model continues to fight just as if he'd suffered a flesh wound, except that he suffers no penalties to BS/WS.                                                                  |
| 4 - 6 | <b>Out of Action.</b> The victim is paralysed and is severely chewed up by the Milliasaur. The model may survive the experience if it's lucky but it certainly won't be fighting any further. Remove the model as you would any other taken out of action. |

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

## RIPPER JACKS

| M | WS | BS | S | T | W | I | A | LD |
|---|----|----|---|---|---|---|---|----|
| 8 | 2  | 0  | 1 | 2 | 1 | 4 | 1 | 4  |

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

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

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

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

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

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

| D66     | INJURY                                                                       |
|---------|------------------------------------------------------------------------------|
| 11 - 16 | Dead                                                                         |
| 21 - 23 | Head Wound                                                                   |
| 24 - 26 | Blind in one eye, -1 WS. If this result is rolled a second time for the same |

|         |                                               |
|---------|-----------------------------------------------|
|         | fighter they count the result as Dead.        |
| 31 - 36 | Painful Recovery                              |
| 41 - 46 | Full Recovery                                 |
| 51 - 56 | Horrible Scars, this fighter now causes fear. |
| 61 - 66 | What Doesn't Kill You.                        |

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

## QUICK REFERENCE

| HAND TO HAND WEAPONS           |        |         |          |      |          |          |             |           |                          |
|--------------------------------|--------|---------|----------|------|----------|----------|-------------|-----------|--------------------------|
|                                |        |         |          |      |          |          |             |           |                          |
| WEAPON                         |        | RANGE   | STRENGTH |      | DAMAGE   | SAVE MOD | SPECIAL     |           |                          |
| MASSIVE AXE, SWORD OR BLUDGEON |        | HTH     | USER +2  |      | 1        | -        | LOSES DRAWS |           |                          |
| SUPPRESSION SHIELD             |        | HTH     | 3        |      | 1        | -1       | SAVE        |           |                          |
|                                |        |         |          |      |          |          |             |           |                          |
| PISTOLS                        |        |         |          |      |          |          |             |           |                          |
|                                |        |         |          |      |          |          |             |           |                          |
|                                | RANGE  |         | TO HIT   |      |          |          |             |           |                          |
| WEAPON                         | SHORT  | LONG    | SHORT    | LONG | STRENGTH | DAMAGE   | SAVE MOD    | AMMO ROLL | SPECIAL                  |
| STUB GUN                       | 0 - 8  | 8 - 16  | -        | -1   | 3        | 1        | -           | 4+        | DUM DUM BULLETS          |
| HAND BOW                       | 0 - 8  | 8 - 16  | -        | -1   | 4        | 1        | SPECIAL     | 6+        | SAVE MOD, MOVE OR FIRE   |
|                                |        |         |          |      |          |          |             |           |                          |
| BASIC WEAPONS                  |        |         |          |      |          |          |             |           |                          |
|                                |        |         |          |      |          |          |             |           |                          |
|                                | RANGE  |         | TO HIT   |      |          |          |             |           |                          |
| WEAPON                         | SHORT  | LONG    | SHORT    | LONG | STRENGTH | DAMAGE   | SAVE MOD    | AMMO ROLL | SPECIAL                  |
| BLUNDERBUSS/SCATTER GUN        | 0 - 6  | 6 - 9   | +3       | +1   | 3        | 1        | -           | 6+        |                          |
| MUSKET                         | 0 - 12 | 12 - 24 | -        | -1   | 3        | 1        | -1          | 6+        | MOVE OR FIRE             |
|                                |        |         |          |      |          |          |             |           |                          |
| HEAVY WEAPONS                  |        |         |          |      |          |          |             |           |                          |
|                                |        |         |          |      |          |          |             |           |                          |
|                                | RANGE  |         | TO HIT   |      |          |          |             |           |                          |
| WEAPON                         | SHORT  | LONG    | SHORT    | LONG | STRENGTH | DAMAGE   | SAVE MOD    | AMMO ROLL | SPECIAL                  |
| HEAVY PLASMA GUN (LOW)         | 0 - 20 | 20 - 40 | -        | -    | 7        | 1        | -2          | 7+        | ENERGY LEVELS, SUSTAINED |

|                         |        |         |    |    |    |    |    |    |                         |
|-------------------------|--------|---------|----|----|----|----|----|----|-------------------------|
| HEAVY PLASMA GUN (HIGH) | 0 - 20 | 20 - 72 | -  | -  | 10 | D3 | -6 | 7+ | FIRE, UNRELIABLE, BLAST |
| SPEAR GUN               | 0 - 12 | 12 - 24 | -  | -1 | 6  | D3 | -3 | 6+ | SKEWERED, 1 TURN RELOAD |
| SCATTER CANNON          | 0 - 8  | 8 - 16  | +3 | -1 | 4  | 1  | -1 | 6+ | SMALL BLAST             |
| DISCUS/THROWING AXE     | 0 - 6  | 6 - 12  | -  | -  | 5  | 1  | -1 | 6+ |                         |

| AMMO |  |  |  |  |  |  |  |  |  |
|------|--|--|--|--|--|--|--|--|--|
|------|--|--|--|--|--|--|--|--|--|

|                 | RANGE |        | TO HIT |      |          |        |          |           |                 |
|-----------------|-------|--------|--------|------|----------|--------|----------|-----------|-----------------|
| WEAPON          | SHORT | LONG   | SHORT  | LONG | STRENGTH | DAMAGE | SAVE MOD | AMMO ROLL | SPECIAL         |
| DUM DUM BULLETS | 0 - 8 | 8 - 16 | -      | -1   | 4        | 1      | -        | 4+        | DUM DUM BULLETS |
| MANSTOPPER      | 0 - 4 | 4 - 18 | -      | -    | 4        | 1      | -2       | 4+        |                 |
| HOTSHOT         | 0 - 4 | 4 - 18 | -      | -1   | 4        | 1      | -        | 6+        | CATCHES FIRE    |
| BOLT            | 0 - 4 | 4 - 24 | +1     | -    | 4        | 1      | -1       | 6+        |                 |
| EXECUTIONER     | 0 - 4 | 4 - 18 | -1     | +1   | 4        | 1      | -2       | 6+        |                 |

| MISCELLANEOUS |  |  |  |  |  |  |  |  |  |
|---------------|--|--|--|--|--|--|--|--|--|
|---------------|--|--|--|--|--|--|--|--|--|

|                 | RANGE    |          | TO HIT |      |          |        |          |           |                   |
|-----------------|----------|----------|--------|------|----------|--------|----------|-----------|-------------------|
| WEAPON          | SHORT    | LONG     | SHORT  | LONG | STRENGTH | DAMAGE | SAVE MOD | AMMO ROLL | SPECIAL           |
| BIO-BOOSTER     |          |          |        |      |          |        |          |           | BIO-BOOSTER       |
| BLINDNAKE POUCH | -        | -        | -      | -    | -        | -      | -        | -         | OVERWATCH         |
| EXTERMINATOR    | TEMPLATE | TEMPLATE |        |      | 4        | 1      | -2       | SPECIAL   | AMMO ROLL, FLAMER |

|                                          |        |         |          |      |              |            |             |              |                               |
|------------------------------------------|--------|---------|----------|------|--------------|------------|-------------|--------------|-------------------------------|
| SKULL<br>CHIP                            |        |         |          |      |              |            |             |              | SKULL<br>CHIP                 |
| SPYRER WEAPONS                           |        |         |          |      |              |            |             |              |                               |
|                                          | RANGE  |         | TO HIT   |      |              |            |             |              |                               |
| WEAPON                                   | SHORT  | LONG    | SHORT    | LONG | STRENG<br>TH | DAMAG<br>E | SAVE<br>MOD | AMMO<br>ROLL | SPECIAL                       |
| ORRUS<br>BOLT<br>LAUNCH<br>ER            | 0 - 8  | 8 - 16  | +1       | -    | 4            | 1          | -1          | 2+           | ORRUS<br>BOLT<br>LAUNCH<br>ER |
| MALCAD<br>ON WEB<br>SPINNER              | 0 - 4  | 4 - 10  | +1       | +1   | SPECIAL      |            |             | 2+           | MALCAD<br>ON WEB<br>SPINNER   |
| YELD<br>LASER<br>GAUNTL<br>ETS           | 0 - 10 | 10 - 20 | +1       | -    | 3            | 1          | -1          | 2+           |                               |
| WEAPON                                   | RANGE  |         | STRENGTH |      | DAMAGE       |            | SAVE MOD    |              | SPECIAL                       |
| JAKARA<br>MONOM<br>OLECUL<br>AR<br>SWORD | HTH    |         | USER +1  |      | 1            |            | -1          |              | PARRY                         |
| PIT SLAVE WEAPONS                        |        |         |          |      |              |            |             |              |                               |
| WEAPON                                   | RANGE  |         | STRENGTH |      | DAMAGE       |            | SAVE MOD    |              | SPECIAL                       |
| ROCK<br>DRILL                            | HTH    |         | 4        |      | 1            |            | -3          |              | ROCK<br>DRILL                 |
| CLAW                                     | HTH    |         | 4        |      | 1            |            | -1          |              | CLAW                          |
| SHEARS                                   | HTH    |         | 4        |      | 1            |            | -1          |              | SHEARS                        |
| BUZZ<br>SAW                              | HTH    |         | 5        |      | 1            |            | -2          |              |                               |
| CHAINSA<br>W                             | HTH    |         | 4        |      | 1            |            | -1          |              | PARRY                         |
| HAMMER                                   | HTH    |         | 4        |      | 1            |            | -1          |              | HAMMER                        |

## CREDITS

- All Original Content - [Games Workshop](#)
- Rules Maintainer - [@hreikin](#)
- Contributor - [ShrimplingX](#)
- Contributor - [DancingPigeon](#)
- Contributor - [David Fincher](#)
- Contributor - [nooker](#)

## CHANGELOG

### VERSION 0.6

- Typo fixes.
- Pit Slaves added.
- Arbites/Enforcers added.
- Armoury updated.
- Quick Reference updated.
- Design Notes updated.

### VERSION 0.5

- Add basic equipment (knife) to redemptionist gangs.
- Add basic equipment (knife) to ratskin gangs.
- Pit Slave added to special operatives.
- Wyrd added to special operatives.
- Special Operatives moved to own section to remove content duplication across gangs.
- Special Characters section added.
- Bestiary added.
- Design Notes updated.

### VERSION 0.4

- Initial Outlanders port.
- Scavvies added.
- Redemptionists added.
- Ratskins added.
- Spyrers added.
- Design notes updated.
- Armoury updated.
- Quick reference updated.

### VERSION 0.3

- Remove descriptions from gang and special operative entries.
- Typo fixes.
- Flak armour added to miscellaneous.
- Carapace armour added to miscellaneous.

- Added knives to all types of hive gang fighter.
- Formatting ready for any future addition of content from Outlanders.
- Split grenades into own category to mirror SW:A.
- Quick reference chart added.
- New contributor added.
- Heavy Plasma Gun - Profile changes.
- Special rule added for hive gangs to match kill teams in SW:A.

## **VERSION 0.2**

- Cost fixes - If a weapon, ammo or piece of equipment features in both Necromunda and SW:A and a cost is provided by SW:A then that cost is used.
- Added basic weapon access to heavies.
- Hotshot ammo now has the Catches Fire special rule.
- Miscellaneous equipment added.
- Max hive gang size increased to 20.
- Credits added.
- Changelog added.

## **VERSION 0.1**

- Most of the content in this document comes directly from the ORB version of Necromunda. It is only replicated here to keep books/paperwork to a minimum.
- I have not included any content from the ORB version of Outlanders yet, i plan to in the future as long as time permits.
- I have only included the profiles/stats for weapons and equipment which are not available in SW:A in this document.
- Any weapon, ammo or piece of equipment which does not have a profile in SW:A uses the profile provided in the ORB version of Necromunda.
- If a weapon, ammo or piece of equipment features in both Necromunda and SW:A and a cost is provided by SW:A then that cost is used.
- All skill tables have been swapped with their equivalent skill table in SW:A with the exception that Techno has been replaced by Guerilla.
- All gang names are from Necromunda until i can replace them with appropriate alternate names.