

NECROMUNDA — PRIVATEER



+++The Necromunda in Space Project

+++By Azure

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INTRODUCTION

The idea for Necromunda: Privateer traces its origins back in the old Heart of the Heresy days, to a topic posted by Truckler entitled “Necromunda in Space.” The gist of Truckler’s idea was, “hey, wouldn’t it be cool if we could have a space-opera Necromunda,” and he laid out some thoughts on blending miniatures games with role-playing games.

Knowing a good idea when I saw one, I promptly stole it —*ahem*— promptly ran with it. After years of effort (or at least weeks of effort, and years of procrastination), here are the preliminary results. As you can see, there are still many holes, and god-only-know how some of the rules will actually work when the dice meet the table, but this should at least be enough to get the creative juices flowing. And, if you have any improvements or ideas to fill in the gaps, by all means share them on the Eastern Fringe (www.easternfringe.com).

My goal for N:P was to create a game where players could tell a story though dice. Thus, when deciding between freedom and balance, the rules generally opt for freedom. As such, however, it may not be the best vehicle for balanced, head-to-head play (but, try your hand at this if you want).

To this end, N:P is designed as a game where a player takes his crew of explorers, mercenaries, or scallywags up against challenges and scenarios designed by an Arbitrator. This setup allows for more freedom on both sides of the table — as the game master can always turn up the heat if the challenge is too easy.

Thanks to everyone at the Eastern Fringe for your help and encouragement, thanks to everyone who has offered pictures and art, and thanks to Truckler and McCragge for hosting the discussion and this article.

Enjoy,
Auz

WELCOME TO THE FRINGE

WARP TRAVEL

Although warp travel always carries some residual risk, under the psychic light of the Astronomican, it is a relatively safe and almost routine occurrence. Navigators are able to take massive trade barges across tens-of-thousands of light years in a single jump, and still manage to return to real-space within close proximity to their designated arrival point. Although it happens, it is only the few and exceedingly unlucky who are the last crew for the graveyard hulks that are occasionally found drifting through Imperial space.

On the Eastern Fringe, however, warp travel is a much more dicey proposition. Near the boundary of human space, the Astronomican's light is dim, and flickers like a near gutted flame. Sometimes, it winks out altogether, causing havoc to those who happen to be traveling the shipping lanes. Navigators often refer to this event as a "Soul Eclipse," and Navigators who are used to basking in the light of the Emperor are often disorientated by the Astronomican's sudden absence. It is not common, but not unknown, for a weak willed Navigator to die, or go insane, when he experiences his first eclipse. When this happens, he usually takes his crew with him.

With the dim to non-existent Astronomican, the Navigator's natural abilities are severely impaired. Although they still have an edge over normal humans, their safe operating range isn't all that much greater than what a normal human can achieve. Typically, near the fringe, a Navigator or normal human can safely jump 5-10 light years, and even these jumps are more

risky than the many-thousand light year jumps in the segments surrounding Terra.

By making these short jumps, or "skips," a ship can reorient itself and navigate effectively, but each skip increases the time and danger of the journey because the most dangerous portion is entering and leaving warp space. When doing either, one can never be exactly certain what conditions will be like on the other side, and many an unlucky captain has skipped out into a warp eddy, or skipped into an asteroid shower. To make matters worse, pirates know as Skip Raiders often stalk popular trade routes to ambush ships as they come in out of warp space. Although these pirates are hunted relentlessly, they usually avoid capture by fleeing with their booty to the other side of the Ultima line, past which Imperial vessels won't travel.

PRIVATEERS

One of the interesting side effects of the weak Astronomican is that it has created a niche market for independent traders on the Eastern Fringe. In the Imperium, warp travel is safe enough that the economics favor massive barges to transport good from one side of the galaxy to the other. However, no sane investor is willing to risk billions of credits in cargo and thousands of men on a single jump. Instead, it makes the most sense to spread the risk over a large fleet of small ships, so if the warp swallows any one of them up, the losses are trivial (except, of course, to those on board). So often, smaller intra-system transports are refitted with warp drives and Gellar fields, turning them into what are called "Fringe Runners." These ships are cheap enough that it is within the means of an

Designer's Note: The canonical background of the 40K universe — with its focus on major conflicts between armies and races, the severe restriction of space travel, and the gothic backwardness of most of the masses of humanity — makes it difficult to find room for small crews of adventurers who are not Inquisitors, Space Marines or the elites of Imperial society. While I have tried to stay as faithful as possible, certain liberties have been taken with the 40K background to make room for the Privateer fleet.

enterprising individual to raise the money to put together a ship and crew to set out in search of fame and wealth on the Eastern Fringe.

However, all that would be for nothing anywhere else in the Imperium, because warp trade is restricted to those merchants who can secure a Charter, which is usually hereditary, and always fabulously expensive. After the Heresy, however none of the major trading cartels were willing to invest in the fringe trade because they didn't think the profit would be worth the risk. Afraid that the lack of trade would erode the Imperium's eastern border, the Ultima Segmentum's first High Lord, Maxwell finix al Tarkain, instituted the Charter Privatus Licens, which means, roughly, "Private man, Unrestrained."

Thus, the Privateer was born.

The Charter Privatus is available without cost to anyone who owns a warp capable ship, and allows the bearer to travel unmolested over the eastern half of the Ultima Segmentum. However, even though the Charter Privatus is free, it does not come without conditions. If a ship commits piracy (attacking a ship in space under Imperial Charter), Heresy (communion with Chaos or an unsanctioned psyker), or Treason (fraternizing with xenos or other enemies of the Imperium), then the charter is revoked. Without a charter, a ship will be attacked on sight by any Imperial patrol and denied permission to land on any Imperial world. If the ship is stranded in space, it is considered treason for another imperial vessel to lend aid. Furthermore, since the ship is no longer chartered, raiding it is no longer piracy, so an un-chartered ship attracts a lot of unwanted attention. In fact, some privateers specialize at hunting down and looting Skip Raiders and other un-chartered ships that operate on the Fringe.

Another interesting feature about the Charter Privatus is that it is not within the power of a planetary governor to revoke. This means that for any misconduct or crimes committed within

the atmosphere, the greatest sanction a planetary authority can levy on a ship is a denial of future landing rights. This protection, however, doesn't extend to the cargo or crew, so the governor can still confiscate cargo, imprison the crew, or execute the captain, but it cannot stop the ship from lifting off.

This may seem like a horrible rule of law, but there was a method to Tarkain's madness. Given the relatively loose Imperial grip on the Eastern Fringe, Tarkain was afraid that corruption, double dealing, and greed would cripple his privateer fleet. Unlike the great trading cartels, which keep corrupt planetary governors in check with the threat of crippling trade sanctions, individual privateers make easy pickings. Tarkain's charter, however, at least assured the privateer crew would have a chance to escape and spread word that other privateers should avoid the system.

The sanction for a planetary governor's violation of the Charter Privatus is no less strict than the sanctions for a privateer captain. A planetary governor who is found to have obstructed the departure of a chartered ship is stripped of his position and executed. Thus, even after a captain and crew have been arrested for a violation of planetary law, many governors are often unwilling to seize the ship. These ships rot in orbit or are towed to bone yards until the crew is freed, or some enterprising trader bribes the harbormaster to look the other way while he and his crew steal the ship. Many of the great privateers on the fringe got their start on a ship "re-commissioned" in this way.

Of course, some less than scrupulous privateers have used the Charter Privatus as a license to touch down, commit all sorts of heinous crime, and burn off-planet and out of the reach of the law. Several assassin groups are known to be doing just this. However, rather than cripple planetary governments (as many detractors suspected), this law has created a lucrative bounty-hunting trade to collect the prices on these privateer's heads.

BEYOND THE ULTIMA LINE

Because warp travel outside the Astronomican is so inefficient and dangerous, the High Lords of Terra have abdicated Imperial control of any systems past the Ultima Segmentum line. With so many systems within its interior under attack, it is seen as irresponsible to squander Imperial men and equipment on the galaxy's frontier. The Imperial Navy, however, maintains a strong presence patrolling the border, both to keep ambitious planetary governors in line, and because, as threats like Hive Fleet Kraken has shown, one never knows what threats may come from the far side of the line.

It is a mistake often made in the core worlds to think that the end of Imperial space is the end of human civilization. Although one can quibble about whether or not they count as "civilized," there are numerous human settlements that exist on the far side of the Ultima Line, ranging from pirate coves and

temporary mining encampments to permanent settlements of simple folk who are merely trying to escape the yolk of Terra.

Of course, when human or xeno raiders attack, these so-called Free Cities cannot rely upon Imperial aid, so they regularly hire privateers to supply their militias and mercenaries to help defend their homes.

It is not uncommon in the least for less-than-scrupulous privateers to capitalize on a Free City's vulnerability to charge exorbitant prices, or to demand abusive agreements such as exclusive trading rights or the right of first refusal on any alien artifacts found on the planet. Privateers need tread lightly, however, because Free Cities need not recognize the Charter Privatus Licens and the protection it affords to foreign traders. Many a privateer has found himself in some backwater jail, his ship and cargo seized, because the locals mistook his negotiating methods for extortion.

OVERVIEW

WHAT YOU NEED

Necromunda: Privateer is a fan-made expansion for Games Workshop's Necromunda, which is designed to move the adventure from the claustrophobic domes of Hive Primus to the wild west of the Imperium — the Eastern Fringe.

As an expansion, this game relies heavily on the core rules for Necromunda, which can be found in the handy (and free) Living Rule Book or LRB on games-workshop.com. You should assume that, unless specified otherwise, or unless it just really wouldn't make sense, all the standard rules from the LRB apply.

N:P also draws from other expansions and articles that have been published by Specialist games, including:

- ⊕ The vehicle rules from Battles in the Ash Wastes.
- ⊕ The Outlaw Trading Post and Wyrd Powers from Outlanders.

The last place that N:P draws heavily from is your own imagination. N:P gives you a lot of flexibility and room for creativity, including room for being creative with the basic game rules themselves if you so wish. In other words, N:P is a sandbox. Play, and have fun.

NARRATIVE GAMING

The ultimate goal of N:P is to create an environment that fosters narrative wargame campaigns.

If you think about it, every die throw and game mechanic has a bit of a story built in. You're not just moving pieces and rolling dice, you're positioning your troops, taking shots, and accomplishing objectives. Over the course of a game, these little pieces of story coalesce into a larger narrative of heroic victories, amazing rescues, and heart wrenching failures.

The idea behind narrative gaming is that you can capitalize on these little bits of story — and the larger stories they grow into — to suggest the plots and premises for future games and new adventures.

For example, say the outcome of a tabletop game is that your crew steals some artifact from the lieutenant of a hive gang. Maybe the gang boss doesn't like that so much, so he calls in all of his markers to try and get the artifact back. So now you have to fight your way through the hive to get back to your drop ship. Maybe also the lieutenant was embarrassed by his failure in the last game, so now he is effected by the rules for hatred toward your crew.

One of the keys to running a narrative campaign, oddly enough, is not to think too far ahead. If the GM plans out a string of encounters before the first die is thrown, then the campaign may begin to feel like it is on rails. After all, what is the point of playing the game if the story has already been told.

A better way of approaching it is to allow the scene to be set by the narrative up to this point, and to design a scenario that translates that scene into game terms. Then, play the scenario. See who won and lost, see what casualties or other interesting story bits came up during the game play, and then pick up the narrative again from where the game left off.

In the narrative above, a bunch of hive gangers are attempting to stop the crew from making it to their dropship. The scenario could be that the Crew has to fight their way from one end of the table to the other, before the hive gangers (who are deployed on the side edges of the table) cut them off. Also, to make it feel more like a hive, you could add in the bystanders set piece for some color.

ROLES OF THE PLAYERS

N:P is designed with two to three players in mind — one player who runs the crew of the protagonists, and a Game Master who runs the Opposition Force (or OpFor), sets the scene, and guides rules improvisations where needed. The game works equally well (if not better), with three players, as the new player can take control of the OpFor and the GM can step back into the role of a neutral arbitrator.

The campaign follows the player's crew from adventure to adventure, the way a TV show follows a group of characters in their trials and tribulations. It's the OpFor's job to supply those trials and tribulations, and the GM's job to guide the story.

This is not to say, however, that the GM should have exclusive control over the plot and the campaign's narrative direction. Indeed, these things will depend heavily on the crew's goals and character as well as the OpFor's goals and character.

GETTING STARTED WITH N:P

The first thing that the player needs to do is recruit his crew and build his ship. To break it down, here is how you go about it:

RECRUIT YOUR CREW

The player has **1,000 credits** to recruit his crew. Spend this cash by:

- ⊕ Selecting a Captain: You have a lot of flexibility in creating your crew, but the character of your Captain generally sets the flavor for the rest of the ship. So the first step is to choose one of the Captain professions from the Captains section.
- ⊕ Recruit and Equip Your Crew: The Eastern Fringe is a rogue's gallery of thugs, scum, freelancers, and aliens, with the occasional honorable decent soul thrown in for color. The different characters and professions are found in the archetypes section, and their gear can be found at the Gear Summary.

BUILD YOUR SHIP

After your crew is in place, you have to “acquire” your ship. Usually this involves theft, bribery, and perhaps murder. (If only the pure of heart could own a ship, Imperial space would be an empty place.) You have **1,000 credits** to spend on your ship, and outfit it with compartments and equipment. The two steps are:

- ⊕ Select a Ship Class: The ship class determines the ship's base characteristics, number of compartments, and its advancement profile.
- ⊕ Outfit your Ship: Once you have a ship, it's time to go shopping for compartments and equipment. For most crews, compartments are the main way of making income on the fringe, so give some thought to how your crew is going to make a living before your credits are gone.

THE CAMPAIGN

Once you have your crew built and your ship created, it is time to start earning a living on the Fringe. From here on out, the game progresses in a number of “Campaign Rounds.” Each campaign round consists of the following phases:

- I. Roll on CEC Table: The Cooperate Encounter Creation, or “CEC” table for short, replaces the scenario selection table from Necromunda. It determines whether the player or GM gets to choose the objective and first scenario.
- II. Objective Selection: The next step in the campaign round is choosing what the objective is going to be for this round. For example, the player can be hired to assassinate a particular figure, to defend a village, or to deliver some artifact to a collector of antiquities. You can choose an objective from the handy list, or improvise with anything that seems to make sense given the circumstances.

- III. Encounter Creation: Next up is to create the tabletop encounter. The GM creates his opposition force, and then the side with the scenario selection chooses a scenario for the tabletop battle.
- IV. Battling Out the Encounter and Clean-Up Phase: The objective, opposition force, and scenario set the stage, but here, on the battlefield, is where the story unfolds and where questions are answered. Move your figs, roll the dice, and see what happens.
- V. Intermediate Post-Game Phase and Creation of the Next Encounter: When the dust settles on the encounter, it is time to take stock and see how the narrative has progressed. Was the objective completed? Is the objective now impossible? Any revelations or noteworthy events happen which scream to be played out? If the answers to these questions set the stage for another encounter, then return to phase III. If, however, this episode of the story seems pretty well complete, you can move on to the Downtime Phase.
- VI. Downtime Phase: In the Downtime phase, the crew visits planets, takes post game actions, recruits new comrades, buys new equipment, and generally tries to outfit itself to face whatever trouble is coming down the pipe. When the post-game phase is complete, it is time to start all over again.

ENCOUNTER CREATION

“So what are we looking at boss?” Aris scanned the cult compound at 3000 percent zoom from the concealment of a lightly wooded hill.

“Looks like we have twenty to thirty contacts. Good number of women, and even a couple of children. Probably about a dozen, dozen-plus shooters.”

“Perfect,” Grearson said, “I’ll com the ship to have them start up the orbital guns.”

“No you won’t, crewman,” Aris hissed. “We go in quiet, try to disable the threats. Minimal collateral.”

“Screw that boss. The bounty is per head . . . dead or alive. Why go to the trouble of being choosey? Our employer certainly aint.”

“Since when did it say captain on your bunk? This isn’t your crew Grear, so back down. We do this my way or—” Aris pulled his bolt pistol and put it to the merc’s head “I bury you in this hill.”

Grearson’s eyes burned, until he looked away. “Aye Aye, Cap.”

The heart and soul of N:P (and, indeed, all narrative wargames) is the encounter.

Good and interesting encounters satisfy two goals. First, they fit with the story and keep the narrative going. Second, they provide a challenge, thereby keeping the game fun for both the player and the GM.

The following are thoughts and suggestions for how to go about creating an encounter. First, a caveat. Even though these may look at times like rules, think of them more like guidelines for assembling a balanced and challenging encounter. Nothing here is intended to stifle creativity, but rather to foster it by providing structure and helpful suggestions. In other words, guidelines are helpful because it can be tough to draw on a blank slate, but coloring outside the lines is encouraged as well.

ENCOUNTER TOOL BOX

CAMPAIGN OBJECTIVES

Campaign Objectives, such as Assassination, Sabotage, and the like are the big picture goals that the player or GM is trying to accomplish during the campaign round. Objectives are handy to give you the initial seed to get the narrative up and running.

OPPOSITION FORCE

The OpFor is the GM’s crew for the encounter or the campaign round. The OpFor can be built to fit the situation from Archetypes, mooks, and critters.

SCENARIOS

Scenarios are where the rubber meets the road in terms of translating the narrative into a battle that can be played out on the tabletop. You can draw from the numerous scenarios presented in the LRB, custom build your own to fit the situation, either from scratch or by modifying existing scenarios with Edge.

SET PIECES

Set pieces are self-contained rule sets that can be added into a scenario, or combined to create custom scenarios, that inject some additional color. For example, adding the Bystander set piece changes your ordinary shootout into a shootout at a crowded market.

SIDE JOBS

Side jobs are secondary objectives that can be thrown into the mix to make the encounter a little bit more interesting or to provide additional rewards or benefits. Having asymmetrical objectives (and even hidden plans) are a great way to add chaos to the battle field and advance the story line.

COOPERATIVE ENCOUNTER CREATION

One of the more interesting (if overlooked) rules from Necromunda was the scenario selection table. Rather than just having a big table that randomly picked scenarios, many results gave one player the right to choose which scenario they wanted to play. Since it was beneficial to be the attacker in some scenarios, such as Ambush or Caravan, having the scenario choice could at times give a gang a nice little strategic edge — perhaps just enough to put an underdog over the top. Also, it made

sense from a narrative perspective too. If you're out manned and outgunned, a smart gang leader looks for an edge wherever he can find it.

The CEC takes the Necromunda scenario selection table to the next level. To start, the GM or player rolls 3d6 on the CEC table to see who gets to choose the objective, the scenario, and to see what, if any, special effects are in play.

OBJECTIVE CHOICE

The side that gets the objective choice gets to set the overall goal of the campaign round by selecting an objective from the list.

INITIATIVE

The side with the initiative gets to choose the scenario for the first encounter from those printed in the LRB or other Necromunda expansions. If the player has the initiative, he is free to suggest a custom scenario to the GM, but the GM has broad discretion to modify the scenario for balance, or charge Edge to offset the advantage.

After the first encounter is played out, the side that won (generally, the side that didn't bottle out) captures the initiative, which means that they get to select the scenario for the next

COOPERATIVE ENCOUNTER CREATION				
3D6	Objective Choice	Initiative	Edge	Special
3	GM	GM	GM +D3, Player -1	We Finish This
4	GM	GM	GM +1	We Finish This
5	GM	GM	GM -1, Player +D3	
6	GM	Player		
7	GM	Player		
8	GM	Player		
9	GM	Player		A Step Ahead
10	Player	GM		
11	Player	GM		A Step Ahead
12	Player	GM		
13	Player	GM		
14	Player	GM		
15	Player	GM		
16	Player	Player	Player -1, GM +D3	
17	Player	Player	Player +1	We Finish This
18	Player	Player	Player +D3, GM -1	We Finish This

encounter. The side with the initiative can also choose to break off the engagement entirely, ending the campaign round. If they opt to break off, the other side can pass a Captain's leadership test, it can seize the initiative and choose the next scenario.

EDGE

Edge is a resource that gives the crew valuable rerolls, allows them to purchase scenario modifications, or allows them a chance to veto unfavorable situations. The full rules for edge are described below.

SPECIAL

The Special column refers to rules that apply for this campaign turn. The specials are:

A Step Ahead: One side just seems to be one step ahead, so even apparent failures just play their enemy deeper into the master plan. The side that starts the campaign round with the initiative can avoid losing the initiative by passing a Captain's leadership check. Once the side that is a step ahead loses the initiative, however, this rule no longer applies.

We Finish This: Either side gets a +2 bonus to the Captain's leadership for tests to seize the initiative when the other side is trying to break off the engagement.

Aris stared at Kar's body, face down in mud mixed from the dust of the battlefield and her own blood. The kid had gone down, but she'd gone down hard. One slaver dead, stabbed through the eye with the juve's stiletto. Another, hamstrung and gutted, squirmed at Aris' boots.

"Boss," Orvis called. "We got the rest of the townsfolk. Pan is cutting them from the cages now. Of our crew, Zanig is gutshot, Toumas is banged up . . ."

The butcher's bill was thankfully short, but illustrated all too well in red, brown, and pale flesh cooling in the twilight. The girl would probably have been long dead had Aris not pulled her from that hive and gave her a spot on his crew. He didn't owe her. Not anything. But that didn't change a god damn thing.

"And the rest of this scum?"

"Runnin'. Twoso saw them making west on foot. If I guessed, I'd say they have a dropship stashed in the broken down farmstead 'bout two clicks away."

"Grab those who can, and mount up. We're heading west."

"You sure that's a good plan Boss? I mean, we're low on provisions, and we gotta gets these folk back to Clearwater before we lose the light."

Aris pulled his pistol from his belt, and put three rounds in the gutted slavers back. The cracks sharp and distinct in the after battle calm. The captain's face was blank, emotionless, eyes hard as obsidian and as bottomless a black hole. Orvus had seen that look twice before. Once, just before Aris butchered an entire precinct of corrupt Arbiters. He didn't want to think of the second time.

"Mount up, Orvus. We finish this."

CONTINUING ENCOUNTERS

Unlike Necromunda, which goes into a full blown post-game phase at the end of every battle, in N:P it is within the power of the side with the initiative to string multiple encounters together in between post-game phases. At the GM's discretion, after each encounter the gang can do an intermediate post-game phase that consists of three parts.

I. SERIOUS INJURIES

Any gang member who goes out of action during the encounter must roll on the serious injury table. If he rolls a "full recovery," then he can automatically take part in the next round of the encounter. If he rolls any other serious injury (with the exception of "Survives Against the Odds"), he has to pass a Toughness test to take part in the next encounter. If he fails, he is evac'd to the ship to recover.

If the model rolls "Survives Against the Odds," he doesn't make it to the battle field in time for the start of the next encounter. He is instead put in the crew's reserves and can be deployed in any way that reserves can be deployed.

II. RESTOCKING

Weapons that failed an ammo roll in the previous encounter are restocked and become usable again. Weapons that exploded, however, cannot be restocked.

III. EXPERIENCE

In between encounters, you can calculate experience awards for wounding hits and other experience sources. Roll any advances that are earned.

EDGE

"Fair fights? Too easy to lose. Avoid them."
From Privateer's Wisdom, author unknown.

Savvy, force of will, or simple luck. Sometimes it's the small things that get you through. This is represented in N:P with the rules for Edge. Edge is a resource that can be used by the

player or the GM to, well, get an edge on the battlefield.

Each crew has a starting Edge value equal to the Ship's Leadership characteristic. Edge can also be lost or gained, temporarily or permanently.

Edge can be used for a number of different purposes, which are detailed below.

EDGE RE-ROLLS

Spend one edge to re-roll any one die. This can be a die you rolled or a die rolled by the other side that directly affects one of your fighters. There is only so much luck can do, however, so each player can only spend one point of edge per turn.

The rule about not being able to reroll a die once still applies, so you can't use Edge if another skill or ability has allowed you to reroll the dice. Nothing, however, prevents you from using edge to force your opponent to reroll a die for the second time.

There is only so much luck can do, however. Edge may not be used to reroll rolls on the Serious Injury table or any dice in the Downtime Phase.

For example, at a critical point in the game, a sniper's shot hits Captain Aris. The player spends a point of edge to force the GM to re-roll the sniper's shot. The second shot misses, so the GM spends a point of edge to re-roll the shot again. Third time is a hit. Since both players already spent edge, neither can spend any edge to re-roll the result of the to-wound roll.

VETO AN OBJECTIVE, SCENARIO, OR SET PIECE

If using the Cooperative Encounter Creation rules, either the player or the GM can use a point of Edge to try and veto the other side's choice of an objective, a scenario, or a set piece. Roll a D6: on a 4+, the side may not use the proposed Objective, Scenario, or Set Piece, and must choose an alternative.

The GM has the scenario selection, and wants to surprise the player's crew at the space port, and thus chooses the Ambush scenario from the LRB. The player tries to veto that choice by spending a point of Edge, and is successful, as the roll comes up a 6. Thus, the GM must choose a new scenario.

CHOOSE A SET PIECE

As an alternative to the veto, Edge can be spent to modify the scenario by adding a set piece. Set pieces have a suggested edge cost, but the GM

should feel free to modify this cost to fit the situation.

ADD A SIDE JOB

Edge can also be used to add a Side Job. Like set pieces, Side Jobs have a suggested cost, but the GM can modify the cost to fit the situation.

BREAKING RULES

Edge is a versatile resource that can be put to use in a variety of ways to advance the narrative and the fun of the game by bending, or out-and-out breaking the rules. There are far too many possibilities to create comprehensive rules for how to handle these situations, so ultimately it will come down to the GM's decision as to whether the rule can be broken and how much edge it will cost. As a rule of thumb, however, if it would be cool, fun, and advance the story, the GM should charge some edge to let the activity in.

OBJECTIVES

ASSASSINATION

“Communiq   coming in Cap.” Aris Zo leaned over Grearson’s shoulder to view the display. The message was simple. Name, location, amount, and the words “One week.” Aris smiled. “Set course for Calieaux. We’ve got a job.”

Murder for hire is a booming business on the fringe. Because of the charter’s protections, an assassin crew can touch down, complete the job, and burn off world before the hammer of justice comes down. On the fringe, however, the assassin’s bullet is often the only justice one can expect.

OBJECTIVE

Kill (i.e., 11–16 on the injury table) a target designated by the GM.

SPECIAL

Coup de Gras: Assassins are paid for killing people, not wounding them. When the target goes out of action, leave him on the table where he fell. If a member of the assassin’s crew spends a full turn in base-to-base contact with the unconscious target and he is not pinned, wounded, or engaged in hand-to-hand combat, the target is automatically killed and no roll on the injury table is necessary. If, however, the assassins are driven off before the target is finished off, the contract will still be complete if the target rolls on a “Dead” result on the serious injury table.

PAYOFF

The contract price goes up the harder a target is to kill:

⊕ Easy:	2D6 x 10
⊕ Normal:	3D6 x 10
⊕ Hard:	4D6 x 15

BODYGUARD DUTY

A merchant has contacted you because he has been threatened by a local gang, and he wants someone capable to watch his back. He is willing to pay, and that’s what matters

People with money on the fringe find no shortage of other people who would like to pry it from their cold dead hands. They’re willing to pay handsomely for someone to keep led out of their bellies.

OBJECTIVE

You have to protect the VIP from getting hurt or killed.

SPECIAL

The VIP: The VIP is armed with a knife and has the following stats:

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

So long as you keep a member of your crew within 2” of the VIP, you control his movement and actions as if he were a member of your crew. If you don’t have a crewmember within 2” of him, he follows the rules for bystanders.

Option — Capable VIP (2 Edge): Alternatively, the VIP can be a Character with advances and equipment selected by the GM. He also does not require constant supervision, so he suffers no adverse effects if not within 2” of one of your crewmembers. The player should add the VIP to his gang rating for the purpose of determining the encounter difficulty.

Coup de Gras: When the VIP goes out of action, leave him on the table where he fell. If a member of the OpFor’s crew spends a full turn in base-to-base contact with the unconscious VIP and is not pinned, wounded, or engaged in hand-to-hand combat, the VIP is automatically killed and no roll on the injury table is necessary. Roll on the injury table as normal if

the GM's crew is driven off before the VIP is finished off.

PAYOFF

You get the following income dice in the post-game phase. The multiplier depends on how good a job you did. 5x if the VIP is not killed (i.e., if he was coup de gras or rolled an 11–16 on the injury table), x10 if he was wounded but not taken out of action, and 15x if the VIP wasn't wounded at all.

⊕ Easy: 2D6 x*

⊕ Normal: 3D6 x*

⊕ Hard: 4D6 x*

DEFENDERS

The good people of Tal Zado, a nothing little settlement a sector and a half past the ultima line, had a problem. Two weeks ago, half their town was snatched by slavers. They're afraid another is coming soon. Afraid enough to pay Aris and his crew a fat lot of credits to stand around and make sure history doesn't repeat itself.

The Defenders objective can be used when the crew needs to protect groups of people, goods, or structures. The player with the initiative at the start of the campaign round gets to choose what target type to protect.

OBJECTIVE

Keep the target(s) from being stolen, destroyed, or killed.

SPECIAL

The Target: The GM has flexibility determining the number of targets that must be defended, but here are some guidelines.

⊕ Bystanders: You are tasked with protecting 3D6 bystanders.

⊕ Loot: Your job is to prevent the theft of 2D6 loot counters.

⊕ Structures: You are to protect a structure from sabotage. Chose one of the targets from the Sabotage objective to protect.

PAYOFF

Your payment depends on the number of targets you protected and the difficulty of the opposition force.

Defend	Saved	Saved	Saved
Difficulty	All	75%+	50%+
Easy	5D6x 5	3D6x 5	2D6x 5
Medium	5D6x 10	3D6x 10	2D6x 10
Hard	5D6x 15	3D6x 15	2D6x 15

BOUNTY HUNT

Aris' crew approached the pirate camp under the cover of darkness. Piracy itself didn't concern Aris, but the promise of 25 credits per head made this an attractive problem to solve.

From pirates and outlaws to nasty critters and xenos, there are a lot of things on the Eastern Fringe that need killin'. These nuisances inevitably do something to piss-off the wrong people (that is, people with money), they quickly find a bounty on their heads.

OBJECTIVE

Capture or kill enemy fighters to make cash.

SPECIAL

Whenever any of the defenders are taken out of action, leave their figures on the battlefield where he fell. Unconscious fighters may be moved as if they were Heavy Loot with a weight value equal to their toughness.

An attacker in base-to-base contact, and who takes no action in the shooting or melee combat phases, may "tag" one of these unconscious fighters (i.e., slap restraints on the quarry, or snap a holo of the corpse if "dead" is an acceptable method of delivery.)

If the defender bottles out, any unconscious fighters not within 4" of an ally are considered to be tagged.

At the end of the game, roll a D6 for each tagged fighter, adding +1 if the tagged fighter is a character. Note, characters who are captured or escape must still roll on the serious injury table as normal.

Tagged Fighters	
1-2:	Dead
3-6:	Captured
7+:	Escaped

PAYOFF

The bounty for a fighter is equal to the amount that he contributes to the crew's gang rating.

- ⊕ 0-150: D6 x 5
- ⊕ 151-300: D6 x 10
- ⊕ 300+: D6 x 15

HEIST

OBJECTIVE

Recover the target and escape.

SPECIAL

The Target: Place a loot counter representing the Target in approximately the middle of the battlefield. Regardless of the scenario, the defender may deploy D3+1 guardians within 6 inches of the Target.

The attacker must acquire the Target and escape to a table edge. If the attacking crew has the Target when it bottles out, it also has captured the target, but in that case, however, the defending crew has the initiative and can try and retake the Target in the next encounter.)

Hard Target: The defender may purchase the following:

- ⊕ Heavy Target (1 Edge): The target is HEAVY LOOT, and requires Strength 4 to move.
- ⊕ Access Controls (1 Edge): A fighter trying to take the Target must first pass a Strength, Initiative, or Leadership test (defenders choice).
- ⊕ Vault (2 Edge): The Target is protected by a vault that can be opened one of three ways (1) by spending 2 Edge and passing a leadership check, (2) by a fighter with access to the Techno skill table who passes a leadership check, or (3) by destroying a T:6, W:2 object.

PAYOFF

You get the following income dice in the post-game phase:

- ⊕ Easy: 2D6 x10, +/-2 to CEC Roll
- ⊕ Normal: 3D6 x10, +/-4 to CEC Roll
- ⊕ Hard: 4D6 x10, +/-6 to CEC Roll

Alternatively, the crew can reduce the payout to x5 credits to double the bonus rolls to the CEC table.

MILK RUN

Sometimes a crew is just looking to keep a low profile, so they take on an easy mission to help offset the expenses. At least they thought it would be easy . . .

OBJECTIVE

Successfully complete a printed scenario from the LRB or other source.

SPECIAL

If the player is victorious in the initial scenario, they manage to avoid getting sucked into any intrigue and go to a full post-game phase.

If they lose the initial scenario, however, the GM has the initiative and may select an objective and scenario of his choice.

PAYOFF

If the crew is successful in the initial scenario, roll a D6 for every crewman taken out of action. On a 6, they fully recover without needing to roll on the injury table.

RESCUE

"Damn it Cap, Arturus says he saw some of the yokels snatch Doc. I knew it was a bad idea stopping off at this inbred backwater."

"Grab your stubber Grearson." Aris said, sliding a clip into his bolt pistol. "We're getting our man back."

OBJECTIVE

Free the captive.

SPECIAL

The Captive: The defender places the captured model on the table. The captive is restrained, and cannot move or take any actions. He may be moved by the defender, however, as if he were heavy loot with a weight equal to his toughness. Any ally ending his move within base-to-base contact with the captive frees the captive, who is now just the same as any other fighter.

CAPTIVE'S EQUIPMENT	
1-3	<u>Close at Hand</u> The captors were kind enough to leave your stuff close at hand. Automatically recover it when the captive is freed.
4-5	<u>Distant Storage</u> The defender may place a loot counter representing the captive's equipment up to 18 inches away. The equipment is only recovered if the rescuing player reaches the counter.
6	<u>That's a Nice Coat . . .</u> One of the defending named characters helped himself to the captive's gear. It is lost unless this character is taken out of action.

The Captive's Equipment: When placing the captive, roll a D6 on the Captive's Equipment table to see what happened to his gear.

Option — Escape Attempt: The captive can use the rescue attempt as a diversion to cover his own escape. During the recovery phase, if no defender has line of sight to the captive, roll a D6 and add the captive's Strength or Initiative. If the roll is a 9 or better, the captive has broken his bonds. If the captive is equipped with a hidden blade (or, at the GM's discretion, has some other hidden advantage that would help him), he may double his Strength or Initiative.

PAYOFF

Once the captive has made good his escape he is (quite obviously) no longer captured. Even if he is taken out of action during the encounter, roll on the injury table as normal.

If the captive is not freed, remove him from the crew's roster (unless, of course, the GM wants to keep that line of the narrative going).

SABOTAGE

"Some folk seem to have an interest in seeing that the construction of this manufactory falls behind schedule. They have even been kind enough to donate a couple of melta bombs to the cause . . ."

OBJECTIVE

Destroy or defend the designated target or targets.

SPECIAL

The Target: the target could be a piece of machinery, a databank, a structural support in a building, or anything else that fits the narrative. The GM has flexibility in determining the Toughness and Wounds of the target, but here are some general guidelines:

- ⊕ D6 man sized or smaller targets with T:3, W1 (e.g., communications terminals, databanks, antique vases).

- ⊕ D3+2 man sized targets with T:4, W:1, 5+ Save (e.g., manufactorium machinery, water stills, etc.).
- ⊕ D3 Large targets with T:6, W:3, 4+ Save (e.g., structural support columns, generators, chemical tanks.)
- ⊕ 1 Gigantic target with T:10, W:5, 3+ Save (entire building, central support column for a hiveworld dome,)

As an alternative, you could have a combination of targets. For example, the target could be a building that the player could destroy with massive structural damage (i.e., 5 wounds on Toughness 10), or by taking out 3 support columns (i.e., 3 wounds on Toughness 6).

Option — Demolition Charges: If the crew doesn't have the heavy weaponry to take down the target, they can purchase disposable meltabombs for 5 credits a piece. If a fighter equipped with one of these single use Meltabombs goes out of action, place a loot counter where he went down to represent the dropped melta bomb.

PAYOFF

Easy:	2D6x 10
Normal:	3D6x 10
Hard:	5D6x 10

SIDE JOBS

COUNTING COUP

Objective: Defeat a named character in melee combat but leave him unwounded.

Special: Select named character on the enemy's crew at the beginning of the game. The mission is complete a fighter wins a round of melee combat against the selected character but chooses to merely "count coup," by inflicting no wounds.

After counting coup, the fighter breaks off the combat and may move 4 inches plus two inches for each wounding hit he would have otherwise scored.

Reward: If successful, the fighter gains 10 XP and the enemy fighter gets 5 BE. In addition, the enemy fighter suffers a Flesh Wound to Strength, Initiative, and Leadership until the end of the campaign round.

EXIT PLAN

Objective: Have allied fighters exit the board at a pre-determined Exit Location.

Special: This is a Secret Mission. Before the start of the game, chose a table edge and write it down on a piece of paper. Fighters who leave from that table edge within 4 inches of the center line of the board count toward the completion of this objective.

Alternative, choose a terrain feature on the center line of the table which is the entrance to an underground tunnel that the crew can use to escape.

Reward: Each fighter who leave the board through the exit location creates a -1 modifier to any efforts to Seize the Initiative. If more at least half the crew makes it though the exit location, the crew take the Initiative for scenario selection regardless of who won the prior encounter.

WIRETAP

Objective: Deploy the com-tap on the top of the highest building on your opponents half of the table (that is not within his deployment zone).

Special: This can be a Secret Mission. Designate one fighter to receives the vox-tap at the start of the game. This fighter cannot be deployed with special deployment rules. The vox-tap can be deployed by taking either a movement or shooting action.

An enemy who has a line of sight to the fighter deploying the vox-tap can attempt to destroy it by moving in base-to-base contact with it.

Reward: Gain 3 Edge when the vox-tap is deployed. In addition, if the vox-tap is not destroyed before the end of the game, you gain +1 on all Veto rolls and your opponent gains -1 on all Veto rolls.

SET PIECES

BAD ATMOSPHERE

Many planets on the fringe, while habitable, are not ideal conditions for human life. Sometimes, even the air is your enemy.

ATMOSPHERE SUITS

Since atmospheric problems are a common part of life on the fringe, every crewmember is assumed to be properly equipped with an atmosphere suit to deal with all but the harshest conditions. That suit, however, doesn't do anyone much good when it's shot full of holes. Thus, in general, fighters don't suffer the negative effects of Bad Atmosphere until they are wounded.

An effected fighter, who is not pinned or stunned, can patch his suit by either not moving or not shooting for a turn, and by passing an Initiative check.

ATMOSPHERIC EFFECTS

At the beginning of their turn, unprotected fighters must pass a toughness test or suffer the effect of the bad atmosphere.

Poisonous Air: The effected fighter takes a Strength 2 hit. If wounded, he suffers a flesh wound on a 1–3, which gives him –1 to WS, BS, S, and T.

Suffocation: The air doesn't contain enough oxygen, so the fighter quickly blacks out. Unprotected fighters will go out of action on a 4+ on any roll in the recovery phase.

Hallucinogen: The atmosphere contains significant quantities of a powerful psychedelic. Effected fighters must roll on the hallucination table (LRB p. 46). Note: because the fighter is out of his mind, apply the effect even if the fighter is down.

BRAWL

Boy, looks like you need a good ol' fashioned ass whooping. Me 'n my boys are happy to oblige.

PAIRING UP

Each Player rolls a D6. The player who gets the highest roll chooses one match-up of one of his fighters and one of his opponent's fighters. The other player then gets to choose a match up and vise versa until all fighters are engaged.

If a player doesn't like a match-up chosen by his opponent, he may attempt to intercept by designating one of his unengaged fighters. If the intercepting fighter can pass an initiative test, he engages the attacker instead.

Note, the players may also try to intercept an intercept. All intercepts must be declared before any dice are rolled however.

Example: Captain Maris and his Martial Artist Ryan get into a tiff with three pirates controlled by the GM. The GM wins the initial D6 roll, so he chooses to have the hulking pirate leader square off with Captain Maris. Maris doesn't like his chances, so Ryan tries to intercept. A pirate crewman tries to counter Ryan's intercept. The pirate passes his initiative test, so he engages Ryan, and thus the pirate leader is free to square off with Captain Maris.

UNARMED COMBAT:

When fighting unarmed, all melee attacks hit with Strength –1, and use the following injury table:

1:	Stunned
2–4:	Flesh Wound
5–6:	Down

Fighters who are downed roll to recover as normal (i.e., they get up with a flesh wound on a 1, and go out of action on a 6.)

Skills and equipment that do not require that the fighter be equipped with a weapon can be used as normal. If a combatant has Martial Artist, or some other skill or ability that allows him to attack unarmed as if he had a melee weapon, he ignores the rules for unarmed combat and fights melee combat as normal.

KICK 'EM WHEN THEY'RE DOWN

Characters who are fighting unarmed do not automatically take downed fighters out of action. An attacker who has downed his opponent can either engage another enemy, or he can kick his foe while he is downed. The downed fighter must take a toughness test for each enemy adjacent to him. If he passes, he absorbs the blows with no more ill effect. If he fails, he takes a number of flesh wounds equal to the amount he failed by. Anyone who attacks a combatant who is kicking a downed fighter gets a Sucker Punch in.

Sucker Punch. If an unengaged fighter engages an enemy who has his back to him, or an enemy who is kicking a downed fighter, the attacker gets one free hit before the round of combat begins.

BRAWL EXPERIENCE

Fighters get D3xp for each opponent he downs in unarmed combat, and 5xp for each combatant he takes out of action with flesh wounds.

OPTIONAL: HE'S GOT A KNIFE!

Seems like somebody always has to go and draw a knife, ruining another bout of light-hearted fist-o-cuffs.

Use the rules for The Buildup. When one side hits the threshold, a member of that crew loses his cool and goes for a weapon, causing everyone to do the same. Start fighting melee combat as normal.

OPTIONAL: CHAOTIC MOVEMENT

At the end of each round, roll a D6 for each combat.

CHAOTIC MOVEMENT	
1-2	The combatants stay where they are. Roll a scatter die to see which direction they are facing.
3-4	The combatants move D3 inches in a random direction. They remain locked in combat. Roll a scatter die to see which direction they are facing.
5	Both combatants move D3 inches in random directions. Roll the direction for each combatant separately.
6	One combatant moves D6 inches in a random direction. The other combatant stays where he is standing.

If this random movement takes a fighter into an obstacle, he must pass an Initiative or Toughness test or he is stunned for the following round.

At the end of each round of combat, Unengaged fighters roll a D6 and add their initiative. The fighter with the highest total may move D6 inches in a direction of his choice, then the next-highest moves, and so on. If there are any ties, have a roll-off.

BYSTANDERS

Even though the population of the Eastern Fringe is much less dense than the core worlds, there are still enough people roaming around that, when a firefight breaks out, there is a good chance some innocents will be caught in the line of fire. Of course, "Innocents" is used in the loose sense...

BASIC INFORMATION

All bystanders have the same stats as a basic juve, are unarmed, and are killed automatically if they are wounded (what can we say, sucks being innocent).

MOVEMENT

Once the first shot of the game is fired, bystanders will move up to d6" to get into the closest cover, where they automatically go into hiding. In both player's recovery phase, bystanders who are still out in the open will run (i.e., double move) toward the nearest cover. Bystanders who are panicked (see below) can take another panic check to get themselves under control and move toward cover. If this check fails, they run d6" in a random direction.

PANIC

During the course of the game, if any shots travel within 4" of a bystander, make a LD check. If the roll is successful, the bystander stays put if in cover, or immediately runs d6" toward the nearest cover. If the check fails, the bystander panics and runs d6 inches in a random direction (as determined by the scatter die). Note: this panicked move is carried out before the shot is resolved, so if the bystander runs into the line of fire, apply the "shooting bystanders" rules below.

PERIL

If panic causes a bystander to run off the edge of a building or into some other type of hazard, the bystander must make an initiative check: if the check fails, he or she plummets to his or her death: if the check passes, they grab onto the edge and are in hopeless peril. In every subsequent turn, the bystander must make a strength check or fall. Crew members can save a bystander in peril by moving into base-to-base contact with the bystander and passing a strength check. A fighter saving a bystander may not shoot this turn, regardless of how far he moved. A successful rescue bags the gang member +5 experience.

SHOOTING BYSTANDERS

For whatever reason, innocents are hopeless bullet magnets. If a shot passes within 1" of a bystander at any point in its range (including past the target), there is the possibility that he or she may be hit. If, after applying all the to-hit modifiers on the shot, the roll is a 1 or less,

the shooter has hit the bystander: roll to wound as normal. If the bystander is panicked, they are hit if the roll is a 2 or less. However, if the bystander is in cover from the shooter, the cover cancels out the original to hit modifiers. For instance, a juve is firing a laspistol at long range against a target in heavy cover, for a total modifier of -3. If the juve rolls a 4 or less, the bystander in the open has been caught in the fire. However, if the bystander has hard cover against the Juves shot, the hard cover cancels out 2 points of the modifier, and so the bystander is only hit on a 2 or less.

CAREFUL SHOT

Shooters who want to make sure that they don't hit a bystander can take an additional -1 modifier to make a Careful Shot. When making a careful shot, you only hit the bystander on a natural 1, or a panicked bystander on a 1 or 2.

CONTROLLING BYSTANDERS

A fighter may take control of a bystander within 2" by passing a leadership check. From thereafter, if the bystander starts its turn within 2" of that fighter, you may control the bystander's actions, and the bystander may use the fighter's leadership when checking for panic.

HUMAN SHIELDS

A fighter in base to base contact with a bystander can pass a strength check to use the bystander as a human shield. The fighter with the human shield cannot run, but benefits from hard cover from any shots in his front 90 degree arc, and attackers cannot take a Careful Shot to avoid hitting the bystander.

EFFECTS OF KILLING BYSTANDERS

Even for hardened Fringe Runners, accidentally killing an innocent messes with your head. Because of the psychological trauma of the event, the gang member gets the following Bad Experience points:

- ⊕ 3 BE: Causing a panicked bystander to jump off a building.

- ⊕ 1 BE: Hitting a bystander
- ⊕ 5 BE: Killing a bystander.
- ⊕ D6 BE: Using a bystander as a human shield.

LOOT COUNTERS

Loot counters are a great resource for the GM.

PICKING UP LOOT (LRB P. 112)

Loot counters may be picked up by any model that passes over them during its movement. A fighter can carry any number of pieces of loot without affecting his movement or ability to shoot or fight.

Fighters who go out of action drop Loot counters where they happen to be at the time. Remove the model but leave the counters in place. Models can transfer loot to other models in base-to-base contact during the shooting phase, but neither model may shoot during the turn.

If a fighter takes an enemy out of action in hand-to-hand combat he automatically captures any loot the model is carrying.

HEAVY LOOT

Some loot is just too heavy for a normal person to carry by themselves, so your crew will need to work together. Heavy loot has a weight value (which is assigned by the GM). To move the heavy loot, the combined strength of fighters in base-to-base contact must meet or exceed the weight value. If the fighter's combined Strength is equal to the weight, they may move it at ½ speed. For example, heavy loot with a weight value of 5 can be moved by 2 Strength 3 crewmen, or 1 Strength 5 Orgryn, but the Orgryn would only move at ½ speed.

NON STANDARD GRAVITY

While humans tend to congregate toward Earth-comparable worlds, beggars can't be choosers, and there are quite a few beggars on the fringe.

LOW GRAVITY EFFECTS

- ⊕ Falling: Half the distance of any falls.
- ⊕ Jumping: Double the distance that a character can jump to clear a gap (as per LRB p. 27). (Note, however, that this doesn't effect the extra movement you get from the Leap skill.)
- ⊕ Ranges: Add 4" to the long range of all weapons.

HIGH GRAVITY EFFECTS

- ⊕ Sluggish: The high gravity makes it harder to react. Any fighter with a Strength is less than 4 has -1 to Initiative.
- ⊕ Falling: Add D3 inches to the distance of any falls.
- ⊕ Jumping: Halve the distance that can be jumped.
- ⊕ Ranges: Reduce all weapon ranges by 4". Half the distance that template weapons scatter.

RANDOM PLACEMENT

There will often be times when it makes sense to randomize where fighters or items start on the battlefield. For example, if a crew is visiting a settlement during a slaver raid, it makes sense that the crewmen and the civilians would be spread out to start.

PRECISE PLACEMENT

If precise placement is important, first, choose a corner of the table and roll two D50 (that is, D100s divided by 2) to determine the placement coordinates. The first D50 is the number of inches you move up the left side of the table, and the second D50 is the number of inches you move directly into the table from the left table edge.

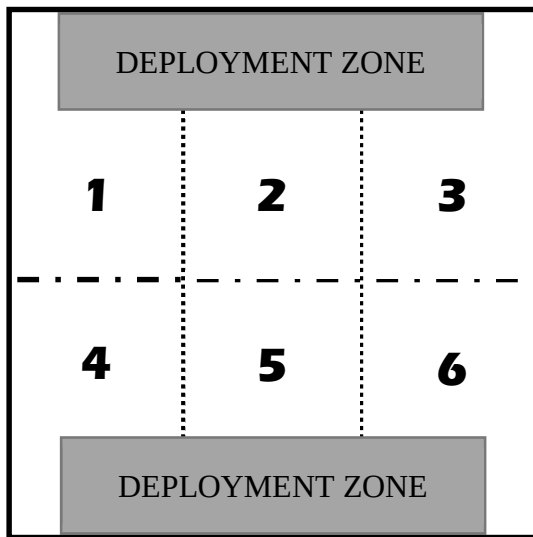
If the random placement would leave the randomly placed item falls on a terrain feature with multiple levels, randomly select one of the levels. If the D50 rolls take the item off the table, the person doing the placing can place it anywhere on the table (unless it would make more sense to just re-roll).

Note, rolling D50s assumes you are playing on a standard 48x48 inch table. If you are playing on a larger or smaller table, you may want to adjust the dice rolled accordingly.

ROUGH PLACEMENT

If precise placement isn't required, divide the area between the deployment zones into roughly six equal quadrants and roll a D6 to see which quadrant the random item is placed in.

For the precise placement in the quadrant, the players should alternate placing the items. To further randomize things, you can also roll the scatter dice and scatter the items a number of inches shown.



SCENARIO STRATEGIES

DEPLOYMENT STRATEGIES

Ambush Position (2 Edge, or 1 Edge for Defender): Place one fighter in reserve and note on a piece of paper its position on a terrain feature (for example, by describing the terrain, floor, and noting its approximate coordinates). The ambush position, however, cannot be within 12 inches of the opponent's deployment zone.

The ambushing fighter may be deployed at any time after the first turn on the designated terrain feature. If deployed during the

opponent's turn, he may take an immediate Overwatch shot.

While not on the board, the Ambush fighter counts as Hidden and can be revealed by gear that would detect hidden fighters. Also, if an enemy enters the terrain feature, the Ambush fighter is automatically revealed.

If the player forgets to reveal the Ambush fighter when he should have, the fighter is apparently not where he was thought to be. Discard the ambush position card; the fighter is still in reserves and can be deployed in any other way reserves can be deployed.

Advance Scouts (1 Edge): Up to two fighters may be deployed within 8 inches of the deployment zone.

Flanking Maneuver (1 Edge): Place up to three fighters in reserve and note in secret on a piece of paper whether they are flanking right or flanking left. At the start of the second turn, or any turn thereafter, the reserves may be deployed within 4 inches of the designated table edge, so long as they are not within 12 inches of either corner.

Tunnels (1 Edge): Place up to three fighters in reserve. They may be deployed at the end of the first turn next to each other on the ground floor.

RELENTLESS PRESSURE (1 EDGE)

The side with the initiative going into an intermediate post-game phase can select this strategy. During this intermediate post-game phase, weapons do not restock unless you pass an ammo check. In addition, any fighters that pass their toughness test to recover from going Out of Action the previous round start the next battle with a flesh wound.

DIVERSION (1 EDGE)

Before the start of the game, designate a fighter to cause a diversion. Make a Leadership check with a +1 LD bonus for each Stealth skill possessed by the designated fighter.

If the Leadership check is successful, D3+1 randomly selected enemy fighters must be deployed in reserves. At the end of each turn, roll a D6 and add the turn number. If the roll is equal to 5 plus the amount the Leadership test succeeded by, the reserves arrive and can be deployed in that player's deployment zone.

If the leadership test succeeds, the designated fighter is deployed at the end of the first turn. If it fails, the designated fighter is not deployed until the end of the second turn. If he rolls a natural 12,

For example, Aris sent his ninja Tomusai on a Diversion mission. Tomusai has a Leadership 8 plus two stealth skills for an effective leadership of 10. He rolls a 7, so he succeeds by 3 points of success. Thus, the diverted enemies will have to roll a 8 (5+3 points of success) before they can be deployed.

MOLD THE BATTLEFIELD (1 EDGE)

The captain picks his battlefields to maximize his strategic advantage. After terrain has been placed and the table sides have been chosen, you may make up to three modifications consisting of one of the following:

- ⊕ Add a terrain feature;
- ⊕ Remove a terrain feature; or
- ⊕ Add a Terrain Type special rule to terrain feature already on the board.

If an opponent attempts to veto this strategy, he must roll for each feature separately. Note, adding a Terrain Type special rules can only be vetoed on the roll of a 6.

AMMO CACHE (1 EDGE):

The ammo cache can only be purchased by a defender. Deploy a counter or small terrain feature to represent the ammo cache. Any fighters within base-to-base contact with the Ammo Stash may restock any weapons that failed an ammo roll. Weapons that exploded cannot be restocked.

The Ammo Cache can be attacked. It has a Toughness 5 and 1 Wound. Flamers, Plasma, Melta, and Explosive weapons receive +2 on rolls on Wound the Ammo Cache. If destroyed, it explodes inflicting D3 Strength D6 wounds to any fighters within 3 inches. Fighters within 6 inches must pass an initiative check or take a Strength 3 hit.

SNEAKING & SPOTTING

SENTRIES (LRB P. 116)

Until the alarm is sounded (see below) sentries move D6-3 inches per turn. Roll separately for each sentry to determine how far he moves. If the distance is negative then the attacking player is allowed to move the sentry model. For example, a roll of 1 gives a move of -2, so the attacker moves the sentry 2" in any direction.

After moving each sentry, roll the Scatter dice, and turn the model to face the direction indicated.

SOUNDING THE ALARM (LRB P. 116)

Until the alarm is sounded sentries move as described above. In addition their Weapon Skill is halved (rounding fractions up) and they may not shoot any weapons.

After the alarm is sounded sentries may move and attack freely. In addition, the defender may bring on reinforcements.

The alarm can be sounded in a number of different ways:

Spotting: Roll 2D6 at the end of the defender's turn. Sentries can try to spot any intruders that are within the distance rolled so long as they could normally be seen — i.e., they are within his arc of vision. Intruders in the open will be spotted on the D6 roll of 2 or more. Intruders in partial cover will be spotted on the D6 roll of 4 or more. Intruders in cover or hiding will be spotted on the D6 roll of a 6.

Sentries will spot any intruder within their Initiative distance in inches on the D6 roll of a 2 regardless of cover or hiding. For example, a

sentry with Initiative 4 spots hidden intruders within 4" on a roll of 2. If a sentry spots a intruder he sounds the alarm.

Intruders are also spotted if they move within sight of a sentry during their own turn. The sentry's spotting range is the same as in his turn and the same dice rolls are required. Remember, sentries can only see within their normal arc of vision as described above.

A sentry can only give the alarm if he survives the intruders' turn. If he is taken out of action then he cannot give the alarm.

Shooting: If a intruder shoots a weapon roll 2D6 and add the weapon's Strength to the score. If the result is over 10 then the alarm is sounded. However, this rule does not apply to silent weapons like needle guns. Note that shooting can sound the alarm even if there are no sentries left.

Fighting: A sentry who is attacked in hand-to-hand combat will sound the alarm if he survives the turn. Remember that the sentry's Weapon Skill is halved until the alarm is sounded. If the intruder shoots a pistol or uses a non-silent melee weapon (such as a chainsword) in hand-to-hand combat then you must roll as described above to see whether the shots sound the alarm even if the sentry is killed.

In addition, the noise of fighting may cause the alarm to be sounded even if the sentry doesn't survive to do so himself. The attacker rolls a D6. If the score is not more than the number of intruders fighting in the hand-to-hand combat then the noise of the scuffle has been noticed and the alarm is sounded. For example, if three intruders mug and kill a sentry then you must roll 4 or more for this to go unnoticed.

LIGHTING CONDITIONS

Sometimes you don't have the luxury of waiting for the cover of darkness to make your move. Sneaking into a guarded compound, however, becomes much more challenging under the hot eyes of the sun.

The GM can represent different lighting conditions by adjusting the number of D6 the sentries get to roll for determining spotting distance. For example, at dusk the sentries could spot enemies up to 4D6" away.

For daytime infiltrations sentries have an unlimited spotting distance, and spot partial cover on a 3+ and hard cover on a 5+.

HIDING IN PLAIN SIGHT

There is a big difference between not being seen and not being noticed, but both are a good way of planting a knife in someone's back. These rules are for trying to sneak up on someone in a crowded public place.

Suspicion: The rules for spotting work the same as in a normal intrusion, but the alarm doesn't automatically sound with an intruder is spotted. Instead, roll a D6, modified for the Hiding in Plain Sight table, and add the result to the Suspicion score (much like the build-up phase of the shootout). When the suspicion score reaches 15, the alarm is sounded.

HIDING IN PLAIN SIGHT	
-1	Light Crowd. The spotter's line of sight to the intruder is partially blocked by a bystander.
-3	Heavy Crowd. If the spotter's line of sight to the intruder is at least partially blocked by a bystander, and at least 3 bystanders are closer to the intruder and in the spotter's line of sight.
-2	Concealed Weaponry. The intruder spotted is only equipped with 1 handed weapons (i.e., pistols and some melee weapons), and is not brandishing them about.
+2	Openly Armed. The intruder spotted has a two-handed melee or basic weapon.
+4	Armed to the Teeth. The intruder spotted has a special or heavy weapon.

COUNTERMEASURES

Security Cameras: Security cameras are deployed in the same manner as sentries, and follow all the rules for sentries, with the following exceptions:

- ⊕ Stationary: Security cameras do not move. They do, however, rotate in place.
- ⊕ Low Quality: -1 to all rolls to spot fighters who are within sight range.
- ⊕ Fragile: Security cameras will be destroyed automatically if they are hit with a shot or engaged in melee combat. If the melee combatant has to move through the security camera's view, however, he will be detected on a 2+. The turn after a security camera is destroyed, the defender may choose which direction all cameras face, and security cameras are at +1 to spot sneaking fighters.

Security Lighting: Security lighting is motion-sensitive fixtures that light up to alert. The defending player may deploy sentry lights during his initial set up. During the game, any intruder who approaches within 2D6" of the security light triggers the light. Sentries can roll to spot intruders in the light's radius regardless of distance, and they have a +1 to the roll to spot them.

Guard Tower or Guard Post: Sentries stationed in a guard tower or at a guard post stay more alert. The sentry may roll two scatter dice and select the die of his choice. In addition, the intruder cannot use a roll of negative movement to move the sentry out of the guard tower or guard post.

TERRAIN TYPES

BRITTLE

It pays to be extra careful when crossing decrepit dome floors, rusting rooftops, or rotting bridges. Sometimes, however, care is a luxury.

Fighters may treat brittle terrain as difficult terrain with no other ill effect. Fighters wishing

to move their full movement, however, break through the terrain on a D6 roll of a 1. Fighters that break through are pinned D6 inches into their movement, and must test to avoid falling. If the brittle terrain is on the ground floor, they are automatically taken out of action if they fall.

CONVEYER BELT

The player deploying a conveyer belt sets the direction it travels. During the clean-up phase for each turn, any fighters on the belt move 4 inches in the direction the belt is traveling. This does not count as movement for the fighter, however, so it does not, for example, break Overwatch.

A fighter who gets pushed off the end of a conveyer belt must pass an Initiative check to see if he keeps his footing or is pinned. If the conveyer belt ends over a gap, the fighter may pass an initiative check to leap D6 inches. If the Initiative check fails, or if the leap doesn't get him to safety, he falls as normal.

Variable Speed Belt: Place D3 control panels within six inches of the conveyer belt. Any fighter in base contact with the control panel may spend a move or shooting action to change the direction of the belt or increase or decrease the speed by 4 inches.

DEEP SHADOWS

Deep shadows pool in this terrain feature, making it an ideal hiding spot. Fighters who end their movement in deep shadow terrain may go into hiding even if they ran this turn. In addition, halve the distance to spot or detect fighters in shadowed terrain.

DESTRUCTIBLE

The pirate ducked behind the wooden bar table. Thinks he can hide, doesn't he, Orvus thought. Silly bastard. Orvus opened up with his heavy stubber, and the table disintegrated. Soon after, the pirate all but disintegrated as well.

Light materials: Glass, thin wood, furniture, and the like tend to fall apart when introduced to

bullets. If destructible terrain is caught within a blast template, or if a fighter taking cover behind would have been hit but for the modifier provided by the terrain, the terrain piece itself is struck.

EXPLODING

Max dove behind a stack of rusting barrels as autogun shells ricocheted off the tarmac at his heels. Right in front of his nose was a faded warning label. He couldn't read the language, but the pictogram of a giant fireball was clear enough. "Oh crap."

When a shot misses a fighter taking cover behind explosive terrain only due to the cover modifier, it hits the explosive cover instead. Roll to wound against Strength 4. If the shot wounds, treat it as if a frag grenade went off centered on the exploding terrain. Fighters who would be hit by the terrain may pass an initiative check to move D6" in a direction of their choice to try and evade the blast. They are pinned at the end of this movement.

FORTIFIED

Fortified terrain is extra good at providing defensible firing positions. -3 to hit Fighters in hard cover behind fortified terrain.

HAZARDOUS

Fighters who fall or are pined on hazardous terrain must pass a Toughness test or take a flesh wound.

LIVE WIRE

This terrain has exposed electrical conduits or perhaps an electrified puddle or fence. You can move through this terrain at ½ speed or less without risk. If you move faster than that you must pass an initiative test or take a Strength 2 hit. If this hit wounds, the fighter is pinned.

Fighters who are pinned on a Live Wire at the start of their turn take a Strength 2 hit and must pass an toughness test or be Stunned.

SLICK

Ice, mud, unidentified goo, the fringe has numerous options which make it tough to find your footing. Any initiative checks are at -1 when you are on a slick surface. In addition, whenever you move across a slick surface, on a D6 roll of a 1, you are pinned D6 inches into your movement. If you were running, you slide an additional D3 inches in the direction that you were moving. If the slide takes you over an edge, you must pass an initiative check or fall. If the slide takes you to an incline, you slide to the bottom of the incline and an additional D6" inches.

ZIP LINE

During the setup, place markers representing the two ends of a zip line on different elevations of the board. A fighter at the high elevation may spend an action (either his move or attack) to move to the low marker. He must pass an initiative test, however, or be pinned on arrival.

A fighter on a zip line can be attacked by overwatch fire. Normal modifiers (-1 for appearing or disappearing, -1 if moving more than 11 inches) apply as appropriate. If the fighter is hit, he his pinned on arrival at the low marker. If he is wounded, he must pass a toughness test or fall from the point of the zip line where he was attacked.

QUICK DRAW

The Quick Draw rules can be used in a number of different scenarios, for example where enemies stumble upon each other in a crowded market place and each goes for his guns.

To see the order in which the fighter fire, roll a D6 for each participant and add their initiative. In addition, +1 to the roll if a fighter is drawing a pistol, -1 if the fighter is drawing a special weapon, and -2 if the fighter is drawing a heavy weapon. The GM may add additional modifiers that fit — for instance, if one group gets the drop on the others.

OPPOSITION FORCE

The Opposition Force, or OpFor, is effectively the GM's crew for this campaign round. The GM has a lot of flexibility to create a force with the character and gear to help bring the narrative to life on the battlefield.

SIZE OF THE OPPOSITION FORCE

When building an opposition force, the GM buys his crew in gang rating, not credits. This way, the GM can more easily tailor the size of his force — and the challenge — to the player's crew.

The first thing the GM should decide is the size of the opposition force he is going to pit against the player.

Difficulty	OpFor Rating
Easy	– 250 to –50
Match	–49 to +49
Hard	+50 to +250

STATIC ROSTER

The rules generally assume that the OpFor is the GM's crew for the Campaign Round, so that any deaths sustained in one encounter cannot be replaced in later encounters. Like all these rules, this can be bent and the GM can call in reinforcements if needed to advance the story or if his forces are clearly overmatched.

NAMED CHARACTERS

Named characters are the leaders and bad-ass backbones of the GM's crew. To build a named character, the GM selects an archetype, buys the equipment that he wants, and levels the fighter up to taste.

To calculate the gang-rating hit for each named character, add:

- ⊕ The archetype's base cost
- ⊕ The base cost of any equipment
- ⊕ The archetype's starting experience, and

- ⊕ The experience that the fighter would have needed to have gained his advancements.

For example, a Ninja named character with three advances would need to have 81xp — the 40 that he started with, 10xp for the each of the first two advances, and 20xp for the third advance.

MOOKS

Henchmen, muscle, wise guys, cannon fodder, whatever you want to call them, mooks are an integral part of the GMs tool kit. There are a couple of good reasons to use mooks. First, and most importantly, it cuts down on the crap that a GM has to remember. It also helps speed the build process, as you can toss out a bunch of mooks with “what you see is what you get” (WYSIWYG) equipment and know approximately the gang rating of the crew you're fielding.

Mooks come generally in three flavors: Juves, Henchmen, and Elites. To ease the buying process, it is assumed that the mook is equipped with the equipment shown on the figure (up to a certain amount). For example, the Juve Mook's 50 credit cost assumes 25 credits for the juve stat line and approximately 25 credits worth of equipment, such as an autopistol and sword, a stubgun and massive weapon, or a shotgun with man stopper rounds. Individual mooks can exceed or fall below the equipment allotment without creating much of a problem, but on average you should try to keep them close to this number.

JUVE MOOK



TYP	JUVE					M, P			
CR	50					RTY	COMMON		
XP	[ASSUMES 0]					FCT	N/A		
	M	WS	BS	S	T	W	I	A	LD
J:	4	2	2	3	3	1	3	1	6

SPEC EQUIPMENT: WYSIWYG, up to 25 credits.

HENCHMEN MOOK



TYP	CREW					M, P, B			
CR	100					RTY	COMMON		
XP	[ASSUMES 20]					FCT	N/A		
	M	WS	BS	S	T	W	I	A	LD
J:	4	3	3	3	3	1	3	1	7

SPEC EQUIPMENT: WYSIWYG, up to 30 credits.

ELITE MOOK



TYP	ELITE					M, P, B			
CR	150					RTY	COMMON		
XP	[ASSUMES 60]					FCT	N/A		
	M	WS	BS	S	T	W	I	A	LD
J:	4	4	4	3	3	1	4	1	8

SPEC EQUIPMENT: WYSIWYG, up to 40 credits.

CUSTOMIZING MOOKS

The GM can also customize mooks to add some more character to the campaign. For example, rather than fighting regular mooks, the GM can turn them into a squad of enforcers by adding carapace armor, or a pack of berserk redemptionists by making them subject to frenzy.

As with named characters, add the cost of any extra equipment and experience to the base cost of the mooks.

EXPERIENCE AND INJURIES

Part of the fun of Necro is watching your gangers become more character as they gained experience, took injuries, and pulled off marvelous in-game feats. Just because the OpFor isn't as permanent as the players crew doesn't mean that the GM should miss out on that fun!

Named Characters gain experience and suffer injuries just like the player's crew.

Since Mooks are less important, they do not get experience. If they are taken out of action, roll on the following recovery chart rather than

- 1: Dead: This mook is worm food.
- 2: Captured: This mook is taken captive. If the player has a brig, the mook can be held for a bounty or sold into slavery. His equipment, however, is lost.
- 3–6: Full Recovery: Despite his close call, the mook survives unscathed.

POST-GAME PHASE

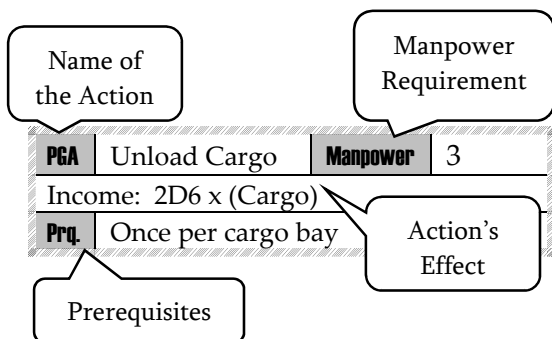
Once the fighting is over and the last gun has fallen silent, and after the gang has cared for its wounded and buried its dead, then it is time to move on and cash in.

POST-GAME ACTIONS

During the post-game phase, the crew can take Post Game Actions (or PGAs). The different actions available to a crew depend on many things, including certain skills, different compartments in the ship, and even the port-of-call on which the crew has landed.

READING PGA DESCRIPTIONS

Every PGA has a description with the following information:



For example, the crew can take the Unload Cargo PGA by spending 3 manpower to get 2D6 x the value of your cargo in income.

MANPOWER

Manpower is the principal resource that a crew uses to take postgame action. Crewmen each contribute 2 Manpower, whereas Specialists and Juvies each add 1 Manpower. Elites, including the Captain, are too important, or have other responsibilities, and thus do not add any Manpower.

Manpower is a generic resource, in that it doesn't matter which crewmen takes a given action. Thus, players don't need to track who is searching for rare trade and who is unloading the cargo bay. At the beginning of the Post-Game Phase, it can be useful to take a number

of counters equal to the crews Manpower and "spend" them to conduct particular actions.

For example, Aris' crew employs Katrien, the Cat Burglar, whose Burglary skill makes the Burglary postgame action available to the Crew. So long as the crew has 1 manpower available, it can take this postgame action, even if Katrien was seriously injured in the encounter before. If Katrien is killed, however, the crew would lose the Burglary PGA.

NOMINATE

Some actions require the hands-on touch for success. Some PGAs require you to select a fighter from your crew to take the action. A fighter can only be nominated once a Downtime phase.

POSSE

Some post game actions allow you to nominate (or randomly select) multiple fighters to form a posse. Any or all fighters in the posse can take any tests required, but you have to decide who is taking the test before you start rolling the dice. (In other words, you can't stop after the first fighter passes the test.)

CAUSING TROUBLE

Even when back amidst civilization, it is amazing what trouble a privateer crew can still get into. There are a number of things that will either cause (or attract) trouble on a crew, such as youthful inexperience, shady dealings, or run-ins with the law.

Each such circumstance is called a "Troublemaker" and is assigned a certain number of D6. The most common Troublemakers are summarized on the table below.

During the course of the post-game phase, you will be putting D6 into the “Troublemaker pool.” The pool starts with one die for each Juve and Outlaw, and 2 dice for any Xeno on the crew. Other Post game actions or events, such as trading in contraband or landing on a planet with an Authoritarian Government will also grow the pool.

EXAMPLE TROUBLEMAKERS	
Circumstance	No. of D6
Per Juve	1
Per Outlaw	1
Per Xeno	2
Per D6 of Contraband	1

At the start of the post-game phase, roll all the dice in the Troublemaker pool. Trouble is triggered if you roll a three-, four-, or five-of-a-kind, and vary based on what number was rolled.

Leave the Troublemaker dice on the table, however, because various activities during the post-game phase will add dice to the pool. Whenever Troublemaker dice are added, roll them immediate and add them to the pool, triggering any trouble that comes up.

For example, the crew of the Astral Fox has three juves and two outlaws, so it rolls five dice for the troublemaker pool at the start of the post-game phase, getting a 1, 1, 3, 4, 6. Then, if they choose to stock a cargo-bay with 2D6 of Contraband, there is another 2 dice for the pool, which roll another 1, 2, and 4. Since now there are three ‘1’ in the pool, the Customs’ Bribe event is triggered.

Trouble events are triggered immediate when a three-, four-, or five-of-a-kind is rolled, and can vary depending on what phase the event happens in. Higher events can “stack” on previous events from earlier troublemakers. If one Troublemaker roll, however, causes the player to “jump” an event, only apply the highest event.

For example, Aris’ crew has trigger the “Close Scrutiny” event (3x 2s). A later Troublemaker causes him to add three dice to the Troublemaker pool. He rolls a 1, 2, and 2, which brings him up to 5x 2s. Since one role jumped over the 4x event — arrested — they skip right to the “Incarceration” event.

ELUDING PURSUIT

Certain Troublemaker may cause crew members to be captured unless they can get away. to Elude Pursuit, the crewmember must take two tests: a Leadership Check and the player’s choice of Weapon Skill (fighting his way out), Ballistic Skill (shooting his way out), or Initiative (running or stealthing his way out). The amount by which the Leadership check passes or fails applies a positive or negative modifier to the second check respectfully.

If the fighter choses Weapon Skill or Ballistic Skill, add 2 Troublemaker dice to the pool.

For example, the Outlaw Johnny G (WS 4, BS 3, I 3, LD 7) is about to be arrested, so he tries to lose the enforcers. He rolls a 5 on his Leadership check, which succeeds by two points, so he has a +2 point bonus to the characteristic of his choice. He chooses to sneak his way out (to avoid causing an even bigger problem). He rolls a 4, which is less than his modified Initiative due to the 2 point bonus from his smart escape plan.



TROUBLE WILL FIND YOU

ONES: CUSTOMS

3x 1s – Bribe

If you stock contraband, you have to pay a bribe of D6x5 credits per bay to help the customs agents look the other way. Failure to pay the bribe adds 4 Troublemaker dice before the Income phase, or 2 Troublemaker dice after the income phase.

4x 1s – Search and Seizure

If this happens before the income phase, you make no money on contraband. If this happens after your income phase, you have to spend 2 Manpower dealing with the bureaucratic hell of customs.

5x 1s – Raid

The customs inspectors raid your ship after a tip about a Charter Privitas violation. Roll a D6 for each Xeno, Xeno weapon, or Illegal item possessed by the crew. On the roll of 4+, that item is confiscated. Additionally, Xeno archetypes must Elude Pursuit or be taken into custody.

TWOS: THE AUTHORITIES

3x 2s – Close Scrutiny

The local authorities are keeping a close eye on the crew. Add an additional Troublemaker die each time you add dice to the Troublemaker pool.

4x 2s – Arrested

The local authorities arrest one random member of the crew. Freelancers are released if the player spends 1 Manpower and pays a “fine” of 15 credits, or 30 credits if he is caught with an illegal item. Outlaws are Incarcerated (see 5x 3s) unless they Elude Pursuit.

5x 2s – Incarceration

A random member of the crew must Elude Pursuit or be thrown in jail. If he escapes, the model becomes an Outlaw (or Most Wanted if already an outlaw). Otherwise, he is captured, and must be rescued before he can be used again.

THREES: INTERNAL STRIFE

3x 3s – Drama

A randomly selected fighter becomes DISGRUNTLED.

4x 3s – Interpersonal Strife

Two randomly selected crew members get into an argument and the Captain is required to take sides. One of the two selected fighters, player’s choice, gets 5 BE.

5x 3s – Rift in the Crew

One randomly selected crew member becomes DISRUPTIVE. D3 others become DISGRUNTLED.

FOURS: SHIP PROBLEMS

3x 4s – Malfunction

It seems like something is always breaking, doesn’t it. Your ship takes one point of damage to random location on the Ship Damage Table. You may attempt to repair the damage with a Repair post-game action.

4x 4s – Critical Malfunction

The ship suffers D3 points of damage to a randomly location on the Ship Damage Table.

5x 4s – Aging Hardware

Permanently increase the ships maintenance by 15 credits. –1 LD to repair attempts until an overhaul costing 100+4D6 credits is completed.

FIVES: LOCAL CONFLICTS

3x 5s – Mugged / Tussle (Roll D6)

1–3: A randomly crewman must pass a Toughness test or he loses all of his common and uncommon gear.

4–6: D3 randomly selected crewmembers get into a brawl. Each gains D3 experience, but add 1 die to the troublemaker pool for each brawler.

4x 5s – Burgled

An enterprising thief is trying to rob the ship. Make a Ship Security (Initiative) check: the crew loses one randomly selected rare item for each point of failure. –1 to Ship’s Initiative if this occurs during the Rare Trade/Activities phase.

5x 5s – Bounty Hunters

Bounty hunters try to capture a randomly selected Outlaw from the crew. The Outlaw can try to Elude Pursuit, or play a Shootout between D3+1 bounty hunter henchmen, the Outlaw, and D2 other randomly selected crew members. If the bounty hunters win, the target outlaw is Captured.

SIXES: WILD CARDS

3x 6s – Planetary Event

Trigger the Port-o-Call “Planetary Event,” if it has one.

4x 6s – Loose Lips

One crewman gets drunk and says the wrong thing to the wrong person. –3 to the next roll on the CEC.

5x 6s – Trouble for the Likes of You

The Captain Event triggers.

MAKING A LIVING

The N:P post-game phase adds additional detail to the income and rare-trade portions of the standard Necromunda post-game phase. There are four parts to the N:P post-game phase:

Phase I – Cargo

Phase II – Ports of Call

Phase III – Income

Phase IV – Rare Trade & Actions

PHASE I – CARGO

Ship compartments like Cargo Bays and Smuggler Hatches make you money by being filled and emptied of that magical quicksilver of commerce — stuff. Of course, exactly what stuff you care to fill them with, and exactly how legal that stuff is, is entirely up to you.

Really, it is a question of risk and reward. If you play it safe and trade in iron-ore, you'll be paid, but your profit will be modest. If, however, you are trading in a riskier commodity — say, for instance, Tau weaponry — the payday will be huge. Of course, you have to get them past the planetary authorities first. . .

To cut down on record keeping, you can select what cargo you will be trafficking in at the beginning of the trade portion of the post-game phase.

In N:P, cargo is simplified to four basic types — raw materials, trade goods, contraband, and stolen goods. The type of goods determines the income multiplier for each of your bays. For instance, a Cargo Bay filled with raw materials will generate 2D6x5 credits, whereas a Cargo Bay filled with contraband will generate 2D6x15 credits. The cargo types work as follows:

RAW MATERIALS: x5 CREDITS

Raw materials are bulky and heavy, so usually raiders and thieves leave them behind. Raw Materials cannot be destroyed or looted.

TRADE GOODS: x10 CREDITS

Trade Goods are the bread and butter of the legitimate trader (and, indeed sometimes they could even be bread and butter). While they may still be snatched by pirates, you don't (usually) have to worry about customs looting your bays.

CONTRABAND: x15 CREDITS

On the Eastern Fringe, "contraband" generally means anything that the guys in charge don't want you to have. Moving contraband, however, often leads to some trouble with the planetary authorities, so add 1 die to the Troublemaker pool for each D6 of contraband the crew stocks.

STOLEN GOODS: x20 CREDITS

The income rolled for cargo represents the profit you make off the sale minus your costs in acquiring the cargo in the first place. Of course, your profit margin gets a bump if you "acquired" the cargo at gunpoint. Stolen goods may not be selected unless you completed a scenario in which you stole the goods, or if you have some other way of acquiring the booty (for example, by piracy.) Stolen goods are even more risky to handle than contraband, because, in addition to the authorities, you also have to worry about former owners who may come seeking some restitution. Stolen goods add 2 dice to the Troublemaker pool for each D6 of stolen goods.

PHASE II – PORTS OF CALL

As all merchants know, trade has as much to do with where you're selling as with what. A ship full of water in the desert will make you rich. A ship full of sand, however, just makes you look silly.

Roll a D66 on the Ports of Call table to see what planets are within your ships range. You may

move one entry up the table for each point of your ship's Movement characteristic. (For instance, if your ship has a movement of 2 and you roll a 41: Authoritarian Government, you may land there, at 42: Tau Controlled Planet, or 43: Medieval world.) Note that you may not move "down" the table or "wrap around" — so if you roll a 66: Marooned, you're, well, marooned.

FLY OVER EFFECTS

Some ports of call have fly-over effects as well, that may be triggered when you pass a planet, but do not land. For example, if you travel past the Chaos Moon port-o-call, you may be attacked by a chaos ship.

PLANETARY EVENTS

Some ports-of-call have their own special brand of trouble, called planetary events. The Planetary event is triggered if you roll 3x 6s on the Troublemaker table.

As an alternative to the Port-O-Call table, you can write the names of the various ports-o-call on cards to assemble a "system deck." Then, deal out one card in a line for each point of the ship's movement. The deck approach provides more variability and flexibility and it has the added benefit of not being limited by the number of entries in a D66 table. Some ideas that could be explored are "attack" cards that would trigger a raid by ship raiders or xeno pirates, or "fork-in-the-road" cards that create branching paths.

PHASE III – INCOME

This phase consists of three sub-steps.

- (1) First, spend the necessary manpower to trigger any income generating post-game actions that you wish to activate, and then multiply the dice rolled 5x, 10x, 15x, or 20x multiplier for the crew's total income.
- (2) From the total income, pay upkeep expenses.

- (3) Any cash leftover goes to the gang's stash.

UPKEEP

Fuel, maintenance, bribes, booze, it takes a lot of credits to keep a fringe runner in the sky. . . .

Every crew has an upkeep value, which is the number of credits that have to be paid in order to keep the ship flying and the crew happy. To determine the upkeep value, add up the upkeep values for the ship type, compartments, the crew, and any other miscellaneous items that may add to the upkeep.

UPKEEP	
Ship	Per Class
Elite Crew	10 cr
Specialist	7 cr
Crew	5 cr
Juve	3 cr

For example, a Fringe Runner (upkeep 70 Cr), with a crew of 2 Elites (10 cr each), 2 Specialists (7 cr each), and 7 Crew (5 cr each) would have an upkeep of 145 cr. Thus, if the Total Income is 200 credits, 55 credits would go to the ship's stash.

IN THE RED

If the haul isn't large enough to cover basic maintenance or the crew's salaries then the captain has to make some tough decisions. Either he skimps on maintenance, which could have dire consequences if something goes bad at an inopportune time, or he doesn't pay his crew, which could also have dire consequences of a different sort.

If the captain chooses to skimp on maintenance, then make a Ship's Reliability (Wounds) test, plus an additional test for every 20 credits that the ship is in the red. For each failed reliability test, the ship takes one point of damage on the Ship Damage Table.

If the captain chooses to garnish the crew's wages, roll 2D6 and subtract the captain's leadership, and compare the result to the Disgruntled Crew table below. For every 20 credits the crew is below its upkeep total, add +1 to the end result. Also add +1 for every two Disgruntled fighters on the crew.

SPREAD THE WEALTH

It's the unwritten law of the privateer fleet that if the crew is expected to share in the hard times, they get a cut of the cream as well. Captains who don't live up those expectations can expect dissent.

If the crew has over 150 credits in profit, the player can chose to distribute the excess to the crew as a "bonus." For the next campaign round, add 1 to the crews Edge for every 20 credits distributed. Once you've paid out a bonus equal to crews upkeep amount, the Captain can pocket anything left over without having to roll on the Disgruntled Crew table.

If the captain chooses against a distribution, roll on the Disgruntled Crew table, with a +1 for each 20 credits over.

For example, Aris' crew turns a profit of 180 credits. If Aris chooses a distribution, the profit is reduced to 150 credits and he gets 1 Edge for the next campaign round. If he doesn't distribute, he has to roll on the Disgruntled Crew table with a +1 modifier.

Next round, Aris hits the jackpot and profits 250 credits, and decides to distribute a 50 credit bonus to his crew, which is enough to pay for their upkeep again. Aris can keep the remaining 50 credits profit without ill effect, or he can distribute more for the bonus edge.

DISGRUNTLED CREW	
<0	<u>No Effect</u> : The captain manages reassure everyone before grumbles turn into anything more.
0-1	<u>Rabble Rousing</u> : Add D6 dice to the Troublemaker pool.
2	<u>Discord</u> : randomly selected crewmember becomes DISGRUNTLED.
3	<u>Dissention</u> : The dissention in the crew is effecting the crew's teamwork. -1 permanently to the Crew's Edge.
4	<u>Vocal Opposition</u> : D3 crewmembers become DISGRUNTLED.
5+	<u>Mutiny</u>: The crew member with the next highest Leadership (or most experience, in case of ties) challenges the captain. Roll a D6 to see the form of the fight: 1-2: Player's choice 3-4: Gunfight 5-6: Melee Combat The winner of the fight is the captain. The loser is removed from the crew. You may keep his equipment, however.

PHASE IV – OTHER POSTGAME ACTIONS

After the profit, it is time to play. You crew may spend the rest of your manpower to activate any remaining post-game actions you have.

As part of this phase, the crew may search for rare trade items either at the Bazaar, on the Black Market, or from a Dealer.

THE BAZAAR

Most planets and port cities have large markets where many traders and craftsmen converge to exchange goods and hock their wares to off-world traders. Those with keen eyes or clever negotiation skills can often find a bargain if they are willing to take the time to look.

PGA	Bazaar	Manpower	1
Roll once on the rare trade chart in the ORB. You may purchase any items rolled without paying the variable cost (but if an item only has a variable cost, like the Mung Vase, you must still pay the cost as normal).			
Prq			

THE OUTLAW TRADING POST

No matter how tight the hand of authority, or how devout the words of the theocracy, there will also be the in-between places with in-between people who deal in the goods frowned on by more legitimate traders.

PGA	Black Market	Manpower	1
+1 Troublemaker die. Roll once on the Outlaw Trading Post from Outlanders. You may purchase any items rolled without paying the variable cost (but if an item only has a variable cost, like the Mung Vase, you must still pay the cost as normal).			
Prq			

A DEALER

The alternative to wandering the bazaar is to locate a dealer who trades in what you are looking for. Depending on what that is, however, that may be easier said than done. You're also going to pay a premium because, after all, you are the one who came to him.

Like in Mordheim, every rare item in Necromunda: Privateer has a "rarity value," which is typically between 5 and 12. To locate the item, a crewman must take the following post-game action:

PGA	Dealer	Manpower	1
Roll 2D6. If the value is equal to or greater than the rarity value of the item you are searching for, you have found it and may purchase it for its full price (plus any variable cost).			
Alternatively, you may purchase one uncommon item from the dealer.			
Prq			

NIGHT ON THE TOWN

After all the war, work, and seriousness, even the most stalwart mercenary and devout missionary can use a drink. The crew may take any number of Night Out PGAs.

PGA	Night Out	Manpower	1
Roll 2D6 on the following table:			
2	<u>Rowe</u> : Two randomly selected crewmembers fight. Each receives 5 BE.		
3	<u>Accidental Criminal</u> : A randomly selected crew member wakes up and finds that he is wanted. He becomes an Outlaw (or MOST WANTED if he is already outlawed).		
4	<u>Gamble and Lost</u> : lose D6x5 credits. If you can't pay, +1 troublemaker die for every 5 credits.		
5	<u>Hangovers</u> : All remaining Manpower is exhausted.		
6	<u>Rabble Rousing</u> : +D3 Troublemaker dice.		
7	<u>Quiet Night</u> : No effect.		
8	<u>Interesting Lead</u> : +2 to the crew's next rare trade roll.		
9	<u>Blowing Off Steam</u> : +1 Edge next turn.		
10	<u>Interesting Rumor</u> : +2 on the CEC roll next round.		
11	<u>Bonding Experience</u> : +1 Edge, permanently.		
12	<u>Deep Introspection</u> : A randomly selected crew member may reroll one past advance or delete one negative trait.		

EQUIPMENT CHART

HAND TO HAND WEAPONS

Item	Cost	Rarity
Bayonet (p)	10	Common
Chain or Flail (p)	10	Common
Chainsword	25	Common
Club, Maul,	10	Common
Bludgeon (p)		
Knife (p)	Free/5	Common
Massive Weapon (p)	15	Common
Polearm (p)	15	Common
Power Axe	35+3D6	Rare 9
Power Fist	85+3D6	Rare 12
Power Maul	35+3D6	Rare 9
Power Sword	40+3D6	Rare 10
Sword (p)	10	Common
Suppression Shield	55+3D6	Rare 11
Spear (p)	10	Common

PISTOLS

Item	Cost	Rarity
Autopistol	15	Common
Bolt Pistol	20	Common
Grabber	30+3D6	Rare 8
Hand Flamer	25	Common
Laspistol	15	Common
Needle Pistol	100+4D6	Rare 11
Presser Beam	30+3D6	Rare 8
Pulse Pistol	25+2D6	Rare 8
Shuriken Pistol	30+2D6	Rare 7
Slugga		
Splinter Pistol	15+D6	Rare 6
Stub gun	10	Common
Web Pistol	120+4D6	Rare 11

BASIC WEAPONS

Item	Cost	Rarity
Autogun	20	Common
Auto Carbine	25+D6	Rare 5
Boltgun	35	Common
Combat Shotgun	30+D6	Rare 5
CutLas	30+D6	Rare 5

Eldar Lasgun (x)	40+2D6	Rare 8
Hunting Rifle	40+2D6	Rare 7
Kroot Rifle (x)	45+D6	Rare 7
Lasgun	25	Common
LongLas	50+2D6	Rare 7
Pulse Carbine (x)	50+3D6	Rare 9
Pulse Rifle (x)	65+4D6	Rare 10
Shoota (x)		
Shotgun	20	Common
Snazzgun (x)		
Splinter Rifle (x)	20+2D6	Rare 7

SPECIAL WEAPONS

Item	Cost	Rarity
Flamer	40	Common
Grenade Launcher (grenades extra)	100	Common
Light Stubber	65	Common
Meltagun	95	Common
Needle Rifle	230+4D6	Rare 13
Plasma Gun	70	Common
Rail Rifle (x)	90+4D6	Rare 10
Scout Sniper	75+3D6	Rare 9
Shuriken Catapult (x)	65+3D6	Rare 8

HEAVY WEAPONS

Item	Cost	Rarity
Auto Cannon	300	Common
Big Shoota		
Dark Lance (x)	280+3D6	Rare 10
Heavy Bolter	180	Common
Heavy Plasma Gun	285	Common
Heavy Stubber	120	Common
Lascannon	320	Common
Missile Launcher (Missiles Extra)	150	Common
Shuriken Cannon (x)	200+4D6	Rare 8
Splinter Cannon (x)	100+2D6	Rare 8

PRIMITIVE WEAPONS

Item	Cost	Rarity
Bolos	15+D6	Rare 5
Handbow	5	Common
Musket	6	Common
Scatter Gun	8	Common
Bow	15	Common
Crossbow	20	Common
Throwing Stars	15+d6	Rare 5

GRENADES

Item	Cost	Rarity
Caltrops	10+D6	Rare 5
Choke Grenades	15+2D6	Rare 6
Flash Bangs	20	Common
Frag Grenades	30	Common
Frag Missiles	35	Common
Hallucinogen	40+4D6	Rare 7
Krak Grenades	50	Common
Krak Missiles	115	Common
Melta Bomb	40+3D6	Rare 8
Photon Flash Flare	20+2D6	Rare 6
Plasma Grenades	30+3D6	Rare 8
Scare Gas Grenades	20+2D6	Rare 6
Smoke Bomb	10+3D6	Rare 5
Tox Bombs	20	Rare 6

SPECIAL AMMO

Item	Cost	Rarity
Bolt Shotgun Shells	15	Common
Flechette Shotgun Shells	10+D6	Rare 8
Hot-Shot Shotgun Shells	5	Common
Manstopper Shotgun Shells	5	Common
Hotshot Laser Powerpack	15	Rare 6
Dum-Dum Bullets	5	Common

GUNSIGHTS

Item	Cost	Rarity
Infrared Sight	30+3D6	Rare 8
Mono Sight	40+3D6	Rare 9
Red Dot Sight	40+3D6	Rare 7
Telescopic Sight	40+3D6	Rare 9

ARMOR

Item	Cost	Rarity
Carapace	70+3D6	Rare 9
Chainmail (p)	20	Common
Flak	10+2D6	Uncommon
APL	160+5D6	Rare 11
Gauntlets	5	Common
Greaves	5	Common
Helmet	7	Common
Closed Helmet	10	Common
Leathers (p)	5	Common
Mesh	25+3D6	Rare 7
Platemail (p)	40+2D6	Rare 7

ARMOR EXOTICS

Item	Cost	Rarity
Ability Booster	30+3D6	Rare +2
Hardening	15+2D6	Rare +1/2
Mechanical Wings	40+3D6	Rare +2
Resurrection Suite	15+3D6	Rare +1
Smoke Suit	30+3D6	Rare +2
Vital Monitor	5+2D6	Rare +1/2
Weapon Resistance	35+2D6	Rare +1

BIONICS

Item	Cost	Rarity
Arm	80+3D6	Rare 9
Eye	50+3D6	Rare 9
Hand	50+3D6	Rare 8
Leg	80+3D6	Rare 9
Lobo Chip	20+D6	Rare 5
Skull Chip	30+3D6	Rare 7
Pit Slave Buzz Saw	25+10D6	Rare 6
Pit Slave Chainsaw	25+10D6	Rare 6

EQUIPMENT CHART

Pit Slave Claw	15+10D6	Rare 6
Pit Slave Hammer	20+10D6	Rare 6
Pit Slave Rock Drill	15+10D6	Rare 6
Pit Slave Shears	15+10D6	Rare 6

GEAR

Item	Cost	Rarity
Auto-Repairer	80+4D6	Rare 10
Blade Venom (I)	10+D6	Rare 5
BioBooster	50+4D6	Rare 8
BioScanner	50+3D6	Rare 7
Blindsnake Pouch	30+2D6	Rare 7
Bottle of Wildsnake	10+D6	Uncommon
Camouflage	7	Common
Clip Harness	10	Common
Concealed Blade	10+D6	Rare 5
Extra Clip	5	Common
Filter Plugs	10	Common
Grav Chute	40+4D6	Rare 7
Grapnel	30+4D6	Rare 6
Infra-Goggles	30+3D6	Rare 6
Medi-Pack	80+4D6	Rare 7
Mung Vase	D6x10	Rare 10
One-in-a-Million Weapon	Weapon x2	Rare 12
Photo Contacts	15	Common
Photo Visor	10	Common
Treasure Map	D6x10	Rare 10
Respirator	10	Common
Screamers	10+3D6	Rare 6
Servitor	25+2D6	Rare 9
Silencer	15+2D6	Rare 6
Spare Parts	5	Common
Stummers	10+3D6	Rare 6

DRUGS

Item	Cost	Rarity
Icrotic Slime (I)	50+3D6	Rare 10
Kalma (I)	5+D6	Rare 4
'Slaugh (I)	5+2D6	Rare 6
Spook (I)	10+3D6	Rare 9
Spur (I)	5+3D6	Rare 8
Stinger Mould	15+2D6	Rare 12
Stim	10	Common

PORTS 'O CALL

11 — Lost Colony

You land and discover the place is a ghost town. The ghosts were kind enough to leave their stuff, however. . .

- ⊕ You may not recruit any crew members.
- ⊕ Planetary Event: You get to figure out where everyone went. -10 to the next roll on the CEC.
- ⊕ The following two post game actions are available. You may not take any other income-generating post-game actions or search for rare trade.

PGA	Loot	Manpower	2
Income: D6 x 10 credits. For each 6 rolled, add one randomly selected rare-trade item to your stash.			
Prq	Lost Colony		

PGA	Scavenge	Manpower	1
-2 to the roll to locate any specific rare trade item. Any item you find, however, is free. However, if you roll a natural '2,' +D6 troublemaker dice.			
Prq	Lost Colony		

12 — Lost Ruins

You have found the bones of an ancient civilization. Who knows what treasures await.

- ⊕ The Excavate post-game action is available. You may not take any other income-generating post-game actions or search for rare trade.
- ⊕ Planetary Event: A Randomly selected crew member suffers a Serious Injury.

PGA	Excavate	Manpower	2
Roll a D6			
1: <u>Frustrated</u> : -1 to the crew's Edge for the next campaign round.			
2-5: <u>Find</u> : Add 1 relic to the crew's stash.			
6: <u>Mother load</u> : Add D3 relics to the crew's stash.			
Prq	Lost Ruins		

13 — I Know a Place . . .

The Eastern Fringe is filled with small settlements that survive on, and welcome, Privateer trade. No special rules are associated with this port 'o call, but many crews have special abilities that take effect at this location.

14 — Naval Yard

- ⊕ Any rare trade rolls to locate ship repair parts automatically succeed.
- ⊕ The crew may purchase one ship compartment or upgrade at ½ price.
- ⊕ On the D6 roll of a 6, a Grease Monkey juve offers to joint your crew for ½ price.

15 — Chaos Moon

The forces of Chaos have overrun this system, and Chaos raiders attack anyone in striking distance.

- ⊕ Flyby: on the roll of a 3+, a Chaos ship attacks you.

16 — Paradise

You step off the ship and into heaven. Someone must have forgot to tell them that in the future there is only war.

- ⊕ Every member of your crew takes some much-needed R&R. The crew gets +D6 Edge for the next campaign round.

21 — Fledgling Hive World

A huge, half-finished iron and plasticrete skeleton climbs from a plain as construction slaves in enviro-suits work ant-like to grow the hives.

- ⊕ Double the income for raw materials
- ⊕ Hive Gangers recruited get one free advance. Increase their experience accordingly.

22 — Invasion Threat

This planet is in the path of a Tyranid hive fleet or a Tau invasion force. All the planet's inhabitants are looking for a way off-planet before the bombs start falling and are willing to pay top-dollar for passage.

- ⊕ Cargo only generates half normal income.
- ⊕ Passenger Compartments make twice the normal income.
- ⊕ On a D6 roll of a 6, a Mercenary offers to join your crew in exchange for passage.

23 — I Know a Place . . .

The Eastern Fringe is filled with small settlements that survive on, and welcome, Privateer trade. No special rules are associated with this port of call, but many crews have special abilities that take effect at this location.

24 — Feral World

- ⊕ Roll 2D6: for every 6, a Savage Juve offers to join your crew for free.
- ⊕ Stalkers recruited start with one free roll on the advancement table. Increase their experience accordingly.
- ⊕ -2 to rare trade rolls.

25 — Forgeworld

This planet is covered in an oily black smoke from the carpet of factories that blanket the surface.

- ⊕ +1 to the income rolls for Raw Materials.
- ⊕ Servitors are common.
- ⊕ +2 to recruit rare archetypes with access to Engineering skill table

26 — Free World

Terra would have you believe that every human not subjugated by the Imperium is a tool of Chaos. The truth is, however, that there are settlements beyond the Ultima Line that truly are free from the grasp of the Emperor and the Demons of the warp.

- ⊕ Xenos, Mutants, and Psychers are not considered outlaws, and Xeno technology will not be seized by customs.
- ⊕ Add one Troublemaker die for each Imperial Archetypes.

31 — Port-o-Call

A conveniently placed asteroid in an otherwise dead system has been terraformed into a refueling base for interstellar travel. Its bars tend to collect freelancers looking to go out on the next ship.

- ⊕ You may recruit common freelancers for -10 credits
- ⊕ +2 to recruit rare freelancers

32 — Pirate Cove

The less, shall we say, legitimate traders have set up a temporary haven on the edge of imperial space. Free trade is the rule, and the port is open to all comers, so long as you're not coming under Imperial authority, that is.

- ⊕ Ignore Customs (i.e., '1s') and Authority ('2s') Troublemaker events.
- ⊕ Contraband generates D6x10 credits.
- ⊕ +1 to rare trade rolls for illegal items.
- ⊕ Smuggler, Grifter Archetypes are common

33 — Agriworld

The shuttle breaks the clouds to find golden fields of grain rippling in a gentle breeze for as far as the eye can see.

- ⊕ Food is plentiful and cheap. The crew's upkeep is reduced by 25 credits.

34 — Deathworld

The conditions on this planet are exceedingly harsh, but somehow, the hardy local population manages to claw out an existence. Visitors must be careful, lest they fall victim to one of the planet's many dangers.

- ⊕ Archetypes recruited from the death world start with one free advance. Increase their experience total accordingly.
- ⊕ Planetary Event: A randomly selected crewmen suffers a serious injury.

35 — Refugee Camp

The dominant feature of this planet is a sprawling camp of refugees who fled a war in a nearby system. The residents are desperate for a way out.

- ⊕ Roll 3D6. For each 6, a juve offers to join your crew. The juve's archetype is:
 - 1: Impressionable Youth
 - 2-3: Thug
 - 4: Grease Monkey
 - 5: Shiphand
 - 6: Cat Burglar
- ⊕ Planetary Event: A randomly selected member of your crew catches a nasty disease. He is at -1 to all stats for the next campaign round.

36 — The Ork Problem

This planet was attacked by Orks in recent years, and while the attack was turned back, they occupied the planet long enough that certain regions were saturated with spores, which means that Orks literally keep popping up.

- ⊕ -10 credits, and +2 to rare trade rolls to recruit Ork archetypes.
- ⊕ +2 to search for rare Ork weapons
- ⊕ Ork bounties pay an additional 10 credits.

41 — Authoritarian Government

The current Imperial governor has one of the best equipped and best trained security forces on the Fringe, which he uses to rule his planet with an iron fist. When so many things are considered illegal, however, the black market can't help but flourish.

- ⊕ +1 Troublemaker die per outlaw, contraband.
- ⊕ Roll one extra D6 contraband income for each 2D6 of contraband you are trading in.

42 — Tau Controlled Planet

- ⊕ +2 to recruit Tau archetypes
- ⊕ +2 on rare trade rolls for Tau weaponry and equipment
- ⊕ Planetary Event: After you make your post game actions, the Tau decides your ship and your crew needs to become part of the greater good, so you're forced to shoot your

way off-world. Fight a dogfight against a GM Controlled Ship.

43 — I Know a Place . . .

The Eastern Fringe is filled with small settlements that survive on, and welcome, Privateer trade. No special rules are associated with this port 'o call, but many crews have special abilities that take effect at this location.

44 — Backwater

You find yourself in a dead section of space. The only settlement in range is a backwards hole of inbred locals, who don't get many visitors.

- ⊕ If you roll this result, you may not use the ships speed to travel to a different Port-o-call.
- ⊕ The player may choose two dice to remove from the Troublemaker pool.
- ⊕ Planetary Event: Make a Ships Initiative (Security) check: if you fail, one of the crew's specialists has been kidnapped by the locals, and is considered captured.

45 — Trading Post

This planet sits on the hub of several trade routes. Rare goods from all points in the galaxy collect here, so if you looking for something, you're bound to find it. Unfortunately, the huge supply of goods of all types has driven down prices for most commodities.

- ⊕ +3 on all rare trade rolls for the Dealer PGA.
- ⊕ For every two Manpower spent on the Bazaar and Black Market PGAs, you can roll 3 times.
- ⊕ -2 on every D6 of income from trade goods, contraband, and raw materials. This will not modify any die below 1.

46 — Corrupt Governor

The planetary authority has been known to play loose with the Charter Privitas. You should be on your guard.

- ⊕ Instead of a Raid Troublemaker event, the authorities move in to seize your ship. The crew must defend a Boarding Action. Roll 3D6 to determine the size of the dice pool for the authorities. The crew manages to get off world if they get 5 successes, or if the attackers bottle out.
- ⊕ Flyby. On a 4+, the authorities charge a 30 credit “tax.” If the crew refuses to pay, they are subject to the Boarding Action from above.

51 — Warfront

This planet has become the latest flashpoint in the never-ending war. It’s dangerous, but risk and reward are a freelancer’s lifeblood.

- ⊕ Ex-Imperial Guardsmen recruited from this planet start with one free advance, but are considered outlaws. Adjust their experience accordingly.
- ⊕ The crew may take the Loot the Dead post-game action.

PGA	Loot the Dead	Manpower	2
Roll twice on this table:			
1:	<u>Caught in a Cross-Fire</u> : Roll on the Serious Injury table for one random crewman.		
2–5:	<u>Decent Haul</u> : Income: D6 x 10 credits.		
6:	<u>Large Battlefield</u> : You may select 2D6 x 10 credits worth of common weapons and equipment.		
By	Warfront		

52 — Penal Colony

- ⊕ +10 credits per bounty.
- ⊕ Contraband makes x20 credits.
- ⊕ Reduce the threshold for Customs (‘1s’) events by one level (so events start being triggered with two ‘1s’).

53 — I Know a Place . . .

The Eastern Fringe is filled with small settlements that survive on, and welcome, Privateer trade. No

special rules are associated with this port ‘o call, but many crews have special abilities that take effect at this location.

54 — Monastery World

The major settlement on this planet is founded around the base of an ancient imperial monastery.

- ⊕ Confessor and Missionary archetypes are inspired. They are at +1 Initiative and Leadership for the next campaign round.
- ⊕ Missionary Crews roll a 3D6: for each six, you may add a Juve missionary to the crew for free.

55 — Tyranid Infestation

Rumor has it that the Tyranid’s have invested the lower levels of this metropolis. No one is talking about it, but people are scared and looking get off world.

- ⊕ +2 to income dice for passenger compartments. For each 6 rolled, however, a Tyranid creature seriously injures a randomly selected member of your crew. If the injured crewmember survives, he gets D3 experience, and D6 Bad Experience.
- ⊕ Planetary Event. A randomly selected crew member is perused by a gang of cultists. He must Evade Pursuit or be captured. The cultists will not ransom him back, so he is lost to the crew unless he is rescued or escapes.

56 — Demiurge Fleet

- ⊕ On the D6 roll of a 4+, you are not allowed to dock with the fleet and must land at the nearby Backwater (#61) instead.
- ⊕ Non-Demiurge Outlaws add +1 Troublemaker dice. Orks add +4 Troublemaker dice.
- ⊕ Planetary Event: One of the Demiurge requests your assistance with a project. If you spend D3 Manpower helping him, he will modify your weapons or armor with up to D6x10 credits worth of Exotics.

61 — Backwater

You find yourself in a dead section of space. The only town in rage is a backwards hole of inbred locals, who don’t get many visitors.

- ⊕ If you roll this result, you may not use the ships speed to travel to a different Port-o-call.
- ⊕ The player may choose two dice to remove from the Troublemaker pool.
- ⊕ Planetary Event: Make a Ship’s Initiative (i.e., Security) check: if you fail, one of the crew’s specialists has been kidnapped by the locals, and is considered captured.

62 — Imperial Outpost

This world is the home of a Space Marine chapter, an Imperial Guard army, or a bureaucratic hub of the administratium.

- ⊕ **Flyby:** On a D6 roll of a 4+, the Imperial forces “request” that you land. You may not travel past this port ‘o call.
- ⊕ +1 Troublemaker die per outlaw.
- ⊕ Unless the captain is an Imperial, Reduce threshold of Customs (‘1s’) and Law (‘2s’) events by 1.

63 — I know a Place . . .

The Eastern Fringe is filled with small settlements that survive on, and welcome, Privateer trade. No special rules are associated with this port ‘o call, but many crews have special abilities that take effect at this location.

64 — Medieval World

This planet, which recently emerged from a warp storm, has the technological level of the middle ages. Fearing that a sudden influx of imperial weapons and goods would destabilize the planet, the regional governor has declared it off-limits.

- ⊕ +4 Troublemaker dice.
- ⊕ May only purchase primitive weapons
- ⊕ Knight archetype common
- ⊕ Following post game action is available:

PGA	Arms Deal	Manpower	2
Sell up to D3 non-primitive weapons for twice their original cost. This action cannot be taken if you have triggered the Close Scrutiny (3x 2s) Troublemaker Event			
By	Medieval World		

65 — Retired IG Settlement

This planet was gifted to an IG regiment that had completed its tour of duty.

- ⊕ On the D6 roll of a 6, an Ex-IG Veteran offers to join your crew. Ex-IG crews can roll twice.
- ⊕ +2 to rare trade rolls to recruit Ex-IG archetypes. All Ex-IG archetypes recruited gain +10 experience and a free advance.

66 — Marooned

Due to a mechanical failure, you get stranded on an uninhabited planet.

- ⊕ May collect no income or rare trade this post-game phase
- ⊕ All your crewmen get 2 experience for surviving the harsh conditions.

OPTIONAL CORE RULES

COVERING FIRE

A fighter who would be eligible to shoot during the shooting phase can instead choose to provide covering fire.

Target an enemy the fighter can see. (Note, the fighter need not shoot the closet target.) If that enemy is within the weapon's range, place a Suppression token next to him.

Each Suppression token on a fighter gives him -1 to hit until the end of his next turn. Suppression tokens stack, and there is no limit to the number of tokens that can be put on a fighter.

Covering Fire can be tough on ammo reserves. For each Suppression counter placed, roll a D6; on a 6 the fighter must take an ammo roll as normal. If the ammo roll fails, remove one Suppression counter.

Sustained fire weapons can place one Suppression counter for each shot they roll on the Sustained Fire dice. They can either stack the counters on a target or use the Walking Fire rules to apply them to multiple targets.

Designer note: This experimental rule is intended to encourage more movement on the battlefield. Rather than get bogged down trading low-percent shots for fear of stepping into the open, this allows, in effect, fire support for moving characters.

CRITICAL HITS

If you roll a 6 to wound, roll on the following critical hit table:

1-2: STUNNED

The target has his bell rung, and can do little more than stare dumbly at the battle going on around him. Make a toughness test whenever the target is going to escape pinning. If the toughness test is failed, the target remains pinned. If a stunned fighter is engaged in hand-

to-hand combat, he fights with only ½ his Weapon Skill (rounded down). He may then make a toughness test at the end of each round of combat to shake off the effects.

3: FLOURISH

Not only did he drop his quarry, he looked good doing it. The attacker gets 1 bonus experience point for this wounding hit, or 3 bonus experience points if the target goes out of action directly from the hit.

4: VULNERABILITY

Apply an additional -1 save modifier or +1 to the roll on the injury table (attacker's choice).

5: CRIPPLING WOUND

The target must pass a toughness test or take an immediate "flesh wound" (i.e., -1) to Movement, Strength, and Initiative.

6: WEAPON SPECIFIC

Apply the effect for the weapon the fighter is using.

⊕ Stub/Shotgun: Stinger. The shot causes the targets to lose all feeling in one arm. The target may not use 2 handed weapons until he passes a toughness test in the recovery phase.

⊕ Auto: Sprayed. The target is hit with multiple rounds and suffers D3 wounds.

⊕ Las: Penetrator. The shot blows straight through the target, hitting the guy behind him as well. The shot continues on in a straight line until it hits an obstacle or reaches impassible cover. Roll to hit the first target within 1" of this flight path.

⊕ Bolt: Bleeder. The explosive bolt round has caused massive bleeding. The target must pass a toughness test or take an immediate flesh wound in addition to the result shown on the injury die.

- ⊕ **Flame/Plasma: Bloodcurdling Scream** The victim of the blast lets out a scream that shakes the morale of nearby friends. Allies within 2D6 inches must take a break test.
- ⊕ **Blast Templates: Staggered** The hit blows the target off his feet, moving him D3" in a direction determined by the scatter die. Test for falling after this movement. If the movement takes the target completely over a ledge, he automatically falls.
- ⊕ **Melee Weapons: Grievous Wound** If your opponent goes out of action directly from this hit, you may force him to reroll his roll on the serious injury table.

IMPROVISED ABILITY TESTS

THE CHARACTERISTIC TEST

In order to make an improvised ability test, choose an appropriate characteristic, roll a D6 (or 2D6 for Leadership-based tests), and add any modifiers that seem to fit. If the score is equal to or less than the characteristic, the fighter has passed the test. Otherwise the fighter has failed. A roll of a 6 always fails, as the roll of a 1 always passes (there is no point in having a test if there is no way a fighter can succeed or fail).

MODIFIERS

The GM may assign positive or negative modifiers for an action that is easier or harder than normal. Since a positive modifier is generally good and a negative modifier is bad, it is easiest to apply these modifiers to the characteristic being tested rather than the die roll. For instance, if an Ex-Imperial Guardsman (S3) needs to take a Strength test with a -1 modifier, he would be considered Strength 2 and therefore pass on a D6 roll of a 1 or 2.

Another useful place to look for modifiers is a fighter's skills, skill tables, and equipment, even if there aren't official rules attached that give a bonus to whatever type of test is being attempted. For example, it makes sense that a crewman with the Mechanic skill would be better than a non-mechanic at hotwiring a

stolen car, even though there is no specific rules to that effect in the skill description. Indeed, even the fact that a fighter has access to a certain skill table (even if he has no skills from that table) suggest that he has a certain inherent aptitude that may be worth a bonus or at least enough to offset a negative modifier.

For example, say the player wants to hack a locked hatch on an enemy ship. Since this doesn't fall neatly into any characteristic, the GM makes it a leadership check, but assigns a -2 modifier. Any fighters with access to the Techno or Engineering skill tables, however, may be more familiar with the lock, so they only have a -1 modifier. Giardano, the crewman making the test, also has the Mechanic skill, so the GM rules that he has an even check. The player says that he also wants Giardano to use his shock maul to try and overload the circuit. The GM likes the thought, so give Giardano +1 to the test, but warns that if the test fails by more than 2, the battery of the shock maul has been burnt out, and the maul is unusable for the rest of the game.

MODIFIED SERIOUS INJURY TABLE

The N:P Serious Injury Table has been updated to work in some of the advanced rules, like Manpower, Bad Experience, Edge, and continuing encounters. It uses the following special rules.

AGGRAVATED

If the fighter suffers the same injury for a second time, apply the *Aggravated* effect instead of the ordinary effect. If the fighter suffers the same injury a third time, apply the primary effect again.

ACUTE

Injuries that have the *Acute* keyword are particularly hard to battle through. Fighters who recover to take part in a later encounter in the same campaign round suffer the *Acute* effect in addition to the injury. The *Acute* effect ends at the end of the campaign round.

SERIOUS INJURY TABLE

11 — Instant Death

This poor fighter was killed instantly. He may not be saved by any special abilities, such as Resilient or Medic rerolls. Remove the fighter and all equipment from your roster.

12–14 — KIA

This fighter has been killed. Remove him and all equipment from your roster.

15–16 — Mortal Wounds

This fighter makes it back to the ship before dying of his wounds. Remove him from your roster. Roll a D6 for each item in his possession. On a 6 (or a 5+ if you won the encounter), the item goes to your stash.

21 — Multiple Injuries

Roll a further D3+1 times on this chart; reroll Instantly Killed, KIA, and Full Recovery results. *Acute:* To recover to active duty, this fighter must pass two Toughness tests.

22 — Chest wound

–1 Toughness. *Acute:* Punctured Lung: Cannot Run.

23 — Leg Wound

–1 Movement. *Aggravated:* The fighter has to have his leg amputated. He requires one hand free to move.

24 — Arm Wound

–1 Strength. *Aggravated:* The fighter has to have his arm amputated. He can only use one-handed weapons.

25 — Head Wound

Roll a D6 at the start of each encounter. 1–3, the fighter suffers

from Stupidity; 4–6, the fighter is affected by Frenzy. *Aggravated:* Comatose: The fighter is unavailable. At the start of each Post-Game Phase, take a Toughness: Pass and the fighter wakes up, fail and he remains in a coma.

26 — Blind in One Eye

–1 Ballistic Skill. *Aggravated:* The fighter is blinded in both eyes and cannot take part in battles.

31 — Partially Deafened

–1 Leadership. *Acute:* may not test to escape pinning even if a friendly model is within 2 inches.

32 — Shell Shock

–1 Initiative. *Acute:* The fighter suffers from Stupidity.

33 — Hand Injury

–1 Weapon Skill. *Acute:* Weak Grip: If the fighter fumbles in melee combat, he drops his weapon. *Aggravated:* –1 to tests to prevent falling.

34 — Back Injury

–1 Manpower. *Aggravated:* Paralyzed: The fighter can no longer walk or run.

35 — Chronic Pain

+5 credits to upkeep. *Aggravated:* The fighter becomes addicted to pain meds; +2 BE each post game phase.

36 — Old Battle Wounds

Roll a D6 at the start of the campaign round: on a 1 the fighter must remain on the ship. *Aggravated:* The fighter decides it's time to retire. Remove him from the roster.

41–44 — Banged Up

The fighter has to take it easy, doctor's orders. –1 Manpower for the next post game phase only and the crew may not take any PGAs he contributes.

45–54 — Full Recovery

The fighter gets a clean bill of health and is back on his feet in no time.

55 — Life Debt

The fighter gains the LOYAL skill.

56 — Heroic Injury

+D3 Edge for this campaign round. Roll again on the table.

61–62 — PTSD

The fighters physical wounds heal, but the psychological ones don't. +2D6 BE.

63 — Captured

The fighter has been Captured.

64 — Horrible Scars

The fighter causes Fear. *Aggravated:* You acquire the DEMONIC FORM mutation.

65 — Impressive Scars

+1 Leadership. *Aggravated:* You acquire the GHASTLY VISAGE mutation.

66 — Survives Against the Odds

The fighter's survival earns him D6 XP and D3 BE.

EXPERIENCE & ADVANCEMENT

Yeah, once upon a time, I was green as green could be. Can you believe, not even a scar! Green and eager, right up until I was staring down the black maw of a bolt pistol. You grow up quick when the hammer falls.

Experience and advancement works generally like Necromunda; when a fighter gets enough experience to advance, roll on the advancement table to either increase his abilities or learn skills. In N:P, however, fighters have more options incorporated into their advancements.

EXPERIENCE TABLE		
Experience	Rank	Unlocks
0-5	Rookie	
6-10	Juve	
11-15	Juve	
16-20	Juve	
21-30	Crew	[Brackets]
31-40	Crew	[Brackets]
41-50	Crew	[Brackets]
51-60	Crew	[Brackets]
61-80	Able Crew	{Brackets}
81-100	Able Crew	{Brackets}
101-120	Able Crew	{Brackets}
121-140	Able Crew	{Brackets}
141-160	Able Crew	{Brackets}
161-180	Able Crew	{Brackets}
181-200	Able Crew	{Brackets}
201-240	Veteran	<Brackets>
241-280	Veteran	<Brackets>
281-320	Veteran	<Brackets>
321-360	Hero	<Brackets>
361-400	Hero	<Brackets>
400+	Legend	<Brackets>

fighter gains a new skill, he can roll a skill on one of these tables.

SPECIALTY SKILLS

A number of skills available in N:P are not included on any skill tables, as they are generally only available to certain archetypes. Some specialty skills, however, are “linked” to a certain skill table (for example, the Low Profile skill is linked to the Stealth skill table). Fighters who have access to the linked skill table can take these types of specialty skills if they roll a 2 or 12 on the Advances table, or if they roll a skill they already have on the linked skill table.

For example, a Ninja, who has access to the Stealth skill table, can select the Low Profile skill if he rolls a 2 or 12 for an advancement, or if he rolls Sneak Up (which he already has) on the Stealth advancement table.

NEW ADVANCEMENT OPTIONS

Every N:P archetype has an Advances entry that lists the different advancement options available for that archetype. Those options are broken down as follows:

SKILL TABLES

Every archetype has a number of skill tables listed in its Advances section. Whenever this

ARCHETYPE SKILLS

Individual specialty skills listed in the Advances box are the signature skills of a particular archetype. If a fighter meets the prerequisites, he may select an archetype skill anytime he could gain a new skill.

ADVANCE ROLLS	
2	Broad Experience: the fighter may select any of his archetype skills, may roll on any skill table, or select any specialty skill from the skill tables he ordinarily has access to.
3–4	New Skill: the fighter may select any of his archetype skills or may roll on any skill table he has access to.
5	Characteristic Increase: roll again. 1–3: +1 Strength 4–6: +1 Attack
6	Characteristic Increase: roll again. 1–3: +1 Weapon Skill 4–6: +1 Ballistic Skill
7	Characteristic Increase: roll again. 1–3: +1 Initiative 4–6: +1 Leadership
8	Characteristic Increase: roll again. 1–3: +1 Weapon Skill 4–6: +1 Ballistic Skill
9	Characteristic Increase: roll again. 1–3: +1 Wound 4–6: +1 Toughness
10–11	New Skill: the fighter may select any of his archetype skills or may roll on any skill table he has access to.
12	Broad Experience: the fighter may select any of his archetype skills, may roll on any skill table, or select any specialty skill from the skill tables he ordinarily has access to.

BAD EXPERIENCE

The fringe is a dangerous place—that goes without saying. Most don't realize, however, that there is just as much danger to your soul as there is to your hide.

Many privateers see bad things, and many have done worse. Murder, cruelty, ruthlessness—in the void, these horrors are almost virtues. Living like this, however, is not without ill effects: mild psychosis, irrational fears, superstitions, and just plain ol' craziness are par for the course.

EARNING BAD EXPERIENCE

Bad experience is a way of capturing the negative effects that life on the fringe has on the mind. Not to be confused with “good” experience, or the normal experience points a crewman gets when he survives a battle or wounds an enemy, bad experience is a separate tally that accumulates whenever the crewman screws up or is traumatized.

Once the ganger has accumulated 10 Bad Experience, roll a d6 to see the severity of the mental trauma:

- 1-3: Bad Habit: Roll a D6 on the Bad Habit table.
- 4-5: Character Flaw: Roll a D6 on the Character Flaws Table.
- 6: Psychosis: Roll a D6 on the psychoses table.

Bad Experience	
D3 BE	Taken out of action
D3 BE	Getting captured
5 BE	Wounding a member of your own crew.
1 BE	Failing a leadership test
2 BE	Weapon Explosion
D6 BE	Falling 12 or more inches
D3 BE	Cockiness: too much quick success can go to one's head. Any time a fighter advances twice after one game, make a leadership check. If he fails, he gets D3 bad experience.

If you roll a habit or a character flaw the fighter already has, apply that result on the next table up. (For instance, if you roll a 3 on the Bad Habits table, but the fighter is already Careless, he becomes Reckless in addition.) If you roll a psychosis you already have, roll again on the psychosis table.

BAD HABITS

- 1: ANTISOCIAL
- 2: BLOOD THIRSTY
- 3: CARELESS
- 4: SCARDY CAT
- 5: WIMP
- 6: RASH

CHARACTER FLAWS

- 1: LAZY
- 2: CRUEL
- 3: RECKLESS
- 4: COWARDLY
- 5: PHOBIA
- 6: DISRUPTIVE

PSYCHOSES

- 1: DEADBEAT
- 2: DEPRAVED
- 3: DEATHWISH
- 4: FRAGILE MIND
- 5: CATATONIC
- 6: TICKING TIMEBOMB

CREW CREATION

"In the future, there is only war." What they don't tell you, however, is that not everyone fights in the climactic battles. Those who don't, however, must still eek an existence out of the stars.

Either you have a niche, or you die — that's just the way it works on the Fringe. Not everyone needs to be wiz with an autogun either. Ships need fixing, cargo needs loading, and deals need to be made. But, all the same, it's not wise to leave home without enough people familiar with the business of a firefight.

Unlike Necromunda, there are no strict gang lists in N:P. Instead, players recruit their crews from a list of Archetypes representing the various different personalities and professions you are likely to meet on the fringe.

READING ARCHETYPES

As an archetype becomes more experienced, new options, advances, and skill tables become available to him. In order to present the information in the easiest and most intuitive form possible, N:P uses brackets and parenthesis as a shorthand for when the option becomes available. Here is what they mean:

[Brackets]: The character automatically gains this ability or unlocks this option upon reaching 21 experience.

{Brackets}: The character automatically gains this ability or unlocks this option upon reaching 61 experience.

<Brackets>: The character automatically gains this ability or unlocks this option upon reaching 201 experience.

NEW CATEGORIES

In addition to the information found in Necromunda, such as cost, starting xp, and skill tables, the Archetype entries for N:P includes

the following information: Rarity, Type, Faction, Special, and Advances.

RARITY

If you are looking for an extra shiphand, you can pull into any port on the fringe and pull one off the street. If you are looking to recruit an elite assassin, however, your quest is going to be much more difficult.

When creating your initial crew, you can recruit any archetype regardless of rarity. Once the campaign has begun, however, you must search for rare archetypes as if they were rare trade items. For instance, to recruit an Assassin, you would have to spend a Manpower searching for rare trade, and you would have to roll 10+ on 2D6.

TYPES

Each Archetype falls into one of four different types, Elites, Specialists, Crewmen, and Juves. Crewmen and Juves use the same archetype entry — it's just that Juves are less experienced than full Crewmen in the same way that Juves in Necromunda were less experienced Gangers.

If an archetype has two costs, that means you can purchase this archetype as either a Juve or as Crewman. If you purchase a Crewman, he starts with the C: statline, and you must pay the higher price. When a Juve reaches 21 experience, he become a full-fledged Crewman and automatically gains any [bracketed] special abilities. [Bracketed] advances and skill tables can now also be selected following the normal rules for advances.

FACTIONS

The number of organizations and splinter groups with their own agenda in the Eastern Fringe is uncountable, but they can roughly be divided up into four factions, which are:

Imperials: Imperials have an official tie to Terra and the seat of Imperial governance. As such,

they typically have authority that is independent of, and concurrent with that of planetary governors of the systems they visit.

Imperial crews are immune from Customs, Attention of the Authorities, and Detainment results. With certain exceptions (such as for some types of Inquisitors), Imperial Crews may not employ Outlaws or Xenos.

Freelancers: By far the majority of crewmen on the Eastern Fringe are folks just trying eek out a living, perhaps with a little adventure on the side for good measure.

Outlaws: The iron grip of Imperial authority doesn't stretch all the way out to the fringe, so most folks (including Imperials) play fast and loose with the rules. Some folk, however, either by profession or bad luck, step over the line too many times, attracting the wrong kind of attention from those in power.

With the exception of those who violate the conditions of the Charter Privatus (who are technically outlawed on all Imperial worlds), just because you're an outlaw on one world doesn't mean that you're an outlaw on another. A planetary governor's jurisdiction ends at his planet's highest orbit, and the governors of other planets are not bound by law or duty to enforce each other's decrees. (Indeed, there is often infighting and disputes between governors that cause one governor to decline enforcement precisely because it would be to his rival's benefit.)

Because of this situation, the most common way of enforcing interplanetary law is by bounty. You may have escaped the planet, but you can't escape the price on your head. Some planetary governments make a significant amount of cash on bounties collected on travelers who were unfortunate enough to be recognized and picked up by the local enforcers.

Xenos: While rare, it is not at all unheard of for aliens to take up with a privateer crew. Of course, this creates certain difficulties because,

under imperial law, harboring an alien species carries with it severe punishments, including death. Some captains, especially those who trade in alien artifacts, feel this worth the risk.

Xenos are subject to all of the rules for Outlaws, but on imperial control planets, except they add two dice to the troublemaker pool.

Having a Xeno on board gives the crew a +2 bonus when searching for rare items made by that alien's race. For instance, having a Tau on board would give you +2 when searching for Plasma Carbines, but no bonus when searching for Shuriken Catapults.

SPECIAL

The Special section lists the abilities that the crewman automatically receives. Abilities in brackets are automatically received when a crewman reaches the necessary experience level.

ADVANCES

Advances are skills that the crewman can select instead of rolling on a skill table as normal. Bracketed advances may not be selected until the fighter has reached the necessary experience level to unlock them.

Archetype Name

Type

Cost

Starting Experience

Rarity

Faction

Weapons Categories:
M: Melee
P: Pistol
B: Basic
S: Special
H: Heavy

Crew & Juve Stat Lines

Special Rules

Advancement Options

BOUNTY HUNTER		M, P, [B]	
TYP	JUVE	CREW	RTY
CR	30	60	COMMON
XP	10	30+D6	FCT
		FREELANCER	

	M	Ws	Bs	S	T	W	I	A	LD
C:	4	3	3	3	3	1	3	1	7
J:	4	2	2	3	3	1	3	1	6

SPEC	BOUNTY, [SMALL FRY BOUNTY]
	<u>WORK ALONE</u> : You may only have one bounty hunter of any type.
ADV	COMBAT, SHOOTING, STEALTH
	[FREEZE!], {DETAIN}

CAPTAINS

There are hundreds of different paths toward fame and fortune on the Eastern Fringe. The problem is, there are 10 times as many that lead to ruin, damnation, and an early grave amidst the uncaring stars. The path of any particular crew, however, largely depends on the character of its captain.

You may choose one of the following captain-types for your ship.

ASSASSIN

With the freedom provided by the Charter Privitas has come a cottage industry of off-world hitters, who touch down, smoke a mark, and burn off-world before the local law can lay a finger on them. Career assassins, however, often amass sizable bounties, so it's not uncommon for them to have to dodge Bounty Hunters.

CAPTAIN

An Assassin, Ninja, or Hitman can be made captain of the ship for an additional 30 credits. The captain gains the LEADER skill and a Leadership of 8. Assassin Crew's start with 6 Edge.

Contract: At the beginning of the post-game phase, if the Captain passes a Leadership test, he may acquire a contract for a hit. The contract's Value is D6, and this figure can be adjusted by +/- 1 for each point by which the Captain passed his leadership check. This Value rating determines the payout as well as how difficult the hit is.

To determine whether the hit is successful, use the rules for Boarding Actions. The defenders dice pool is equal to twice the value of the contract, and the target number of successes needed to complete the hit is equal to value of the contract.

The Assassin builds his dice pool by spending Manpower. Each Manpower spent adds two dice to the Attacker's pool.

The assassins have the advantage of planning and stealth. Ideally, they'd strike out of nowhere, take down the mark, and be gone before the target's security forces lift a finger. For the first round of combat only, reduce the defender's dice pool by $\frac{1}{2}$ the Captain's leadership value +1 for each stealth skill the captain possesses.

If the hit is successful, the Assassin makes D6x10 credits per point of the Value rating of the contract.

At the end of the hit, add dice to the Troublemaker pool equal to the number of successes generated by the defender.

Captain Event (5x 6s) — Fall Guy

Apparently, someone is looking to tie up some loose ends by setting up the assassin to take the fall, and ensuring that he died while trying to evade apprehension. That someone apparently didn't realize the fundamentally problem with double crossing an assassin; if you miss, you've just ensured that there is an assassin who wants you dead.

-10 on the next roll on the CEC. The GM must choose the Assassination objective targeting the captain.

Sent a Message: If the captain survives and manages to kill his former employer (either this campaign round, or a later one), the crew gets +D3 Edge permanently. Also, future Fall Guy events require an additional '6' before they trigger (so the next one require 6x 6s).

BOUNTY HUNTERS

With all the pirates, aliens, criminal, scum, heretics, and mutants floating around imperial space, it is not at all uncommon for bands of bounty hunters to put up money for a ship and

make themselves a living by bringing the lawless in for justice. Bounty hunters are, by nature, highly independent and not much used to taking orders, however, when leadership is needed, it naturally falls to the oldest, most grizzled, most wily member of the crew.

CAPTAIN:

A Bounty Hunter Elite, Ex-Enforcer, or Ex-IG Officer can be made the captain of the ship for an additional 30 credits. If he is made captain, he gets the LEADER skill. Bounty hunter crews start with 6 Edge.

A bounty hunter crews ignore the Bounty Hunter's "I Work Alone" rule, and can have 0-2 Bounty Hunter Elites, and any number of Bounty Hunters.

We Deal in Lead: The first rule of keeping together a bounty hunter crew: any bounty hunters leader who tells his crewmen to load and unload boxes isn't going to have a crew for long. A bounty hunter ship may not gain income from cargo bays or the mining rig attachment to drop ships.

Got a Job to Do: Attempts to veto the Bounty Hunt objective are at -1.

I Know a Place . . .: Whenever you can land at the I Know a Place port-o-call, you may instead land at the Penal Colony (52).

Captain Event (6x 6s) — Payback

Bounty hunters make a lot of enemies. It is, after all, kind of the job. Well those enemies have friends and family looking to even the score. The really vicious ones don't settle accounts with the bounty hunter, however, though the victims wish they had.

An enemy kills the loved one of a randomly selected crew member. That fighter gets +10 BE and gains Hatred against the enemy that committed the act and his entire crew.

EX-IMPERIAL GUARD

When an Imperial Guard regiment is decommissioned and given a planet to settle, some guardsman find it impossible to settle down. Instead, they take to the stars, where they try their hand at trading, or hire themselves out as mercenaries or pirate hunters.

CAPTAIN

An Ex-IG officer can be made the captain of your ship for 20 credits. If he is made the captain, he gains the Leader skill. In addition, the crew gains the following benefits:

Iron Will: The captain has managed to live through the meat grinder that is the Imperial Guard; he sure as hell isn't going to flinch in the face of some scum pirates. The Captain gets the IRON WILL skill for free.

Loyalty: The captain will not be challenged for leadership by any other ex-IG soldiers. In addition, if he is ever challenged for leadership, if he passes a leadership check, one randomly selected ex-IG crewmen joins the Captain in fighting the leadership challenge.

Recruiting: The gang gets +2 to the rare trade roll to recruit ex-Imperial Guardsmen.

Captain Event (5x 6s) — Comrade in Need

An old war buddy is in trouble and needs help. He had your back in the trenches and when it seemed like every xeno on the fringe wanted to punch your ticket. Least you can do is repay the favor.

-8 on the CEC for the next campaign round. The mission should revolve around the War Buddy, who is an Ex-IG Veteran.

If the crew succeeds in keeping the War Buddy alive, the Captain can attempt to recruit him for free by passing a Leadership check. If the War Buddy is lost, the Captain gets +10 BE and all other Ex-IG fighters get +5 BE. The Captain also loses the Loyalty special rule for the next Campaign Round.

MERCHANTMAN

Turn a profit and move on — that is your motto. Turn a profit, and try to stay out of trouble. Unfortunately, this is easier said than done on the fringe.

CAPTAIN

Any Freelancer can be made captain of a Merchantman ship by paying 30 credits. The captain gains the Leader skill, access to the Leadership Skill table, and Leadership of 8. In addition, his crew gains the following bonuses:

Trade Routes: The captain knows all the best shipping lanes, allowing him to make excellent time bringing his goods to market. Add +1 to the ship's Movement.

Crack Negotiator: When rolling for income, any D6s that come up 1s may be re-rolled.

Captain Event (5x 6s) — Fit for a Frame

A rival merchant cartel is willing to do anything to get rid of the competition, including framing the captain for Charter Privitas violations. Until the crew can prove its innocence, apply the following rules:

- ⊕ +5 dice to the troublemaker pool when you land anywhere except the Free Word. You may use the "I Know a Place" result to travel to a Free World.
- ⊕ You may not land on an Imperial Outpost or Authoritarian Government planets.
- ⊕ Anytime you use Ship's Movement to travel to a new Port-O-Call, on the D6 roll of a 6, you are attacked by Privateer ship looking to collect your bounty.

Clear Your Name: If you roll a 16+ on the CEC, you can select the Clear Your Name objective. To see what that involves, roll again on the CEC table and then select a second objective and scenario as normal.

If the crew completes the objective, they are no longer wanted for Charter violations. In

addition, each member of the crew gets 15 XP for the ordeal. If the mission fails, each member of the crew gets D6 BE and the crew is still subject to the rules above.

For example Tabaro Machuranas rolls a 16 on the CEC table, so he can take the Clear Your Name objective. He rolls again on the CEC and gets a 7, so the GM chooses the Second Objective. He chooses the Bodyguard objective; the narrative is that the crew tracked down the corrupt administrator who approved the bogus violation. If the crew keeps the administrator from getting killed, they are finally able to clear their name.

MISSIONARY

It is your solemn conviction that the light of the Emperor must reach every dark corner of the Imperium, even if it must be spread via heavy flamer.

CAPTAIN

A Confessor or Missionary may be made captain of a Missionary ship for 35 credits. The captain gains the Leader skill, access to the Leadership Skill table, and Leadership of 8. In addition, the crew gains the following benefits.

Intolerant: You may not recruit Xenos, Mutants, or Psykers. Any xenos, Mutants, or Psyker captured must be executed. They may not be ransomed, exchanged for hostages, or turned in for a bounty. Their equipment has also been undoubtedly tainted, and must be destroyed as well. The crew, however, gains +1 Edge for the remainder of the campaign round anytime one of these heretics is given the Emperor's justice.

Emperor's Zeal: Every member of the crew is subject to hatred if the opposing force contains a xeno, mutant, or psyker.

The Emperor's Work: The crew may not collect income from cargo. Your crew, however, may take the following post-game action up to three times:

PGA	Preach	Manpower	2
1-2:	<u>Offering</u> : Income of D6x5 credits		
3:	<u>Tithe</u> : Income of D6x10 credits		
4:	<u>Conviction</u> : A wealthy noble is overcome during the ceremony and donates heavily. Income of D6x20 credits.		
5:	<u>Donation</u> : One of the faithful donates a relic. The crew gains one rare item randomly generated from the trading post.		
6:	<u>Recruit</u> : Add a Missionary juve to your crew.		
By	Missionary Crews. May be taken up to 3 times		

Captain Event (5x 6s) — Creeping Corruption

Chaos so loves to pervert the devout, and it is amazing how even the most pious so often fail to see the corruption in their own house.

A random member of the crew has been touched by the taint of chaos. Roll on the following table to see which taint is received.

TAINT OF CHAOS	
1	TAINT OF KHORNE
2	TAINT OF NURGLE
3	TAINT OF SLAANESH
4	TAINT OF TZEENTCH
5-6	GM Choice

At the beginning of each subsequent Downtime Phase, roll 2D6 on the Creeping Corruption table.

CREEPING CORRUPTION

- 2 Decisive Action: A random member of the crew discovers the corruption and takes decisive action, solving the problem with a bullet to the head. The crew member gets +10 XP and +D6 BE. One randomly selected tainted fighter is killed.
- 3-4 Standoff: The tainted crew are uncovered, but the situation becomes messy. Play a shootout scenario with the tainted crew on one side. Each uncorrupted fighter makes a leadership check: if he passes, he joins the other side. If he fails, he stands aside. If he rolls a 12, he unwittingly joins the corrupted crew.
- 5-8 Biding Time: Chaos can be patient, when it needs to be. Nothing happens this round.
- 9-12 Chaos Spreads: The corrupted fighter tries to recruit a random member of the crew. Each fighter takes a leadership check. If both fighter fails, nothing happens. If the corrupted fighter passes his check by a greater margin than the target, the target gains the Taint of Chaos that the corruptor has. If the target passes by more the two fight melee combat; the loser is killed.

ARCHETYPE LIST

ELITE

Archetype	Cost	Faction
ASSASSIN	80	Outlaw
BOUNTY HUNTER	100	Freelancer
ELITE		
CONFESSOR	85	Freelancer
EX-IG OFFICER	85	Freelancer
EX-IG SPECOPS	60	Freelancer
GUNNER	60	Freelancer
NINJA	85	Freelancer
ROGUE TRADER SCION	80	Freelancer

SPECIALIST

Archetype	Cost	Faction
ADEPT	50	Outlaw
COURIER	65	Freelancer
COURTESAN	40	Freelancer
EX-IG ENGINEER	60	Freelancer
GRIFTER	55	Outlaw
HEDGE DOCTOR	35	Freelancer
MECHANICUS	55	Imperial
ACOLYTE		
NAVIGATOR OUTCAST	50	Outlaw
SMUGGLER	60	Outlaw
TREASURE HUNTER	55	Freelancer
WIZKID	25	Freelancer
WYRD	65	Outlaw

CREW

Archetype	Cost	Faction
BERSERKER	25/50	Freelancer
BODYGUARD	35/65	Freelancer
BOUNTY HUNTER	30/60	Freelancer
CAT BURGLAR	35/55	Outlaw

DESERTER	25/50	Outlaw
DUSTER	35/60	Freelancer
DEATH CULTIST	20/50	Outlaw
EX-ENFORCER	25/65	Freelancer
EX-IG VETERAN	50	Freelancer
EX-IG GUARDSMAN	25/50	Freelancer
FLYBOY	15/30	Freelancer
GREASE MONKEY	25/45	Freelancer
GUN CULTIST	35/60	Outlaw
HITMAN	20/45	Outlaw
HIVE GANGER	25/50	Freelancer
IMPRESSIONABLE	15	Freelancer
YOUTH		
MANCHILD	20/45	Freelancer
MARTIAL ARTIST	30/55	Freelancer
MEDIEVAL WORLD	25/50	Freelancer
KNIGHT		
MERCENARY	30/55	Freelancer
MISSIONARY	20/45	Freelancer
MUSCLE	30/50	Outlaw
OLYMPIAN	35/60	Freelancer
PIRATE	25/50	Outlaw
PISTOLERO	25/50	Freelancer
PIT SLAVE	25/50	Freelancer
RAKE	25/50	Freelancer
RUNAWAY NOBLE	40	Freelancer
SAVAGE	15/40	Freelancer
SCAVVY	30/55	Outlaw
SHIPHAND	20/25	Freelancer
STALKER	35/55	Freelancer
THUG	15/40	Outlaw

ROGUE'S GALLERY

ASSASSIN

TYP	ELITE	M, P, B, S	
CR	80	RTY	RARE 8
XP	60+D6	FCT	OUTLAW

"Know the difference between a thug and an assassin? Only people that matter get killed by assassins."

	M	Ws	Bs	S	T	W	I	A	LD
E:	4	4	4	3	3	1	4	1	7

SPEC	SNEAK ATTACK, LOW PROFILE
ADV	STEALTH, SHOOTING, AGILITY, COMBAT KILLERS TOUCH, INNOCUOUS, ILLICIT CONTRACT

ADEPT

TYP	SPECIALIST	M, P, {B}	
CR	50	RTY	RARE 9
XP	20+D6	FCT	OUTLAW

"Look, my powers might not be as flashy as a full-on Wyrd, but they are a lot easier to hide from the Inquisitors, and the demons."

	M	Ws	Bs	S	T	W	I	A	LD
S:	4	2	2	3	3	1	3	1	7

SPEC	3X MINOR PSIONIC POWERS
ADV	AGILITY, STEALTH {PSY-DEFENSE}

Void
Syntha: Xiao 3.14 Pi



Adept - By David Graham

Painted by, David Graham 2002

BERSERKER

TYP	JUVE	CREW	M, P	
CR	25	50	RTY	COMMON
XP	0	20+D6	FCT	FREELANCER

"We fly the stars and skip between worlds, yet we are naught but animals. I embrace that truth, letting all pretense go. And it is power."

	M	Ws	Bs	S	T	W	I	A	LD
C:	4	3	3	3	3	1	3	1	7
J:	4	2	2	3	3	1	3	1	6

SPEC	FRENZY
ADV	FEROCITY, MUSCLE, [COMBAT] BULL RUSH, [UNSTOPPABLE CHARGE], {CONTROLLED FRENZY}

BODYGUARD



TYP	JUVE	CREW	M, P, [B]	
CR	35	65	RTY	COMMON
XP	0	20+D6	FCT	FREELANCER

"Would I take a bullet for you? That depends. You pay well enough that I can afford body armor?"

	M	Ws	Bs	S	T	W	I	A	LD
C:	4	3	3	3	3	1	3	1	7
J:	4	2	2	3	3	1	3	1	6

SPEC	GUARD
ADV	FEROCITY, COMBAT, MUSCLE [IGNORE PAIN], [HARD AS NAILS]

BOUNTY HUNTER ELITE



TYP	ELITE	M, P, B, S	
CR	100	RTY	RARE 10
XP	60+D6	FCT	FREELANCER

"You've heard of me, right. Then might as well turn yourself in. The don't even tell fairytales about bounties slipping me."

	M	Ws	Bs	S	T	W	I	A	LD
E:	4	4	4	3	3	2	4	1	7

SPEC	DETAIN, BOUNTY, SMALL FRY BOUNTY [WORK ALONE]: You may only have one bounty hunter of any type.
ADV	COMBAT, AGILITY, FEROCITY, SHOOTING, STEALTH FREEZE!, INTIMIDATE



Bounty Hunter – By David Graham

BOUNTY HUNTER



TYP	JUVE	CREW	M, P, [B]	
CR	30	60	RTY	COMMON
XP	11	30+D6	FCT	FREELANCER

"The paper on you says 'dead or alive.' Make me draw my bolt pistol and I'm going to show you door number two."

	M	Ws	Bs	S	T	W	I	A	LD
C:	4	3	3	3	3	1	3	1	7
J:	4	2	2	3	3	1	3	1	6

SPEC	BOUNTY, [SMALL FRY BOUNTY] [WORK ALONE]: You may only have one bounty hunter of any type.
ADV	COMBAT, SHOOTING, STEALTH [FREEZE!], [DETAIN]

CAT BURGLAR



TYP	JUVE	CREW	M, P	
CR	35	55	RTY	RARE 6
XP	0	20+D6	FCT	OUTLAW

"It's really an exchange, the way I see it. They give me stuff they really don't need anyway, and I give them the experience of getting robbed."

	M	Ws	Bs	S	T	W	I	A	LD
C:	4	3	3	3	3	1	3	1	7
J:	4	2	2	3	3	1	3	1	6

SPEC	PICK POCKET, [BURGLARY] TOOLKIT: Grapnel
ADV	AGILITY, STEALTH, [TECHNO] LOW PROFILE, {MASTER THIEF}

CONFESSOR



TYP	ELITE	M, P, B, S	
CR	85	RTY	RARE 9
XP	60+D6	FCT	FREELANCER

"The Emperor's light shines even on the fringe. Step out of your shadow. Confess, and make amends."

	M	Ws	Bs	S	T	W	I	A	LD
E:	4	4	3	3	3	1	3	1	8

SPEC	REDEEMER, INTOLERANT
ADV	FEROCITY, COMBAT, MUSCLE, LEADERSHIP INSPIRING, <UTMOST FAITH>

COURIER



TYP	SPECIALIST	M, P, B	
CR	65	RTY	RARE 8
XP	20+D6	FCT	FREELANCER

"Reliable, secure communication is a rare and valuable resource. I'm your most reliable, most secure option. My rates reflect this simple truth."

	M	Ws	Bs	S	T	W	I	A	LD
S:	4	3	3	3	3	1	3	1	7

SPEC	TRUSTED MESSENGER TOOLKIT: Jump Pack
ADV	AGILITY, FEROCITY, [STEALTH] JUMP PACK TRAINING, LOCAL TOUCH, {KILLER REP}

COURTESAN



TYP	SPECIALIST	M, P	
CR	40	RTY	RARE 8
XP	20+D6	FCT	FREELANCER

	M	Ws	Bs	S	T	W	I	A	LD
S:	4	2	2	2	2	1	3	1	7

SPEC	MISGIVINGS, DISTRACTION, COMFORTING PRESENCE
ADV	AGILITY, STEALTH, {FEROCITY} AMICABLE, INNOCUOUS, {ILLICIT CONTRACT}

DESERTER



TYP	JUVE	CREW	M, P, B	
CR	25	50	RTY	COMMON
XP	+D6	20+D6	FCT	OUTLAW

	M	Ws	Bs	S	T	W	I	A	LD
C:	4	3	3	3	3	1	3	1	7
J:	4	2	2	3	3	1	3	1	6

SPEC	TRoubLED PAST: +10 BE, Roll on the BadXP Table.
ADV	SHOOTING, COMBAT, [STEALTH] LOW PROFILE, [SMALL UNIT TACTICS]

DUSTER



TYP	JUVE	CREW	M, P, [B]	
CR	35	60	RTY	COMMON
XP	10	30+D6	FCT	FREELANCER

"I cut my teeth scraping out life on the most desolate and inhospitable planet in the Fringe. A little adversity is not going to stop me."

	M	Ws	Bs	S	T	W	I	A	LD
C:	4	3	3	3	3	1	3	1	7
J:	4	2	2	3	3	1	3	1	6

SPEC	SCAVENGER, PERSEVERANCE FREE GEAR: Respirator TRoubLED PAST: +10 BE, Roll on the BadXP Table.
ADV	SHOOTING, FEROCITY, [MUSCLE] [IRON STOMACH], [SALVAGE], [LOW MAINTENANCE]



Duster - By Krugg

DEATH CULTIST



TYP	JUVE	CREW	M, P	
CR	20	50	RTY	RARE 6
XP	0	20+D6	FCT	OUTLAW

	M	Ws	Bs	S	T	W	I	A	LD
C:	4	3	2	3	3	1	3	1	7
J:	4	2	1	3	3	1	3	1	6

SPEC	KNIFE FIGHTER, BLOOD THIRSTY, [FOCUSED MELEE TRAINING]
ADV	COMBAT, FEROCITY, [AGILITY] GLANCING BLOW, [ACROBATIC CHARGE], [BATTLE FURY], [THOUSAND CUTS STANCE]

EX-ENFORCER



TYP	JUVE	CREW	M, P, [B]	
CR	25	65	RTY	COMMON
XP	0	20+D6	FCT	FREELANCER

	M	Ws	Bs	S	T	W	I	A	LD
C:	4	3	3	3	3	1	3	1	7
J:	4	2	2	3	3	1	3	1	6

SPEC	DETAIN TOOLKIT: [Shock Maul], [Suppression Shield] HONORABLE DISCHARGE: Crew may be an Imperial for +5 credits. WASHOUT: Juves get +10 BE, roll once on the BadXP Table.
	COMBAT, SHOOTING, [FEROCITY]
ADV	FREEZE!, [THE LOOK], [DRONE CONTROLLER], [DEAD-TO-RIGHTS]

EX-IG SPECOPS



TYP	ELITE	M, P, [B]	
CR	60	RTY	RARE 10
XP	60+D6, 2D6 BE	FCT	FREELANCER

	M	Ws	Bs	S	T	W	I	A	LD
E:	4	3	3	3	3	1	3	1	7

SPEC	TOOLKIT: Mesh Choose one: SNIPER: +1 BS, MARKSMAN. RECON: +1 WS, INFILTRATE. GRENADIER: +1 S, IMPRESSIVE HURL. ARTILLERY: HEAVY WEAPONS TRAINING, SUPPRESSION FIRE.
	SHOOTING, COMBAT, STEALTH, FEROCITY, AGILITY
ADV	SMALL UNIT TACTICS, RADIO MAN, <PROFESSIONAL>

EX-IG OFFICER



TYP	ELITE	M, P, B, S	
CR	85	RTY	RARE 10
XP	60+D6	FCT	FREELANCER

	M	Ws	Bs	S	T	W	I	A	LD
E:	4	4	4	3	3	1	4	1	8

SPEC	SMALL UNIT TACTICS, INSPIRE LOYALTY TOOLKIT: Mesh, Carapace
	SHOOTING, COMBAT, STEALTH, FEROCITY, LEADERSHIP
ADV	TACTICIAN

EX-IG VETERAN



TYP	CREW	M, P, [B]	
CR	50	RTY	RARE 8
XP	40+D6	FCT	FREELANCER

	M	Ws	Bs	S	T	W	I	A	LD
C:	4	3	3	3	3	1	3	1	7

SPEC	VETERAN
	SHOOTING, COMBAT, STEALTH, {MUSCLE}
ADV	SMALL UNIT TACTICS, RADIO MAN, <HEAVY WEAPONS TRAINING>

Citadel Chainsaw Warrior



Ex-IG Veteran – By David Graham

Painted by David Graham 2002

EX-GUARDSMAN

TYP	JUVE	CREW	M, P, B	
CR	25	50	RTY	COMMON
XP	0	20+D6	FCT	FREELANCER

	M	Ws	Bs	S	T	W	I	A	LD
C:	4	3	3	3	3	1	3	1	7
J:	4	2	2	3	3	1	3	1	6

SPEC	WASHOUT: Juves get +10 BE, roll once on the BadXP Table.
ADV	SHOOTING, COMBAT, [STEALTH] SMALL UNIT TACTICS, RADIO MAN

EX-IG ENGINEER

TYP	SPECIALIST	M, P, B	
CR	60	RTY	RARE 7
XP	30+D6	FCT	FREELANCER

	M	Ws	Bs	S	T	W	I	A	LD
S:	4	3	3	3	3	1	3	1	7

SPEC	MECHANIC, DEMOLITION
ADV	SHOOTING, ENGINEERING, TECHNO RADIO MAN, {DRONE CONTROLLER}

FLYBOY

TYP	JUVE	CREW	M, P	
CR	15	30	RTY	COMMON
XP	0	20+D6	FCT	FREELANCER

	M	Ws	Bs	S	T	W	I	A	LD
C:	4	2	3	3	3	1	4	1	7
J:	4	1	2	3	3	1	4	1	6

SPEC	
ADV	PILOTING, FEROCITY, [TECHNO]

GREASE MONKEY

TYP	JUVE	CREW	M, P, [B]	
CR	25	45	RTY	COMMON
XP	0	20+D6	FCT	FREELANCER

	M	Ws	Bs	S	T	W	I	A	LD
C:	4	3	2	3	3	1	3	1	7
J:	4	2	2	3	3	1	2	1	6

SPEC	MECHANIC
ADV	STRENGTH, ENGINEERING, [TECHNO]

GRIFTER



TYP	SPECIALIST	M, P	
CR	55	RTY	RARE 9
XP	20+D6	FCT	OUTLAW

A combination of gambler and drifter, these souls wander from hand to hand, courting Lady Luck and trying to stay one step ahead of Johnny Law.

	M	Ws	Bs	S	T	W	I	A	LD
S:	4	2	3	3	3	1	4	1	7

SPEC	GAMBLER, BLUFF
ADV	SHOOTING, STEALTH, AGILITY SLEIGHT OF HAND, {HIGH ROLLER}

GUN CULTIST



TYP	JUVE	CREW	P, [B]	
CR	35	60	RTY	RARE 6
XP	0	20+D6	FCT	OUTLAW

Much like the death cults, gun cults have sprung up in the cracks of the Imperium. Gun Cultists believe that the essence of the Emperor is distilled in a particular weapons technology.

	M	Ws	Bs	S	T	W	I	A	LD
C:	4	3	3	3	3	1	3	1	7
J:	4	2	2	3	3	1	3	1	6

SPEC	WEAPON SPECIALTY
ADV	SHOOTING, STEALTH, [TECHNO] SPREAD FIRE, [HEADSHOT], [BURN 'EM DOWN], {WEAPONSMITH}, <UTMOST FAITH>

GUNNER



TYP	ELITE	M, P, B, S, H	
CR	60	RTY	COMMON
XP	60+D6	FCT	FREELANCER

	M	Ws	Bs	S	T	W	I	A	LD
E:	4	3	3	3	3	1	3	1	7

SPEC	
ADV	HEAVY, STRENGTH, SHOOTING, TECHNO

HEDGE DOCTOR



TYP	SPECIALIST	M, P	
CR	35	RTY	RARE 7
XP	20+D6	FCT	FREELANCER

	M	Ws	Bs	S	T	W	I	A	LD
S:	4	2	2	2	3	1	3	1	7

SPEC	MEDIC, TRIAGE, TIMID TOOLKIT: Medikit. PROFESSIONAL RIVALRY: The Doc becomes Disruptive if you have another crewmember with the Medic skill.
ADV	TECHNO, AGILITY, STEALTH FIELD DRESS, {CHEMIST}

HITMAN



TYP	JUVE	CREW	M, P, [B]	
CR	20	45	RTY	COMMON
XP	0	20+D6	FCT	OUTLAW

	M	Ws	Bs	S	T	W	I	A	LD
C:	4	3	3	3	3	1	3	1	7
J:	4	2	2	3	3	1	3	1	6

SPEC	LONER
ADV	STEALTH, SHOOTING, [AGILITY] {COMBAT} [KILLER'S TOUCH], [SNEAK ATTACK], [HEADSHOT], [ILLICIT CONTRACT]

HIVE GANGER



TYP	JUVE	CREW	M, P, [B]	
CR	25	50	RTY	COMMON
XP	0	20+D6	FCT	FREELANCER

	M	Ws	Bs	S	T	W	I	A	LD
C:	4	3	3	3	3	1	3	1	7
J:	4	2	2	3	3	1	3	1	6

SPEC	AGORAPHOBIA, BLIND FIGHTING
ADV	COMBAT, FEROCITY, [RANDOM*] 1-2: AGILITY 3-4: STEALTH 5: SHOOTING 6: TECHNO SCAVENGER, STALWART, [DIRTY FIGHTER]

Hitman - By David Graham

Wargames Foundry
Garfields Yardies: Rosemary



Painted by David Graham 2002

IMPRESSIONABLE YOUTH			
TYP	JUVE	Knife, Stubbygun	
CR	15	RTY	RARE 8
XP	-10	FCT	FREELANCER

Every now and again, a crew will find itself burdened with a stowaway who is little more than a child. Usually the stowaway is left at the nearest spaceport, but sometimes the kid manages to endear him or herself to the crew and is allowed to stick around

	M	Ws	Bs	S	T	W	I	A	Ld
J:	3	1	1	2	2	1	2	1	5

SPEC	DISOBEDIENT: If this character is left in reserves, the captain must pass a leadership test or else the little bastard has stowed away on the landing ship. You must take him into to combat, and unless he is within 2" of another crew member, he is subject to Stupidity. In addition, any models within 2" are at -1 Initiative.
	AGILITY
ADV	NEGATIVE EXPERIENCE: This character starts with -10 XP. He gets one advance at -5 XP, and a second advance when he reaches 0. Upon reaching 0 XP, he gets +1 M, Ws, Bs, S, T, I, and Ld and loses the DISOBEDIENT trait.
	IMPRESSIONABLE: On reaching 0 XP, select a "role model" by randomly selecting a member of the crew. The impressionable youth becomes a juve of the role models Archetype. His stats and experience remain the same, but otherwise he gains all the abilities and drawbacks of his new Archetype.



Impressionable Youth – By Widowmaker

MANCHILD			
TYP	JUVE	CREW	M, P, [B]
CR	20	45	RTY COMMON
XP	0	20+D6	FCT FREELANCER

	M	Ws	Bs	S	T	W	I	A	Ld
C:	4	3	3	4	4	1	2	1	6
J:	4	2	2	4	4	1	3	1	5

SPEC	CHILDLIKE, GODLIKE BODY, CLUMSY
ADV	MUSCLE, FEROCITY, [DECKHAND] BULL RUSH, [STALWART], [SHRUG IT OFF], {STRONG BACK}

MARTIAL ARTIST

TYP	JUVE	CREW	M, P, [B]	
CR	35	55	RTY	RARE 7
XP	0	20+D6	FCT	FREELANCER

	M	Ws	Bs	S	T	W	I	A	LD
C:	4	3	2	4	3	1	4	1	7
J:	4	2	2	3	3	1	3	1	6

SPEC	UNARMED COMBAT
ADV	COMBAT, AGILITY, [MUSCLE] [DEFENSIVE STANCE], <ZASHIN>

MECHANICUS ACOLYTE

TYP	SPECIALIST	M, P, [B]	
CR	55	RTY	RARE 8
XP	0	FCT	IMPERIAL

While ordinarily cloistered and insular, Acolytes of the Adaptus Mechanicus are sometimes indentured to privateer crew in order to gain experience in the wider world before they are indoctrinated into the deeper mysteries of the machine god.

	M	Ws	Bs	S	T	W	I	A	LD
S:	4	2	2	3	3	1	3	1	6

SPEC	PRIVATE AGENDA, MECHANIC, BIONIC TRADER <u>MIXED LOYALTIES</u> : Mechanicus, <u>FREE GEAR</u> : Implanted Respirator & Photovisor.
ADV	TECHNO, ENGINEERING, {SHOOTING}, <PILOTING> TECHNOLOGIST, [DRONE CONTROLLER], [BIONIC COMPATIBILITY]

MEDIEVAL-WORLD KNIGHT

TYP	JUVE	CREW	Primitive	
CR	25	50	RTY	RARE 7
XP	0	20+D6	FCT	FREELANCER

	M	Ws	Bs	S	T	W	I	A	LD
C:	4	4	2	3	3	1	3	1	7
J:	4	3	1	3	3	1	3	1	6

SPEC	LUDDITE, STEADFAST, STALWART <u>TOOLKIT</u> : Primitive Armor.
ADV	COMBAT, FEROCITY, [MUSCLE] THE LOOK, [DEFENSIVE STANCE], [SHRUG IT OFF], {IGNORE PAIN}



Medieval-World Knight – By David Graham

MERCENARY



TYP	JUVE	CREW	M, P, [B]	
CR	30	55	RTY	COMMON
XP	0	20+D6	FCT	FREELANCER

	M	Ws	Bs	S	T	W	I	A	Ld
C:	4	3	3	3	3	1	3	1	7
J:	4	2	2	3	3	1	3	1	6

SPEC	SURVIVOR
ADV	SHOOTING, COMBAT, [FEROCITY] [DOUBLE TAP], [HEADSHOT], {PROFESSIONAL}

Mercenary – By David Graham



MISSIONARY



TYP	JUVE	CREW	M, P, [B]	
CR	20	45	RTY	COMMON
XP	0	20+D6	FCT	FREELANCER

	M	Ws	Bs	S	T	W	I	A	Ld
C:	4	3	3	3	3	1	3	1	7
J:	4	2	2	3	3	1	3	1	6

SPEC	INTOLERANT, ALMS
ADV	FEROCITY, MUSCLE, [COMBAT] {IGNORE PAIN}, <UTMOST FAITH>

MUSCLE



TYP	JUVE	CREW	M, P, [B]	
CR	35	55	RTY	COMMON
XP	0	20+D6	FCT	OUTLAW

	M	Ws	Bs	S	T	W	I	A	Ld
C:	4	3	2	4	4	1	3	1	6
J:	4	2	2	4	3	1	3	1	6

SPEC	UNARMED COMBAT, [INTIMIDATE] TROUBLED PAST: +10 BE, Roll on the BadXP Table.
ADV	MUSCLE, FEROCITY, {DECKHAND} BULL RUSH, SHRUG IT OFF, {GUARD}

NAVIGATOR OUTCAST

TYP	SPECIALIST	M, P	
CR	50	RTY	RARE 12
XP	20+D6	FCT	OUTLAW

The great Navigator family guilds take ruthless measures to keep their bloodlines, and therefore their monopoly on interstellar trade, under control. Occasionally, however, politics or intrigue will force a navigator from the fold. These outcasts often end up on the Eastern Fringe, where they can best hide from their former masters in the flickering light of the Astronomican.

	M	Ws	Bs	S	T	W	I	A	LD
S:	4	2	2	3	3	1	3	1	7

SPEC	WARP SIGHT, TRANSFIXING EYE
ADV	PILOTING, ENGINEERING, DECKHAND {HIDDEN PATHS}

NINJA

TYP	ELITE	M, P	
CR	85	RTY	RARE 9
XP	40+D6	FCT	FREELANCER

Masters of stealth, combat, and surprise, the ancient art of the ninja is still taught, even in the furthest reaches of human space.

	M	Ws	Bs	S	T	W	I	A	LD
E:	4	4	3	3	3	1	4	1	7

SPEC	DIVE, SNEAK UP, CAT FALL TOOLKIT: Grapnel, Throwing Stars.
ADV	COMBAT, STEALTH, AGILITY, FEROCITY SNEAK ATTACK, DIVING CHARGE, {UNSEEN WALK}

OLYMPIAN

TYP	JUVE	CREW	M, P, [B]	
CR	35	60	RTY	COMMON
XP	0	20+D6	FCT	FREELANCER

Olympians are near perfect physical specimens and natural athletes. They are more at home, however, in the stadiums of sport than the fields of war. On the Fringe though, one rarely has much of a choice in the matter.

	M	Ws	Bs	S	T	W	I	A	LD
C:	4	3	3	3	3	1	3	1	7
J:	4	2	2	3	3	1	3	1	6

SPEC	THROWING ARM, GODLIKE BODY NOT A WARRIOR: Anytime the fighter rolls a 6 or 8 on the Advance table, on a D6 roll of 4+, re-roll the advance, or choose one of this character's Advances skills.
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ADV	AGILITY, MUSCLE, [FEROCITY] [SPRINT], [LEAP], [SWIFT], [BURST OF SPEED], [IMPRESSIVE HURL], {ADRENALINE CONTROL}, {HAND-EYE COORDINATION}
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PISTOLERO

TYP	JUVE	CREW	P	
CR	25	50	RTY	RARE 7
XP	0	20+D6	FCT	FREELANCER

Devotees of the battle philosopher Montolio, Pistoleros dedicate themselves to mastery of the handgun, forswearing all other weapons, even knives.

	M	Ws	Bs	S	T	W	I	A	LD
C:	4	2	3	3	3	1	3	1	7
J:	4	1	2	3	3	1	3	1	6

SPEC	BATTLE SENSE, [GUNFIGHTER]
ADV	SHOOTING, AGILITY, [FEROCITY] FAST HANDS, [FAN THE HAMMER], [DIVE ROLL], [HEADSHOT], {TRICK SHOT}, <PISTOL MARKSMAN>

PIRATE



TYP	JUVE	CREW	M, P, [B]	
CR	20	45	RTY	COMMON
XP	0	20+D6	FCT	OUTLAW

	M	Ws	Bs	S	T	W	I	A	LD
C:	4	3	3	3	3	1	3	1	7
J:	4	2	2	3	3	1	3	1	6

SPEC	[RAIDER]
ADV	DECKHAND, MUSCLE, [COMBAT] DIRTY FIGHTING

PIT SLAVE



TYP	JUVE	CREW	M, P	
CR	25	50	RTY	RARE 5
XP	0	20+D6	FCT	OUTLAW

	M	Ws	Bs	S	T	W	I	A	LD
C:	4	3	3	3	3	1	3	1	7
J:	4	2	2	3	3	1	3	1	6

SPEC	ANTISOCIAL, PERSEVERANCE TOOLKIT: Pit Slave Weapons INDENTURE: Rather than recruit a runaway, you may purchase a Pit Slave from an authorized dealer for +2D6 Credits. The Pit Slave is a Freelancer, but starts with +5 BE.
ADV	MUSCLE, FEROCITY, [TECHNO] STRONG BACK, [SHRUG IT OFF], [BULL RUSH], [BIONIC COMPATIBILITY], [TECHNOLOGIST]

RAKE



TYP	JUVE	CREW	M, P	
CR	25	50	RTY	COMMON
XP	0	20+D6	FCT	FREELANCER

	M	Ws	Bs	S	T	W	I	A	LD
C:	4	3	3	3	3	1	3	1	7
J:	4	2	2	3	3	1	3	1	6

SPEC	CUTTER, UNENCUMBERED
ADV	AGILITY, COMBAT, [FEROCITY] IMPRESSIVE FOOTWORK, [DIVING CHARGE], [EVADE CHARGE], [DEFENSIVE STANCE], [OPPORTUNIST]

ROGUE TRADER SCION



TYP	ELITE	M, P, B, S	
CR	80	RTY	RARE 9
XP	60+D6	FCT	IMPERIAL

An heir to an ancient and distinguished rogue trader line, but not the heir to the trappings, ship, or charter. The scion, however, still has connections a plenty, which he has used to carve out his own path on the Fringe.

	M	Ws	Bs	S	T	W	I	A	LD
S:	4	4	4	3	3	1	4	1	8

SPEC	HEIRLOOM, XENO TRADER TOOLKIT: Mesh, Carapace, Conversion Field.
ADV	COMBAT, SHOOTING, TECHNO, LEADERSHIP THE LOOK, MOTIVATE

RUNAWAY NOBLE

TYP	SPECIALIST	M, P, [B], <S>	
CR	40	RTY	RARE 8
XP	0	FCT	FREELANCER

	M	Ws	Bs	S	T	W	I	A	LD
J:	4	2	2	3	3	1	3	1	6

SPEC	PROUD, HEIRLOOM, {NOBILITY}
ADV	COMBAT, FEROCITY, {LEADERSHIP} TRUST FUND, THE LOOK

SAVAGE

TYP	JUVE	CREW	Primitive	
CR	15	40	RTY	RARE 6
XP	0	20+D6	FCT	FREELANCER

	M	Ws	Bs	S	T	W	I	A	LD
C:	4	3	3	3	3	1	3	1	7
J:	4	2	2	3	3	1	3	1	6

SPEC	LUDDITE, ANTISOCIAL, STALWART
ADV	FEROCITY, STEALTH, [COMBAT] DIRTY FIGHTER, SCOUT, [IGNORE PAIN]



Shiphand – By Azure

SCAVVY

TYP	JUVE	CREW	M, P, [B]	
CR	30	55	RTY	COMMON
XP	0	20+D6	FCT	OUTLAW

	M	Ws	Bs	S	T	W	I	A	LD
C:	4	3	2	3	3	1	3	1	6
J:	4	2	1	3	3	1	3	1	5

SPEC	LOW MAINTENANCE, SHUNNED MUTATION: Roll once on Mutation table
ADV	STEALTH, FEROCITY, [MUSCLE] SCAVENGER, DIRTY FIGHTER, [INTIMIDATE], [UNSEEN WALK]

SHIPHAND

TYP	JUVE	CREW	M, P, [B]	
CR	20	40	RTY	COMMON
XP	0	20+D6	FCT	FREELANCER

	M	Ws	Bs	S	T	W	I	A	LD
C:	4	2	2	4	3	1	3	1	6
J:	4	2	2	3	3	1	3	1	5

SPEC	STRONG BACK, DIMB BULB: If purchased as a juve, the fighter suffers from CHILDLIKE.
ADV	MUSCLE, DECKHAND, COMBAT BULL RUSH, IMPRESSIVE HURL

SMUGGLER



TYP	SPECIALIST	M, P, B	
CR	60	RTY	RARE 7
XP	20+D6	FCT	OUTLAW

	M	Ws	Bs	S	T	W	I	A	Ld
S:	4	3	3	3	3	1	3	1	7

SPEC	ILLICIT TRADER, BLACK MARKET CONTACTS
ADV	SHOOTING, STEALTH, [DECKHAND] LOW PROFILE, {HARD BARGAINER}

Smuggler – By Auzure



STALKER



TYP	JUVE	CREW	M, P, [B]	
CR	35	55	RTY	COMMON
XP	0	30+D6	FCT	FREELANCER

	M	Ws	Bs	S	T	W	I	A	Ld
C:	4	3	3	3	3	1	3	1	7
J:	4	2	2	3	3	1	3	1	6

SPEC	SCOUT, [SNEAK UP] TOOLKIT: Camouflage.
ADV	STEALTH, COMBAT, [AGILITY] {SNEAK ATTACK}

THUG



TYP	JUVE	CREW	M, P, [B]	
CR	15	40	RTY	COMMON
XP	0	20+D6	FCT	OUTLAW

	M	Ws	Bs	S	T	W	I	A	Ld
C:	4	3	3	3	3	1	3	1	7
J:	4	2	2	3	3	1	3	1	6

SPEC	COWARDLY
ADV	MUSCLE, FEROCITY, COMBAT [INTIMIDATE],

TREASURE HUNTER



TYP	SPECIALIST	M, P, [B]	
CR	55	RTY	RARE 10
XP	20+D6	FCT	FREELANCER

	M	Ws	Bs	S	T	W	I	A	Ld
S:	4	3	3	3	3	1	3	1	7

SPEC	RESEARCHER
ADV	STEALTH, ABILITY, SHOOTING ARTIFACT EXPERT, LOCAL TOUCH

WIZKID			
TYP	SPECIALIST	M, P	
CR	25	RTY	RARE 9
XP	0	FCT	FREELANCER

	M	Ws	Bs	S	T	W	I	A	LD
S:	4	2	2	2	2	1	3	1	7

SPEC	PRODIGY, SALVAGE
ADV	TECHNO, ENGINEERING MECHANIC, [MCGUYVERISM], [TECHNOLOGIST], [CHEMIST], [DRONE CONTROLLER]

WYRD			
TYP	SPECIALIST	M, P	
CR	60	RTY	RARE 9
XP	20+D6	FCT	OUTLAW

	M	Ws	Bs	S	T	W	I	A	LD
S:	4	2	2	3	3	1	3	1	7

SPEC	PSIONIC POWER: MAJOR, PSIONIC POWER: MINOR
ADV	Stealth, AGILITY, FEROCITY

XENOS

DARK ELDAR



TYP	--		
CR	+30	RTY	RARE +2
XP	+10	FCT	XENO

	M	Ws	Bs	S	T	W	I	A	LD
X:	+1	--	--	--	--	--	+1	+1	--

SPEC	CRUEL, DISRUPTIVE, BLIND FIGHTING TOOLKIT: Dark Eldar Pistols, [Basic]
ADV	KILLERS TOUCH, {PSIONIC POWER: MINOR}

ELDAR



TYP	--		
CR	+25	RTY	RARE +2
XP	+10	FCT	XENO

	M	Ws	Bs	S	T	W	I	A	LD
X:	+1	--	--	--	--	--	+1	--	+1

SPEC	PROUD, ALOOF TOOLKIT: Eldar Pistols, [Basic]
ADV	SURE FOOTED, {PSIONIC POWER: MINOR}

DEMIURGE



TYP	--		
CR	+20	RTY	RARE +2
XP	--	FCT	XENO

	M	Ws	Bs	S	T	W	I	A	LD
X:	-1	--	--	--	+1	--	--	--	--

SPEC	ABHUMAN, IRON STOMACH HATRED OF ORKS, TYRANIDS
ADV	[ENGINEERING], {TECHNO} DAUNTLESS, [SHRUG-IT-OFF]

OGRYN



TYP	--		
CR	+60	RTY	RARE +1
XP		FCT	XENO

	M	Ws	Bs	S	T	W	I	A	LD
X:	--	--	--	+3	+2	+1	-1	--	-1

SPEC	HARD AS NAILS, LOYAL, ABHUMAN CHILDLIKE, HIGH UPKEEP TOOLKIT: Scaly Weapons. OGRYNIZED: Weapons that are not normally Unweildy must be "Ogrynized," costing +10 credits and making them Unweildy 5.
ADV	MUSCLE SHRUG-IT-OFF, BULL RUSH, [IGNORE PAIN], {STRONG BACK}, {GUARD}

ORKS



TYP	--		
CR	25	RTY	RARE +2
XP	--	FCT	XENO

	M	Ws	Bs	S	T	W	I	A	LD
X:	--	--	--	+1	+1	--	--	--	-1

SPEC	STALWART DISRUPTIVE, BLOODTHIRSTY TOOLKIT: Ork Melee, Pistols, [Basic]
ADV	[SHRUG IT OFF], [HARD AS NAILS], {UNSTOPPABLE CHARGE}

TAU



TYP	--		
CR	+10	RTY	RARE +1
XP	--	FCT	XENO

	M	Ws	Bs	S	T	W	I	A	LD
X:	--	-1	--	--	--	--	--	--	--

SPEC	PSY DEFENSES, AMICABLE TOOLKIT: Tau Melee, Pistols, [Basic]
ADV	[SHOOTING] DRONE CONTROLLER

RATLING



TYP	--		
CR	+15	RTY	RARE +1
XP	--	FCT	XENO

	M	Ws	Bs	S	T	W	I	A	LD
X:	-1	--	+1	--	--	--	--	--	-1

SPEC	ABHUMAN, WIMP, DIVE, [CHEF]
ADV	[Stealth] PICK POCKET, [BURGLARY], [TRICKSHOT], {MASTER CHEF}, {MARKSMAN}

ARCHETYPE CREATION

I. THE BASELINE

First, you start with the baseline, which is the standard ganger or juve from Necromunda. In specific, here is the entry:

BASELINE ARCHETYPE				
TYP	JUVE	CREW	M, P, [B]	
CR	25	50	RTY	COMMON
XP	0	20+D6	FCT	FREELANCER

	M	WS	BS	S	T	W	I	A	LD
C:	4	3	3	3	3	1	3	1	7
J:	4	2	2	3	3	1	3	1	6

SPEC	[NONE]
ADV	SKILLTABLE 1, SKILLTABLE 2, [SKILLTABLE 3] ADV. SKILL, [ADV. SKILL], {ADV SKILL}

II. ADJUSTMENTS

Next, you adjust his base cost up or down depending on the following criteria:

- ⊕ Primary Stats (M, WS, BS, T, W, A): +/- 10 cr. per point.
- ⊕ Secondary Stats (S, I, LD): +/- 5 cr. per point.

- ⊕ Starting Experience: + 10 cr. for every 10 experience less; -10 cr. for every 10 experience more.
- ⊕ Skill Tables: +/- 5 cr. for greater or lesser access
- ⊕ Melee: -5 cr. if no access
- ⊕ Pistols: -5 cr. if no access
- ⊕ Basic Weapons: -10 cr. if no access
- ⊕ Special Weapons: +15 cr. for access
- ⊕ Heavy Weapons: +30 cr. for access, archetype becomes Elite
- ⊕ Manpower: -10 cr. if 0 manpower.
- ⊕ Special Abilities: +/- 5 to 15 cr. for special abilities / downfalls depending on their power level.
- ⊕ Starting Access to Rare equipment: +2 for starting access to rare equipment, max +5.

SKILL TABLES

AGILITY

- 1: CATFALL
- 2: DODGE
- 3: JUMP BACK
- 4: LEAP
- 5: FAST HANDS
- 6: SPRINT

FEROCITY

- 1: BERSERK CHARGE
- 2: IRON WILL
- 3: IMPETUOUS
- 4: KILLER REPUTATION
- 5: NERVES OF STEEL
- 6: TRUE GRIT

PILOTING

- 1: ACE
- 2: JUMP SENSE
- 3: EVASIVE MANEUVERING
- 4: PUSH IT
- 5: FIGHTER JOCK
- 6: NATURAL

COMBAT

- 1: COMBAT MASTER
- 2: DISARM
- 3: FEINT
- 4: DEFLECT
- 5: COUNTER ATTACK
- 6: STEP ASIDE

HEAVY

- 1: ACCURACY
- 2: SUPPRESSION FIRE
- 3: BULGING BICEPS
- 4: LONG SHOT
- 5: MONKEY GRIP
- 6: WALKING FIRE

SHOOTING

- 1: CRACK SHOT
- 2: FAST SHOT
- 3: GUNFIGHTER
- 4: HIP SHOOTING
- 5: MARKSMAN
- 6: RAPID FIRE

DECKHAND

- 1: STRONG BACK
- 2: BOARDING ACTION VET
- 3: FIXER
- 4: DECK BOSS
- 5: HARPOONER
- 6: CHEF

LEADERSHIP

- 1: PROFESSIONAL
- 2: FIRM HAND
- 3: MOTIVATE
- 4: TACTICIAN
- 5: INSPIRATIONAL
- 6: INFORMANT NETWORK

STEALTH

- 1: AMBUSH
- 2: DIVE
- 3: ESCAPE ARTIST
- 4: EVADE
- 5: INFILTRATION
- 6: SNEAK UP

ENGINEERING

- 1: MORE POWER
- 2: MACHINIST'S TOUCH
- 3: TROUBLESHOOTER
- 4: FABRICATOR
- 5: FINE TUNING
- 6: MIRACLE WORKER

MUSCLE

- 1: BODY CHECK
- 2: HARD AS NAILS
- 3: IMPRESSIVE HURL
- 4: JUGGERNAUT
- 5: HURL OPPONENT
- 6: IRON JAW

TECHNO

- 1: ARMORER
- 2: CHEMIST
- 3: INVENTOR
- 4: MEDIC
- 5: SPECIALIST
- 6: WEAPONSMITH

MASTER SKILL LIST

AGILITY

ACROBATIC CHARGE
BURST OF SPEED
CATFALL
DIVE ROLL
DIVING CHARGE
DODGE
EVADE CHARGE
FAST HANDS
GLANCING BLOW
GUARD
HAND-EYE
COORDINATION
JUMP BACK
LEAP
SURE FOOTED
SPRINT
SWIFT

COMBAT

COMBAT MASTER
COUNTER ATTACK
CUTTER
DEFENSIVE STANCE
DEFLECT
DERVISH
DETAIN
DIRTY FIGHTER
DISARM
FEINT
IMPRESSIVE FOOTWORK
OPPORTUNIST
STEP ASIDE
THOUSAND CUTS
STANCE
UNARMED COMBAT

DECKHAND

ABLE CREWMAN
ALMS
BLACK MARKET
CONTACTS
BOARDING ACTION
VET
BOUNTY
CHEF
DECK BOSS
FIXER
HARD BARGAINER
HARPOONER
HEIRLOOM
INVESTIGATOR
LOCAL TOUCH

LOW MAINTENANCE
MASTER CHEF
RAIDER
SCAVENGER
STRONG BACK
STRONG MAN

ENGINEERING

FABRICATOR
FINE TUNING
MACHINIST'S TOUCH
MECHANIC
MIRACLE WORKER
MORE POWER
TROUBLESHOOTER

FEROCITY

BATTLE FURY
BATTLE SENSE
BERSERK CHARGE
BLOOD REVEL
CONTROLLED FRENZY
DAUNTLESS
FREEZE!
PERSEVERANCE
IGNORE PAIN
IMPETUOUS
IRON WILL
KILLER REP
KILLER'S TOUCH
LAST STAND
NERVES OF STEEL
PSI DEFENSES
STEADFAST
SURVIVOR
THE LOOK
TRUE GRIT
ZASHIN

HEAVY

ACCURACY
BOOMER
BULGING BICEPS
LONG SHOT
MONKEY GRIP
WALKING FIRE

LEADERSHIP

AMICABLE
BLUFF
COMFORTING
PRESENCE

DISTRACTION
FIRM HAND
INFORMANT NETWORK
INSPIRATIONAL
INSPIRE LOYALTY
MOTIVATE
PROFESSIONAL
SMALL UNIT TACTICS
TACTICIAN
UTMOST FAITH

MUSCLE

ADRENALINE CONTROL
BIONIC COMPATIBILITY
BODY CHECK
BULL RUSH
CRUSHING BLOW
GODLIKE BODY
HARD AS NAILS
HURL OPPONENT
IMPRESSIVE HURL
INTIMIDATE
IRON JAW
IRON STOMACH
JUGGERNAUT
SHRUG IT OFF
STALWART
THROWING ARM
UNSTOPPABLE CHARGE

PILOTING

ACE
EVASIVE
MANEUVERING
FIGHTER JOCK
HIDDEN PATHS
JUMP SENSE
NATURAL
PUSH IT

SHOOTING

BURN 'EM DOWN
CRACK SHOT
DEAD-TO-RIGHTS
DOUBLE TAP
FAN THE HAMMER
FAST SHOT
GUNFIGHTER
Gunfu
HEADSHOT
HEAVY WEAPONS
TRAINING
HIPSHOOTING

MARKSMAN
PISTOL MARKSMAN
RAPID FIRE
SPREAD FIRE
SUPPRESSION FIRE
TRICK SHOT
WEAPON SPECIALTY

STEALTH

AMBUSH
BLIND FIGHTING
DIVE
ESCAPE ARTIST
EVADE
ILLICIT TRADER
INFILTRATION
INNOCUOUS
LOW PROFILE
MISGIVINGS
PICK POCKET
SCOUT
SLEIGHT OF HAND
SNEAK ATTACK
SNEAK UP
UNSEEN WALK

TECHNO

ARMORER
ARTIFACT EXPERT
BIONIC TRADER
CHEMIST
DEMOLITION
DRONE CONTROLLER
FIELD DRESS
INVENTOR
MCGUYVERISM
MEDIC
RADIO MAN
RESEARCHER
SALVAGE
SPECIALIST
TECHNOLOGIST
TRIAGE
WEAPONSMITH
XENO TRADER

Traits

ABHUMAN
AGORAPHOBIA
ALOOF
ANTISOCIAL
BLOODTHIRSTY
CARELESS

CATATONIC
CHILDLIKE
CLUMSY
COWARDLY
CRUEL
DEADBEAT
DEATH WISH
DEPRAVED
DISGRUNTLED
DISRUPTIVE
FOCUSED MELEE
TRAINING
FRAGILE MIND
HIGH UPKEEP
INTOLERANT
LAZY
LONER
LOYAL
LUDDITE
MIXED LOYALTIES
MOST WANTED
NOBILITY
PHOBIA
PRIVATE AGENDA
PRODIGY
PROUD
RASH
RECKLESS
SCARDY CAT
SHUNNED
TAINT OF KHORNE
TAINT OF NURGLE
TAINT OF SLAANESH
TAINT OF TZEENCH
TICKING TIMEBOMB
TIMID
UNENCUMBERED
WIMP

PROFESSIONS

BURGLARY
GAMBLER
HIGH ROLLER
ILLICIT CONTRACT
LEADER
MASTER THIEF
REDEEMER
SMALL FRY BOUNTY
TRUST FUND
TRUSTED MESSENGER
VETERAN

SKILL DESCRIPTIONS

ABHUMAN (TRAIT)

While far from accepted, these xenos are close enough to humans that there is no order to shoot them on sight. These xenos are not considered to be outlaws, and will not be taken into custody during a raid by customs. (They may, however, still be an outlaw if they belong to an outlaw archetype.)

ABLE CREWMAN (DECK HAND)

Able Crewman are the experienced veterans of a Fringerunner's crew. Increase the ship's Wounds and Initiative by +1 while this crewman is part of the crew. Each ship may benefit from up to two Able Crewmen at a time.

ACCURACY (HEAVY)

This crewman is especially skilled with blast weapons. Any weapon this fighter uses that has a blast template will only scatter half the distance indicated by the scatter dice.

ACE (PILOTING)

The pilot is a master of areal and space maneuvering. If an Ace is piloting, the ship gets +1 to its Weapon Skill. If an Ace is piloting a drop ship, he reduces the penalty for landing stunts by 2.

ACROBATIC CHARGE (AGILITY)

When this fighter charges, he may ignore difficult terrain and gains a 2+ unmodified save against any overwatch shots.

ADRENALINE CONTROL (MUSCLE)

Once per game, the fighter gets +1 to all his stats and is immune to pinning for one turn. If he is wounded, roll on the injury table as normal at the start of his next turn.

AGORAPHOBIA (TRAIT)

This character is unnerved by open spaces. Whenever this character is not within 2 inches of a terrain feature, he gets -1 Initiative, -1 Leadership, and cannot use another character's leadership.

ALMS (DECKHAND)

This character adds no credits to the ship's upkeep. In addition, the crew may take the Beg PGA once for each crew member with this skill:

PGA	Beg	Manpower	1
D6 Credits are added directly to your stash.			
By	Alms Skill		

ALOOF (TRAIT)

This character may not be a leader and will never challenge for leadership. In addition, once weapons or equipment are given to him, you may not remove them to give them to another character.

AMICABLE (LEADERSHIP)

This fighter brings a certain likableness that smooths life on the ship considerably. +1 to the Ship's Leadership. A ship can only benefit from one Amicable character at a time.

AMBUSH (STEALTH)

If the fighter goes on overwatch then he can also hide. Normally a fighter must expend his entire turn to go into overwatch, but a fighter with Ambush may do both.

ANTISOCIAL (TRAIT)

This character does not count as a friendly model within 2" for the purpose of helping other models escape pinning.

ARMORER (TECHNO)

The armorer checks all weapons being used by the crew before the mission. For each Armorer in the crew, you may take the crew may take the Armorer PGA once

PGA	Armorer	Manpower	2
All fighters in the gang add +1 to all ammo rolls (including a roll to determine if a weapon explodes) for the next encounter in the campaign round. A roll of a 1 always fails regardless of the required result.			
By	Armorer Skill		

ARTIFACT EXPERT (TECHNO)

+1 to the rare trade roll to find one artifact. You may re-roll the result on the artifact table if an artifact is located.

BATTLE FURY (FEROCITY)

This fighter's fury is so great that he can ignore grievous wounds when locked in melee combat. If the fighter is taken out of action in melee combat, immediately fight another round of combat. Whatever the result, this fighter is taken out of action at the end of this bonus combat.

BATTLE SENSE (FEROCITY)

This character's fire arc is 360 degrees. In addition, the Sneak Attack skill is ineffective against this fighter, and he can spot enemies in a 360 degree arc before the alarm has sounded.

BERSERK CHARGE (FEROCITY)

If the model charged that turn then he rolls an extra +D3 Attack dice during the hand-to-hand combat.

BIONIC COMPATIBILITY (MUSCLE)

This fighter's system adapts so well to bionic implants that he may remove bionics during the post-game phase and substitute them with a new bionic part. In addition, after 100 experience, he may support an extra bionic arm or pit slave weapon. The extra arm must be purchased separately.

BIONIC TRADER (TECHNO)

This character's contacts know where to get the best Bionics. +3 to one rare trade roll to find a Bionic.

BLACK MARKET CONTACTS (DECKHAND)

If the goods are illegal, chances are this fighter knows where to look for them, and what they are worth. Your crew gets +1 on one rare trade roll to find illegal items. Subtract up to 2d6 from the variable cost for the item found.

BLIND FIGHTING (STEALTH)

Whenever visibility is limited, for instance by treacherous conditions or night fighting, Blind Fighters may add twice their Initiative value to the distance they could otherwise see or shoot.

BLOOD REVEL (FEROCITY)

If this character takes an opponent out of action in melee combat, he may forego his follow-up move to force the enemy to roll twice on the Serious Injury table.

BLOODTHIRSTY

If this character is within charge distance of an enemy, he must charge unless he can pass a leadership check.

BLUFF (LEADERSHIP)

This character can use his silver tongue to save his hide. Once per turn, one enemy within 8 inches must pass a leadership check or be unable to target this fighter with any hostile actions. The bluff is ruined, however, if this character takes a hostile action against the target of the bluff.

BOARDING ACTION VET (DECK HAND)

If this character is taking part either in attacking or defending a boarding action, add +2 dice to the dice pool.

BODY CHECK (MUSCLE)

If the model charged that turn then he may take a Strength test at the start of the hand-to-hand phase. If the test is passed then an opponent's Weapon Skill is reduced to 1 for the duration of the turn. In addition, this fighter adds BULL RUSH as an Archetype Advancement skill.

BOOMER (HEAVY)

This fighter is exceptionally skilled with explosives. Any weapon with a blast template will only scatter half as far.

BOUNTY (DECKHAND)

Whenever your crew captures or kills an enemy, on the roll of a 5+, this fighter identifies him as an outlaw with a bounty on his head. You may turn the outlaw and its equipment — its evidence you see — to the nearest planetary authority for a bounty as if you were taking part in the Bounty Hunt objective.

BULGING BICEPS (HEAVY)

This fighter is allowed move and shoot with weapons that are normally move-or-fire. However, if this fighter moves and fires in the same turn, he suffers a –1 to-hit penalty.

BULL RUSH (MUSCLE)

If this character passes a Strength test while charging, he may push his opponent back up to D6 inches. If pushed, his opponent must pass a Strength test or he fights as ½ Weapon Skill (rounded down) for the first round of combat.

BURGLARY (PROFESSION)

Grants the crew access to the Burglary post-game action.

PGA	Burglary	Manpower	1
Income: D6 x 5 credits. Add 1 die to the troublemaker pool.			
By	Burglary skill.		

BURN 'EM DOWN (SHOOTING)

This fighter may take one shot at an enemy who is charging him from his front 90 degree arc. No modifiers apply to this shot, and the target is not pinned by the shot.

BURST OF SPEED (AGILITY)

This character gets +2 movement for a turn. However, he must pass a toughness test or be pinned at the end of his movement.

CARELESS (TRAIT)

The ganger doesn't take the time to properly care for his weapons. Subtract 1 from all ammo rolls.

CATATONIC (TRAIT)

The fighter has finally seen too much, and his mind snaps like a dry piece of kindling. You find him after the battle rocking back and forth, a glazed over look in his eyes. The fighter can no longer take part in any battles or in the post game, but the gang must still provide for him (i.e., he counts toward the crew's upkeep). You may decide to expel him from the crew, but to do so gives the leader 5 BE. Roll 2d6 during every post-game phase: on the roll of a 2, the catatonic fighter snaps out of it.

CATFALL (AGILITY)

This fighter can pass an initiative test to avoid damage from falling, but he is still pinned if the fall was greater than three inches. The fighter is also no longer restricted to jumping down from heights of no more than 3", but falls of more than 12 still automatically take the fighter out of action.

CHEF (DECK HAND)

This character is a master at making the crew's provisions stretch. –10 credits to the Crew's upkeep. This increased to –20 credits when this fighter reaches 100 experience.

CHEMIST (TECHNO)

PGA	Chemist	Manpower	1
If the character with the Chemist skill passes a leadership check, add one of the following to your stash:			
⊕ D3 Stims			
⊕ 1 dose of 'Slaughter			
⊕ 1 dose of Blade Venom			
By	Chemist Skill		

CHILDLIKE (TRAIT)

This fighter suffers from Stupidity. He will stop suffering from Stupidity, however, if his Initiative plus Leadership characteristics are ever greater than 10.

CLUMSY (TRAIT)

Double the distance to spot this character. Also, his initiative is -1 to avoid falling.

COMBAT MASTER (COMBAT)

If the model is attacked by multiple opponents in hand-to-hand combat then the enemy models don't gain the usual attack dice and Combat Score bonuses. This fighter can also use his enemies' numbers against them. For each opponent he is engaged with over one, add +1 to the models Weapon Skill. He also adds [Cutter] to his Advances.

COMFORTING PRESENCE (LEADERSHIP)

The crew gains access to the Comfort post-game action:

PGA	Comfort	Manpower	1
Remove up to D6 + ½ this character's Leadership Bad Experience accumulated by members of your gang this campaign round. You may not remove Bad Experience from past campaign rounds.			
By	Comforting Presence skill.		

CONTROLLED FRENZY (FEROCITY)

This fighter has learned to focus and control his inner rage. He automatically passes any leadership test required to control Frenzy.

COUNTER ATTACK (COMBAT)

The fighter is able to repulse his opponent's advances, swiftly turning defense into attack. Each hand-to-hand combat the model can re-roll one of his Attack dice.

COWARDLY (TRAIT)

If there are no allies within 2", this character must take a break check whenever he is hit with a shot. If the check fails, he breaks instead of being pinned.

CRACK SHOT (SHOOTING)

If the model inflicts any damage when making a ranged attack and must make an injury roll, then the enemy model will be taken out of action on a roll of 5 or 6 instead of just a 6. When using special injury charts (eg needle guns or high impact) add 1 to the highest result band in the same way as above. Note this only applies when making the initial injury roll, not to injury rolls made in the recovery phase. Alternatively, you may re-roll the result on the Critical Hit table instead.

CRUEL (TRAIT)

If at the beginning of his turn, this fighter is within 4" of an enemy who is stunned, down, or otherwise helpless, he must pass a leadership check or he loses his turn (which is spent doing something mean and painful to his helpless foe.)

CRUSHING BLOW (MUSCLE)

A model with Crushing Blow adds +1 to the Strength of weapons used in hand-to-hand combat. He may also re-roll critical hits in hand-to-hand combat.

CUTTER (COMBAT)

This character takes pride in taking down his foes toe-to-toe. He gets +2 experience for every wounding hit scored in melee combat.

DEADBEAT (TRAIT)

This crewman just lays around the ship all day, claiming injury, illness, or the like. He does not add any Manpower to the ship. And, unless the Captain passes a leadership check, the deadbeat is treated as being out of commission due to “old battle wounds” until the next post-game phase. If you try to kick him off the crew, however, he’ll steal half your profit for that post-game phase.

DEAD-TO-RIGHTS (SHOOTING)

One pinned enemy in line-of-sight and within 8 inches of this fighter must take a leadership check. If the check fails, the enemy may not recover from pinning so long as this fighter does not shoot during this turn. If the enemy is engaged in hand-to-hand combat, he is automatically taken out of action and Captured. This skill only works if this fighter would be able to shoot the pinned enemy.

DEATH WISH (TRAIT)

Although he never shares it with anyone, his past must be so horrible that some part of him just wants to die. Sometimes, in the stress of combat, this manifests itself into recklessness. Once per encounter, the GM can force the veteran to take a leadership test. If the test fails, the GM can move the veteran for the turn.

DECK BOSS (DECK HAND)

The captain may give the orders, but the Deck Boss makes sure everyone is where they need to be and doing what they need to be doing. Adds +1 to the crew’s Edge so long as the Deck Boss is a member of the crew. This fighter also gains access to the {Leadership} skill table.

DEFENSIVE STANCE (COMBAT)

No Combat skills, sword parries or other melee weapon special rules may be used in melee combat against this character if he selects this stance. This character, however, may use no other skills either.

DEFLECT (COMBAT)

The fighter is able to knock aside blows using the flats of his hands and the haft of his

weapons. During each hand-to-hand combat the model can force his opponent to re-roll one of his Attack dice.

DEMOLITION (TECHNO)

Planted explosives (such as Melta-Bombs or Krak grenades) have +2 Strength. In addition, this character can use a planted explosive to blow a man-sized hole in a wall or building, allowing models to pass through otherwise blocking terrain.

DEPRAVED (TRAIT)

At the beginning of the post-game phase, the captain must pass a leadership check. If he fails, this character has slipped out during the night and committed some horrible atrocity upon the local population. +4 dice to the Troublemaker pool.

DAUNTLESS (FEROCITY)

Odds!? This guy doesn’t care about odds. This fighter may take a Leadership check at the start of melee; if the check passes, neither combatant adds their Weapon Skill to the D6 roll.

DERVISH (COMBAT)

If this fighter engages another enemy with a follow-up move, he may fight this combat immediate. The Dervish may fight a number of combats per turn up to his Initiative.

DETAIN (COMBAT)

Models taken out of action in close combat by this fighter are automatically captured, regardless of who wins the game so long as this character himself is not taken out of action.

DIRTY FIGHTER (COMBAT)

If the first round of melee combat was a draw, this character pulls a nasty trick to give himself the advantage. Halve your opponents Weapon Skill, rounding up, for the second round of combat only.

DISARM (COMBAT)

The model may use this skill against one close combat opponent at the start of the hand-to-hand phase. The model must take an Initiative test. If the test is passed then he knocks his opponent's weapons aside and he must fight the remainder of the turn using only a knife. It's assumed the fighter recovers his weapons in time for the next turn.

DISGRUNTLED (TRAIT)

The fighter is unhappy with the way the crew is being run, but not unhappy enough to do anything about it . . . yet. If the fighter suffers another effect that makes him Disgruntled, he leaves the crew, taking with him his equipment. If the fighter is an outlaw, he also takes D6x5 credits from the Crew's stash. The Disgruntled skill cancels out with the Loyal skill, so the fighter is neither Loyal or Disgruntled.

DISTRACTION (LEADERSHIP)

Enemies within 12 inches and line of sight have trouble concentrating, and therefore suffer an additional -1 penalty to all dice rolls. If the character with this skill is pinned, down, or broken, this skill does not apply.

DISRUPTIVE (TRAIT)

As long as this character is part of your crew, -1 to the Ship's leadership.

DIVE (STEALTH)

A fighter with this skill can run and hide in the same turn. (Normally a fighter who runs cannot hide, but a fighter with this skill can do both.)

DIVE ROLL (AGILITY)

Whenever this character is pinned, he may move 3" in a direction of his choice.

DIVING CHARGE (COMBAT)

This character may leap up to D6" from a ledge (or 2D6" if they have the Leap skill) in an attempt to charge a model on a lower level. If the leap falls short, the charge fails and character takes falling damage as normal. If the leap is long enough to reach the target, however, fight a round of combat as normal. In

addition to the normal damage of combat, the loser also takes the damage from the fall. In the case of a draw, both fighters take ½ the falling damage, rounded down.

DRONE CONTROLLER (TECHNO)

Increase the Control Range of drones by 6 inches.

DODGE (AGILITY)

A model with this skill receives a 6+ special save against hits from shooting.

DOUBLE TAP (SHOOTING)

If this character does not move, shots at close range do 2 wounds. Pistol and Basic weapons only.

ESCAPE ARTIST (STEALTH)

This fighter may never be captured. If he would be subject to an event that would capture him, he escapes unharmed with all equipment and gets D6 experience. The fighter also gains INFILTRATION as an Archetype Advance.

EVADE (STEALTH)

This fighter ducks and weaves as he moves, making him very hard to hit. Any enemy shooting from short range suffers a -2 to hit penalty, while any enemy shooting at long range suffers a -1 penalty. This penalty only applies if the fighter is in the open and not if is benefitting from a cover modifier.

EVADE CHARGE (AGILITY)

If this fighter can pass an initiative check, he manages to step out of the way and trip the charging attacker. The attacker continues to move D6" in a straight line and is pinned at the end of his move. If this extra movement takes him over a ledge, he automatically falls.

EVASIVE MANEUVERING (PILOTING)

If a pilot with evasive maneuvering is running from a fight, he gets +2 to his Weapons Skill. Note, however, that if the pilot opts to do evasive maneuvering, the ship may not return fire if it wins combat, even if it has a dorsal turret. If the pilot is in a drop ship, all overwatch shots during landing are at -1 to hit.

FABRICATOR (ENGINEERING)

The engineer is an expert in metal craft, so if he has the proper equipment, he is able to hand-make any spare parts that are difficult to find. If the fabricator has access to a machine shop, he may ignore the rarity requirement and the variable cost for repairs. If there are multiple rarities in order to avoid a permanent statistic loss, he may only ignore the lower value: thus you must still search for the higher value to avoid permanent damage.

FAN THE HAMMER (SHOOTING)

If this character does not move, he may shoot a pistol of his choice with 1 Sustained Fire die. This skill may not be combined with other shooting skills, and the weapons ammo roll is "auto" until the end of the turn.

FAST HANDS (AGILITY)

Whenever this fighter takes part in the Quick Draw set piece, he may double his initiative. In addition, his fast hands offset the encumbrance of slinging a rifle in melee, and so he may carry a single basic or special weapon and still receive a bonus for fighting with two hand-to-hand weapons as if he had only had hand-to-hand weapons.

FAST SHOT (SHOOTING)

The model is allowed to go onto overwatch even if he moved in the same turn. However, he still cannot go onto overwatch if he ran. Normally a fighter must expend his entire turn to go on overwatch, but a fighter with the Fast Shot skill can also move.

FEINT (COMBAT)

The fighter uses cunning feints to lure his opponent into making mistakes. Hand-to-hand

opponents will fumble on a roll of 1-2, instead of the usual roll of 1.

FIELD DRESS (TECHNO)

This character counts as having a medi-pack. If he uses this skill in conjunction with a medi-pack, the recipient automatically recovers to a flesh wound.

FIGHTER JOCK (PILOTING)

A fighter Jock may make a pinpoint strike and receive the bonus for multiple combatants. However, instead of rolling the ship's sensors to see if the strike is successful, he must make an initiative test. The fighter also receives +1 to hit when firing any drop ship weapons.

FINE TUNING (ENGINEERING)

The engineer always makes sure that the ship's systems are running in the finest possible working order, and because of this extra care, the ship is extra reliable. You may re-roll the Ship's first failed reliability save each encounter.

FIRM HAND (LEADERSHIP)

This fighter is known to keep his subordinates in line and performing. For each member of the crew with the Firm Hand skill, you may ignore the effects of one negative skill or detrimental effect for one crew member with fewer experience. You must choose which crew member, and which detrimental effect you wish to ignore at the start of the campaign round.

FIXER (DECK HAND)

PGA	Fixer	Manpower	1
Reroll any one die used to generate income.			
By	Fixer skill.		

FOCUSED MELEE TRAINING (TRAIT)

Whenever this character rolls a 6 or 8 on the advancement table, he increases his Weapon Skill on the roll of a 1-5, and his Ballistic Skill on the roll of a 6.

FRAGILE MIND (TRAIT)

Stress causes this fighter to act in strange ways. If the fighter fails a leadership check, treat him as if he was hit by a hallucinogen grenade.

FREE GEAR: [EQUIPMENT NAME]

This fighter receives for free the piece of gear listed in brackets. Although you do not have to pay for it, the cost of the gear is still added to the fighter's cost for the purposes of determining gang rating. Free Gear may not be traded to another member of the crew.

FREEZE! (FEROCITY)

The enforcers will tell you that every now and again a well worded command will cause an enemy to hesitate just long enough to take him down. One enemy within 6 inches at the start of the shooting phase must take a leadership check. If the check fails, that enemy is pinned.

GAMBLER

PGA	Gamble	Manpower	1
Income D6x5 credits. If you roll a 6, the Gambler is on a roll: you may make another D6x5 credits.			
If, however, you roll a 1 at any time, the Gambler goes bust and you lose all your winnings and take an additional d6x5 credits for a loss. If this roll comes up a 1, the Gambler has been caught cheating. Make an Initiative check: Pass and the Gambler escapes but add +2 dice to the Troublemaker pool. Fail and the Gambler has to roll on the serious injury table.			
By	Gambler skill.		

GLANCING BLOW (AGILITY)

This fighter knows how to roll with the punches, thus avoiding most of their power. In melee combat, this fighter may pass an Initiative check to change any downed result to a flesh wound.

GODLIKE BODY (MUSCLE)

+1 to racial maximums for Strength, Toughness, Wounds, and Initiative. In addition, this character may re-roll any skills selected from the Muscle skill table.

GUARD (AGILITY)

If this character first passes an Initiative test, he may substitute himself for an ally within 2" who is the target of a shooting attack, or who is engaged in hand-to-hand combat. Physically switch the position of the guard and the target. This skill may only be used once a turn.

GUNFIGHTER (SHOOTING)

The fighter can aim and fire a pistol from each hand. This enables him to take two shots in the shooting phase if he is armed with two pistols. If equipped with a basic, special, or heavy weapon, the fighter will be too encumbered to make use of both pistols and cannot use this skill. This skill may be used with Fast Shot or Rapid Fire, but only adds 1 additional attack.

GUNFU (SHOOTING)

The fighter may trade two hits in melee combat to make a shooting attack with a pistol weapon. This may only be used once per round of melee combat.

PERSEVERANCE (FEROCITY)

This fighter automatically passes the toughness test to recover in time for the next encounter. Also, serious injuries to this character do not reduce the ship's manpower.

HAND-EYE COORDINATION (AGILITY)

If this character passes an initiative check, he may catch any weapon thrown at him (including grenades). This character can then throw the weapon back, rolling to hit as normal.

HARD AS NAILS (MUSCLE)

The fighter is so tough and resistant that he gets a 6+ armor save which can be combined with any other forms of armor.

HARD BARGAINER (DECKHAND)

PGA	Hard Bargain	Manpower	3
You may search for one rare trade item. If the item is found, subtract D6x5 from its cost.			
By	Hard Bargainer Skill		

HARPOONER (DECK HAND)

Harpooner is an honorary title given to master gunners. +1 to the Ship's Ballistic Skill while this fighter is on board.

HEADSHOT (SHOOTING)

If this character does not move, shooting attacks at close range are at +1 Strength with an additional -1 save modifier.

HEAVY WEAPONS TRAINING (SHOOTING)

This character can now use heavy weapons and his type is changed to Elite.

HEIRLOOM (DECK HAND)

This character automatically receives one random piece of equipment from the trading post. You may not sell this piece of equipment or trade it to any other fighter.

HIDDEN PATHS (PILOTING)

This character has learned many secrets of traversing the warp. While this character is on board, when traveling on the Port-O-Call table, you may choose travel on the '10s' rather than the '1s.' For example, in a Move 2 ship, if you roll a 26 (Free World) on the table, you can travel to 36 (The Ork Problem), or 46 (Authoritarian Government).

HIGH ROLLER (PROFESSION)

As the Gambling skill, except the stakes are increased to D6x10 and you add +4 dice to the Troublemaker pool if caught cheating..

HIGH UPKEEP (TRAIT)

This fighter increases the ship's upkeep value by an additional 10 credits.

HIP SHOOTING (SHOOTING)

The fighter is allowed to shoot even if he ran in the same turn. However, if he does run he will suffer a additional -1 to hit and cannot use bonuses from gun sights. Note that it is impossible for this fighter run and shoot with a move or fire weapon unless he also has the Bulging Biceps skill.

HURL OPPONENT (MUSCLE)

The model may use this skill against one close combat opponent at the start of the hand-to-hand phase. The model must take a Strength test. If the test is passed then the opponent is thrown in a direction of your choice up to D6". The hurled model is unharmed but pinned. He can also be hurled at an enemy fighter, in which case he will stop at the target and both models are pinned. Note that the best way to use this skill is to throw opposing models off tall buildings!

IGNORE PAIN (FEROCITY)

If this character receives a "downed" result, he can choose to continue to fight as if he suffered a flesh wound. The fighter continues to roll for recovery, however, and will go out of action on a 5+. If the recovery roll is a 1, he recovers but does not suffer an additional flesh wound.

ILLICIT CONTRACT (PROFESSION)

This skill unlocks the following post-game action.

PGA	Illicit Contract	Manpower	2
Income: D6 x 5 or {D6 x 10} credits, and +2 Troublemaker dice. On the roll of a 1, this character with the Illicit contract skill must pass an initiative test or suffer a serious injury.			
By	Illicit Contract Skill		

ILLICIT TRADER (STEALTH)

The smuggler is expert at not only sneaking goods past planetary customs officials, but also at fetching top dollar for good that are of questionable legality. If any Customs Troublemaker events are triggered, this fighter may take a Leadership check: remove one '1' from the Troublemaker pool for each point of success.

IMPETUOUS (FEROCITY)

Usually a fighter that is pinned, down or using a follow-up move can only move up to 2 inches. However, a model with this skill can move up to 4 inches instead.

IMPRESSIVE FOOTWORK (COMBAT)

If this fighter wins the round of melee combat, or if it is a draw, you can move both combatants 2" in a direction of your choice and position the fighters as you see fit. If this movement causes the enemy fighter to be pushed next to a wall, ledge, or other obstacle, the opponent fights at ½ his Weapon Skill, rounded down, for the following round of combat.

IMPRESSIVE HURL (MUSCLE)

Any weapon whose range is determined by this character's Strength gains an "extreme range" equal to ½ the maximum range.

INFILTRATION (STEALTH)

A model with this skill can be deployed anywhere on the battlefield at the end of your first turn, though not within 8" of an enemy model.

INFORMANT NETWORK (LEADERSHIP)

This fighter has eyes and ears scattered around the fringe. During the post-game phase, make a leadership check. If the check passes, you may add or subtract 2 to the next roll on the CEC table. If the leadership check rolls a 2, you may add or subtract 4. This skill is cumulative with modifiers from other sources.

INNOCUOUS (STEALTH)

If this character has not yet attacked this scenario, enemies must pass a leadership check to target him.

INSPIRATIONAL (LEADERSHIP)

This fighter commands the highest loyalty and respect. If the fighter with this skill also has the Leader skill, then allies within 12" can use his leadership for any leadership tests. Otherwise, this fighter gains the Small Unit Tactics skill.

INSPIRE LOYALTY (LEADERSHIP)

If an ally, who is using this character's leadership, passes a leadership test by rolling a natural 2, that ally gains the Loyal skill.

INTIMIDATE (MUSCLE)

One of this character's jobs is to look imposing and to threaten physical pain in order to speed negotiations. This fighter may take the following post-game action:

PGA	Intimidation	Manpower	1
Select another post-game action that will be taken by your crew. You may re-roll any one die roll, but the re-rolled result stands, even if it's worse.			
By	Intimidate Skill		

INTOLERANT (TRAIT)

This character cannot be a member of any crew that contains a Xeno, mutant, or psyker. If a Xeno, mutant, or psyker is added to the crew, this fighter will leave with any equipment he has.

INVENTOR (TECHNO)

The crew may take the Inventor PGA once per crewmember with this skill.

PGA	Inventor	Manpower	1
On the D6 roll of a 6 the model has invented something! Add one randomly selected item from the rare trade chart to your stash.			
By	Inventor Skill		

INVESTIGATOR (DECKHAND)

This fighter is an expert at gathering leads to track down rare items and hard to find archetypes.

PGA	Investigate	Manpower	1
Select another post-game action that will be taken by your crew that requires a rare trade roll. You may add D3 to the final roll.			
By	Investigator Skill		

IRON JAW (MUSCLE)

This fighter reduces the Strength of each hit he suffers in melee combat by 1 point. In addition, if the roll to-wound is the bare minimum needed for a wounding hit, the hit is automatically a flesh wound.

IRON STOMACH (MUSCLE)

If this fighter passes a toughness test, ignore the effects of gas weapons, poisons, or diseases.

IRON WILL (FEROCITY)

The model can re-roll any failed nerve tests. In addition, if the fighter's Leadership is being used for the Bottle roll then you can re-roll it if failed.

JUGGERNAUT (STRENGTH)

If the model suffers a hit but isn't wounded by the attack then he may immediately take a Strength test. If the test is passed then the fighter is not pinned. Note this can allow the fighter to continue his move if attacked from overwatch.

JUMP BACK (AGILITY)

At the beginning of his turn or at the start of any hand-to-hand combat phase, the fighter may pass an Initiative check to disengage from combat. If successful, he may immediately jump 2" back, leaving any hand-to-hand opponent behind. If the test is failed then he must remain and continue to fight as normal.

JUMP SENSE (PILOTING)

Although no one understands the warp, some longtime pilots and navigators gain a feel for its ebb and flow. Maybe they are just lucky, but they tend to get to their destination a little bit safer than everyone else. If the fighter with this skill is onboard, you may re-roll the result of the Port-O-Call table.

KILLER REPUTATION (FEROCITY)

A fighter with this skill has such a reputation as a vicious and depraved killer that he causes fear. He also adds [Intimidate] as an Archetype Advancement.

KILLER'S TOUCH (FEROCITY)

Any enemies taken out of action by this character roll twice on the serious injury table. This character chooses the result.

KNIFE FIGHTER (COMBAT)

When armed with 2 knives, this fighter gets +1 Weapon Skill and +1 Initiative in melee combat.

LAST STAND (FEROCITY)

Maimed, bleeding, this fighter just won't quit. This fighter may fire 1-handed weapons while down with a -1 penalty to hit.

LAZY (TRAIT)

The ganger will not run unless he is within 2" of another model. Note, the ganger may still charge as normal, but if it he is going to fall short, he pulls up after 4" of movement and ends his turn.

LEADER (PROFESSION)

This character can always test to escape pinning, and allies within 6" can use his leadership for any leadership tests. In addition, he gains access to the Leadership skill table.

LEAP (AGILITY)

The model can move an extra +D6 inches during his movement phase if he runs or charges. Not you can roll the D6 before deciding where to move but you must commit to a charge before the roll is made.

LOCAL TOUCH (DECK HAND)

This character is adept at understanding the perils — both physical and political — of the local environment. This PGA can be taken before the Troublemaker dice are rolled.

PGA	Local Touch	Manpower	1
Negate up to D3 Troublemaker dice before they are rolled.			
By	Local Touch Skill		

LONER (TRAIT)

This character may not use another character's leadership and counts as -1 initiative when an ally is within 2 inches.

LONG SHOT (HEAVY)

The heavy is skilled at making aimed shots from heavy weapons. If the fighter fires only a single shot from a heavy weapon, this shot will have a +1 to-hit modifier. This skill may not be used with any heavy weapons that use a template.

LOW MAINTENANCE (DECK HAND)

This fighter takes care of himself. His upkeep value is 0.

LOW PROFILE (STEALTH)

This character adds no dice to the Troublemaker pool from being an outlaw or xeno. Also, this fighter provides access to the Cover Up PGA.

PGA	Cover Up	Manpower	1
A Post-Game Action of your choice will not generate any Troublemaker dice.			
By	LOW PROFILE Skill		

LOYAL (TRAIT)

This character will not challenge for leadership. The Loyal skill cancels out with the Disgruntled skill, so the fighter is neither Loyal nor Disgruntled.

LUDDITE (TRAIT)

This character does not trust, and may not use, modern weapons or equipment. He may only use weapons and armor from the Primitive Weapons List.

MACHINIST'S TOUCH (ENGINEERING)

No one knows what it is about the guy, but machines just want to run for him. All his rolls on the ship repair table are at -1, which increase to {-2} and then <-3>. The crew may also reroll vehicle Permanent Damage.

MCGUYVERISM (TECHNO)

This fighter is a master at using the environment to create improvised weapons. If this character does not move or shoot, he can take a leadership check to see if he can identify a something suitable to make a weapon. If the check passes, he can make a single attack with the following profile:

<i>Short</i>	<i>Long</i>	<i>Str.</i>	<i>Dam</i>	<i>Save</i>	<i>Ammo</i>
	3D6	D6	D3	D3	--

-

If the LD check passes by two or more points, the attack also uses the blast template.

MASTER CHEF (DECK HAND)

This fighter must have the Chef skill to take Master Chef. Reduce the crew's upkeep by 35 credits, and +1 to the ships Leadership.

MASTER THIEF (PROFESSION)

Can only be taken if the character has the Burglary skill. This character may take the following post-game action:

PGA	Master Thief	Actions	2
Income: D6 x 10 credits; +3 dice to the Troublemaker Pool. On the roll of a 6, the master thief also steals a rare item randomly selected from the trading post.			
By	Burglary & Master Thief Skills		

MARKSMAN (SHOOTING)

A fighter with this skill may ignore the normal restrictions that force him to shoot at the nearest target. Instead, he can shoot at any target he can see. In addition, if this fighter does not move, he may take shots with basic or special weapons at extreme range, which is determined by adding the weapons short range to its long range (so a shotgun with 4" short range and 18" long range would have a 22" extreme range). Shots at extreme range suffer the same to hit modifier as long range.

MECHANIC (ENGINEERING)

The character is considered to have +1 leadership when attempting to repair anything.

MEDIC (TECHNO)

As long as the model didn't go out of action, you can re-roll a result on the Serious Injury table for one fighter after a battle. This decision must be made straight after the injury roll, otherwise the chance is wasted. Note a Medic cannot patch himself up.

MISGIVINGS (STEALTH)

This character cannot be shot or engaged in hand-to-hand combat unless the shooter first passes a Leadership check. Attackers may choose to ignore this character, even if he or she is the closest target.

MIRACLE WORKER (ENGINEERING)

If the engineer passes a leadership check to make a repair by more than 3 points, the ship gets D6 experience.

MIXED LOYALTIES: [GROUP]

This fighter has loyalties to a group or faction other than the Captain, planting the seeds for a possible conflict of interest. The captain must pass a leadership check (rolled by the GM in secret) if the crew is to embark on an action adverse to the group that this fighter is loyal to. If the check fails, this fighter refused to take part in the fight. If the check comes up a 12, this character betrays the crew at a time of the GMs choosing.

MONKEY GRIP (HEAVY)

This fighter has a secure enough grip on his heavy weapon to make use of it in hand-to-hand combat. The heavy weapon counts as a Massive Weapon in melee combat, and does not encumber this fighter.

MORE POWER (ENGINEERING)

The engineer knows how to suck the most speed possible from the ship's engines for a short period of time. When the captain demands more power, the ship gains +2 Strength, but at the end of each round it must make a Wounds (reliability) check. If the check fails, the bonus power goes away and this skill cannot be used again this campaign round. If the reliability check comes up a 6, the strain on the engines has caused a point of damage to the Ship's Strength, which must be repaired as normal.

MOST WANTED (TRAIT)

This outlaw adds two dice to the troublemaker pool instead of one. In addition, if this character is the target of the Bounty Hunter Troublemaker event, Bounty Hunter Elites show up to collect the bounty.

MOTIVATE (LEADERSHIP)

Friendly units within 6" of this character can check to escape pinning at the beginning of the turn. This ability only works if this character is unpinned.

NATURAL (PILOTING)

Whenever a natural gains experience in a ship, he gets an additional D3 experience. (i.e., for surviving a ship-to-ship fight, the pilot would get D6+D3xp).

NERVES OF STEEL (FEROCITY)

The model can test to escape pinning early even if there are no friendly models within 2". If the fighter could already test to escape pinning early then he can re-roll the Initiative test if it is failed.

NOBILITY (TRAIT)

One per post-game phase, this fighter may pass a Leadership check to negate one Troublemaker event, but only if the crew has docked at an Imperial world.

OPPORTUNIST (COMBAT)

The Opportunist is able to seize even the smallest opening in his opponent's defenses. If an enemy fighter fumbles, the Opportunist may immediately score one hit with a weapon of his choice. If the opportunity attach does not down the enemy, the Opportunist does not get the fumble bonus to his combat score.

PHOBIA (TRAIT)

This character is deathly afraid of something. Roll a D6 to see what

- 1-2: Critters: All non-humanoid creatures cause fear. Those that cause fear cause terror instead
- 3-4: Heights: This character must pass a leadership check to go above ground level. While on upper levels, he is at -1 Initiative and Leadership
- 5-6: Xenophobia: All aliens and psykers cause fear. Those that already cause fear cause terror instead.

PICK POCKET (STEALTH)

PGA	Pick Pocket	Manpower	1
Income: 2D6 Credits. On the roll of a 12 [11+] {10+}, the character manages to steal a rare item randomly selected from the trading post.			
By	Pickpocket Skill		

PISTOL MARKSMAN (SHOOTING)

If this character does not move, he may fire a pistol at any target he can see, and he can fire at "extreme range," which is between the pistol's maximum range plus its short range. To-hit modifiers for extreme range are the same as for long range.

PRIVATE AGENDA (TRAIT)

At the beginning of the post-game phase, the ship's captain must take a leadership check. If the check fails, reduce the crew's Manpower by 1 this round, as he is off working on his own mysterious private agenda. If the leadership check is a 12, this fighter leaves the crew permanently.

PRODIGY (TRAIT)

At the end of every campaign round, this fighter gains an additional D6 experience. This skill no longer has any effect after the character hits 61xp.

PROFESSIONAL (LEADERSHIP)

This character gets the job done. Once an encounter, he may re-roll any one die, or you may force your opponent to re-roll any one die that affects this character directly (such as rolls to hit, wound, etc.).

PROUD (TRAIT)

This character may not use another character's leadership or benefit from other character's skills.

PSIONIC POWER—MAJOR

This character may roll one random power from the Wyrd Major Power table of his choice. Any time this character rolls a 2 or 12 on the advance table, he may roll an additional Wyrd Major Power from the same table. This fighter also becomes an Outlaw (if not one already).

PSIONIC POWER—MINOR

This character rolls one random power from the Wyrd Minor Power table, ignoring the no power, multiple powers, and major powers results. Any time this character rolls a 2 or 12 on the advance table, he may generate an addition Wyrd Minor Power. This fighter also becomes an Outlaw (if not one already).

PSI DEFENSES (FEROCITY)

4+ Save against any attacks with psionic powers or demon possession.

PUSH IT (PILOTING)

The pilot knows how to suck every last ounce of power out of a drop ship or vehicle. Increase the Drop Ship's Speed by +2 and all vehicles get +2 inches of movement for each speed band.

RADIO MAN (TECHNO)

This character has some experience on the vox and thus knows a couple of tricks to make sure his message gets through loud and clear. The ships Leadership characteristic is increased by 2 for the purpose of calling in support.

RAIDER (DECK HAND)

When this fighter is a raider in a Boarding Action, add two additional die to the raider's die pool.

RAPID FIRE (SHOOTING)

If the model doesn't move in his movement phase then he can make an extra ranged attack following the usual shooting rules, but only when firing the same pistol or basic weapon.

RASH (TRAIT)

This character is often only concerned at blasting away with his weapon, firing off shots without thinking of his fellow crew members around him. A shot that passes within 2" of a friendly crew member has to test for Friendly Fire.

RECKLESS (TRAIT)

The fighter counts cover a one less than usual (full cover -1, partial cover -0).

REDEEMER (PROFESSION)

This character may attempt to show captured enemies the Emperor's light.

PGA	Redeem	Manpower	2
This post-game action may be used on a captive who is not a xeno or a mutant. Both the redeemer and the captive take a leadership check. If the redeemer passes and the captive fails, you may add the captive to your gang roster, minus any equipment (which must be destroyed). You can only attempt to redeem a captive once.			
By	Redeemer skill		

RESEARCHER (TECHNO)

This character spends his port leave sifting through dusty tomes and forgotten libraries searching for a lead on the next motherload.

PGA	Research	Manpower	1
If the character with the Researcher skill passes a Leadership check, he has found a lead on a nearby treasure hoard. Roll a location on the Port 'o Call table. The next time you are able to visit this Port 'o Call, your crew may visit the Lost Civilization Port 'o Call instead.			
By	Researcher skill		

SALVAGE (TECHNO)

This character can take the following PGA:

PGA	Salvage	Manpower	1
Instead of collection income from 2 loot counters, you may add for free one randomly selected item from the rare trade table to your stash.			
By	Salvage Skill		

SCARDY CAT (TRAIT)

The ganger may not test to escape pinning, even if there is another model within 2".

SCAVENGER (DECKHAND)

This character may take the Scavenge post game action. In addition, if the Scavenger has not been knocked out of action, the crew can spend 1 Edge during the restock phase to repair three weapons that failed their ammo rolls.

PGA	Scavenge	Manpower	1
Income: D6 credits. On the roll of a 6, you may also add D3 Spare Parts or Extra Clips.			
By	Scavenger Skill		

SCOUT (STEALTH)

This character doubles his deployment zone, and doubles his spotting range for hidden fighters. Also, if he passes an Initiative test, he will stop a sentry within 2 inches from sounding the alarm this turn.

SHUNNED (TRAIT)

This character has lived a hard life that has left deep psychological wounds. Double all negative experience awards.

SHRUG IT OFF (MUSCLE)

This character ignores his first flesh wound.

SURE FOOTED (AGILITY)

This character ignores movement penalties for terrain and can re-roll any failed falling test.

SLEIGHT OF HAND (STEALTH)

This character is a master of sleight of hand and card tricks... a skill which he can put to use to relieve distracted people from their possessions. Once during every melee, he may attempt to steal an item that his opponent is not holding in his hands. To steal the item, the fighter selects the target item and makes an initiative check. If the check passes, add the item to the fighter's inventory (and the opponent is none the wiser). If he fails, treat him as if he fumbled during that round of combat.

SMALL FRY BOUNTY (PROFESSION)

This character may spend his time between fights to collar a couple of small fry bounties

PGA	Bounty hunt	Actions	1{2}
Income: D6x5 credits {or D6x10 credits}. +1 Troublemaker dice.			
By	Small Fry Bounty Skill		

SMALL UNIT TACTICS (LEADERSHIP)

All models within coherency (that is, within 2," or within 2" of someone within 2" etc.) with this character can use his leadership.

SNEAK ATTACK (STEALTH)

Attacks from hiding (either shooting or charging) are at +1 strength, cannot be dodged, and count as high impact.

SNEAK UP (STEALTH)

If the model is targeted from overwatch and he counts as a fleeting target then the shooter's Initiative characteristic is reduced to 1 when he takes the Initiative test to see if he reacts in time. In addition, any enemy attempting to spot this fighter must halve his normal spotting distance.

SPECIALIST (TECHNO)

This skill allows a fighter to be equipped with special weapons. If the fighter can already use special weapons, treat him as if he already had this skill.

SPREAD FIRE (SHOOTING)

Whenever this shooter can take multiple shots (e.g., from rapid fire, gunfighter and the like), you may assign each shot to a different target, provided that each target is within 4 inches of another target.

SPRINT (AGILITY)

This fighter may triple its movement rate when it runs or charges, rather than doubling it as normal.

STALWART (MUSCLE)

If this character goes out of action, roll a d6: on the roll of a 5+, he automatically receives a full recovery.

STEADFAST (FEROCITY)

This character may re-roll any failed leadership checks (not including bottle tests).

STEP ASIDE (COMBAT)

This fighter has an uncanny ability to dodge blows in hand-to-hand combat. The fighter receives a 4+ special save against any this struck during hand-to-hand combat.

STRONG BACK (DECK HAND)

This character contributes 1 additional manpower to the crew's total.

STRONG MAN (MUSCLE)

A fighter with this skill is pumped up enough to carry the largest weapons with a firm grip. The fighter may use a single two-handed melee weapon as if it were a one handed weapon.

SUPPRESSION FIRE (SHOOTING)

Target(s) are pinned if this fighter only misses due to cover modifiers.

SURVIVOR (FEROCITY)

If the Survivor is down at the end of the battle, he automatically recovers and does not suffer a serious injury.

SWIFT (AGILITY)

+1 Movement. This character may re-roll any movement tests.

TACTICIAN (LEADERSHIP)

This fighter is known for his brilliant tactical planning and his ability to anticipate his enemies moves. At the start of the campaign round, take a leadership check. You gain bonus Edge equal to the amount this check passes by. This Edge, however, may only be spent for scenario creation (i.e., you cannot use it for re-rolls on the battle field).

TECHNOLOGIST (TECHNO)

This character gains access to the Techno skill table. In addition, he can take the following post-game action:

PGA	Repair Bionic	Manpower	1
Take a leadership check. If the check passes, you repair one damaged Bionic.			
By	Technologist skill		

TAINT OF KHORNE (TRAIT)

This fighter gains BLOOD REVEL, BLOOD THIRSTY, and access to the Ferocity skill table. Each time he advances past a milestone (20 XP, 60 XP, 200 XP) roll once on the Mutation table.

TAINT OF NURGLE (TRAIT)

The fighter gains the HORRID STENCH mutation and access to the Muscle skill table. Each time he advances past a milestone (20 XP, 60 XP, 200 XP) roll once on the Mutation table.

TAINT OF SLAANESH (TRAIT)

The fighter gains the skills DISTRACTION, DISRUPTIVE, and access to the Agility skill table. Each time he advances past a milestone (20 XP, 60 XP, 200 XP) roll once on the Mutation table.

TAINT OF TZEENTCH (TRAIT)

The fighter gains a Minor Psionic Power, Antisocial, and gains access to the Stealth skill table. Each time he advances past a milestone (20 XP, 60 XP, 200 XP) roll once on the Mutation table.

THE LOOK (FEROCITY)

Enemies shooting at this character in his front 90-degree arc do not receive a close-range to hit bonuses.

THOUSAND CUTS STANCE (COMBAT)

This technique favors wounding hits, which allows the fighter to finish an opponent once weakened. If the fighter adopts this stance, his opponent will suffer a flesh wound at the end of every round of combat, regardless of the result.

THROWING ARM (MUSCLE)

This character gets +1 to hit for any weapon with a range determined by his strength. In addition, +1 to rolls to-wound with thrown weapons.

TICKING TIMEBOMB (TRAIT)

Somethin's not quite right with Jonesy . . . At the beginning of every campaign round, the ticking timebomb must take a leadership check. If he fails, he starts each encounter that round with an automatic flesh wound. If he rolls a natural 12, he snaps and starts taking potshots at his fellow crewmen. Play a shootout between the timebomb and D3 randomly selected crewmen. If the sane crewmen draw first, they each get 5 Bad Experience. Regardless of the result of the shootout, the timebomb is removed from the crew (either dead, escaped, or marooned) and the sane crewmen received D6 Bad Experience.

TIMID (TRAIT)

This character must take a break check at the beginning of the turn if there are no allies within 2 inches.

TRIAGE (TECHNO)

If this fighter did not go out of action, roll all serious injuries before choosing the crewmen who receive medic or medical bay re-roll(s).

TRICK SHOT (SHOOTING)

This fighter is known to pull off the occasional impossible shot. Instead of rolling to hit normally, the shot hits if this fighter can pass a Leadership check (which represents the almost supernatural focus required to pull off the shot.) This skill may be used once per game and all the normal targeting and line of sight rules apply.

TROUBLESHOOTER (ENGINEERING)

The engineer is lightning quick at diagnosing the ships problems, and thus he is able to cover more ground after the battle. For 1 Manpower, you may use this fighter to repair two locations instead of the usual one.

TRUE GRIT (FEROCITY)

A fighter with this skill treats injury rolls of 1–2 as flesh wounds, 3–5 as down, and 6 as out of action. When using special injury charts such as needle weapons, simply add 1 to the category most favorable to this fighter.

TRUST FUND (PROFESSION)

This character receives 2D6 credits in each income phase, but you can only spend it on equipment or weapons for this character. You do not get to keep unspent credits, which are wasted carousing.

TRUSTED MESSENGER (PROFESSION)

This fighter has proven him or herself to be reliable at delivering sensitive messages, and may take the following post-game action.

PGA	Messenger	Actions	2
Income: D6x10 credits. The character with the trusted messenger skill must take a Leadership check. If the check fails, add 3 dice to the Troublemaker pool. On the roll of a 12, you fail to deliver the message, and add 6 dice to the troublemaker pool.			
<u>Special:</u> A fighter with the skill Killer Rep increases the income to D6x15 credits.			
By	Trusted Messenger Skill		

TOOLKIT

At crew creation, the fighter may purchase items in their toolkit as if they were common items.

UNARMED COMBAT (COMBAT)

This characters fists count as two, one-handed melee weapons with strength “as user.” He also gets +1 {+2} Attacks while fighting unarmed.

UNENCUMBERED (TRAIT)

This character refuses wear armor.

UNSEEN WALK (STEALTH)

This character has the uncanny ability to use distraction and shadow to move through open spaces unseen. If this character begins his movement hidden and ends his movement in cover, he is considered hidden for the entire turn, even if he ran or passed over open ground.

UNSTOPPABLE CHARGE (MUSCLE)

The turn when this character charges, he gets +2 Strength and +1 Toughness. He may not use Combat skills for the first round of combat, however.

UTMOST FAITH (LEADERSHIP)

This character's belief in the Emperor (or in some other power and deity) is so powerful and pure that he fears nothing. This character ignores pinning, fear, and terror.

VETERAN (PROFESSION)

The veteran has seen a good amount of combat in his time, but he carries with him some scars as well.

When recruited, the veteran starts with two free rolls on the advancement table. You must also roll a D6 to see what lingering effects he has from his service, roll a D6

- 1-2: War wounds: the veteran has suffered a serious injury. To determine the extent of his injury, roll on the injury chart, re-rolling "Dead," and full recovery.
- 4: Troubled Past: The veteran starts with 11 bad experience. Roll once on the Bad Experience table.
- 5: Notorious: Change the veteran's faction from freelancer to outlaw. If he is an outlaw already, he adds an additional die to the Troublemaker pool.
- 6: Deathwish: Although he never shares it with anyone, his past must be so horrible that some part of him just wants to die. Sometimes, in the stress of combat, this

manifests itself into recklessness. Once per encounter, the GM can force the veteran to take a leadership test. If the test fails, the GM can move the veteran for the turn.

WALKING FIRE (HEAVY)

A fighter with this skill may walk his sustained fire shots up to 6" instead of the normal 4" from the initial target. Shots walked in this way must still follow line of sight to the heavy and other rules for sustained fire.

WEAPONSMITH (TECHNO)

This fighter may ignore failed ammo rolls and weapon explosions for his weapons on a D6 roll of a 4+.

WEAPON SPECIALTY (SHOOTING)

When this skill is first acquired, roll a D6 to see what weapon type the fighter specializes in:

- 1-2: Stub (including shotgun)
- 3: Auto
- 4: Las
- 5: Bolt
- 6: Plasma

All weapons from the specialty type are at +1 to hit with an additional -1 save modifier.

WIMP (TRAIT)

The ganger just can't take the pain. All weapons count as high impact, and actual high impact weapons take the wimp out of action on a 4+.

XENO TRADER (TECHNO)

PGA	Xeno Trader	Manpower	2
You may search for one rare Xeno item or weapon. Add +D3 to the rare trade roll.			
By	Xeno Trader Skill		

ZASHIN (FEROCITY)

If this character passes a leadership check at the beginning of combat, he may double his Weapon Skill for the first round of combat. If this leadership check fails, the character is at -1 Weapon Skill for the entire combat.

MUTATIONS

11 — Two Heads

Faction: Xeno

Gain the GUNFIGHTER and BATTLE SENSE skills.

12 — Wings

Faction: Xeno

The mutant may fly up to his movement distance (or double that if he runs or charges). The mutant must land at the end of his movement. Flying up costs 1 inch per 1 inch up. When moving down, the mutant may use its wings to “glide,” and may move an additional inch for every inch descended.

For example, the winged mutant Covrax is on the third floor of a building, nine inches up. If he “glides” to the ground floor with a move action, he can move up to 13 inches (4 inches for movement plus nine inches of descent) or run or charge up to 17 inches.

13 — Prehensile Tail

Faction: Outlaw

Re-roll initiative checks to avoid falling. Also, you can drop down up to 3 inches without taking falling damage.

14 — Ghastly Visage

Faction: Outlaw

Your face is a horror to look upon. You cause Fear and gain access to the Archetype Advancement Intimidate.

15 — Claws

Roll a D6 to see the extent of the mutation:

- 1 **Retractable Claws:** Faction: Freelancer. Your hands count as a melee weapon that hit with Strength +1. Retractable Claws also count as if you had the hidden blade equipment piece.
- 2–4 **Razor Hands:** Faction: outlaw. Your mutation has caused your fingers themselves to turn into long, flexible blades with diamond hard points and wicked serrated ridges. Razor Hands count as Strength +1 weapons that grant a bonus attack. All other weapons purchased for this fighter cost an additional 10 credits, however, as they need to be specially reinforced to keep from breaking.
- 5–6 **Giant Claw:** Faction: Xeno. You have a giant lobster pincher for an arm. It counts

a Melee weapon with Strength +2, and grants a 6+ armor save. You may only use one handed weapons.

16 — Blood Drinker

Faction: Outlaw

Whenever you win a melee combat, if you do not move for the following turn you heal D3 Wounds or Flesh Wounds. You may not recover more than your starting value of wounds.

21 — Chameleon Skin

Faction: Outlaw

This mutant may hide even if not in cover. –2 to any tests to spot him.

22 — Talons

Faction: Outlaw.

Your feet are shaped like a Birds with razor sharp talons. The talons count as a melee weapon with Strength “As User” and give +1 Attack. You gain the Diving Charge as an Archetype Advancement.

23 — Wall Walker

Faction: Outlaw

You are able to scramble up walls and across ceilings as if they were flat ground. You may climb at your full movement rate without a ladder and cross along the bottom of bridges and platforms. You must end your movement on flat ground, however.

24 — Folding Man

Faction: Outlaw

Your nearly liquid bone structure allows you to slip through the tiniest of gaps. You may squeeze through any gap (including pipes, grates, drains, and the like) at ½ speed.

25 — Dragon Scale

Faction: Xeno

This mutant is covered in scaly plates, which grant a 5+ armor save. This mutant may not wear additional armor.

26 — Brute

Faction: Xeno

This mutant is a giant, misshapen creature with amazing strength. +2 Strength and –1 Initiative. In addition, gain access to the Muscle skill table, and increase your racial maximums for Strength, Toughness to 7 and Wounds to 4.

31 — Eye Stalks

Faction: Xeno

Your vision arc is 180 degrees to your front. In addition, you can make better use of cover. Increase the penalty to hit for cover by 1.

32 — Demonic Form

Faction: Xeno

You look like a monster from the Warp. You cause Terror. +1 Troublemaker dice (over and above the Xeno dice).

33 — Transfixing Eye

Faction: Outlaw

Enemies within 8 inches and line of sight must pass an initiative check or they can take no action during their next turn. This effect is broken if this character shoots or fights in melee combat.

34 — Changeling

Roll another mutation from this table. In addition, at the start of each campaign round, roll a D6: 1–3: no effect, 4–5 replace the most recent mutation with a new mutation, 6: add a new mutation and 5 BE.

35 — Acidic Blood

Faction: Outlaw

Whenever an enemy wounds you in melee combat, they must pass an initiative check or they take a single hit with a Strength equal to your Toughness.

36 — Regeneration

Faction: Outlaw

Gain the STALWART skill. In addition, roll a D6 during each recovery phase. On the roll of a 6 you heal one flesh wound.

41 — Extra Arm

Faction: Xeno

You may use up to three weapons in melee combat, giving you +2 to your attacks, or you may use a basic weapon and still gain the bonus attack from using two melee weapons.

42 — Ropelike Protrusions

Faction: Xeno

You have fleshy, rope-like protrusions extending from your body which function like an integrated [Grabber](#).

43 — Firekin

Faction: Outlaw

You are immune to the effects of flame weapons. Any flame weapons you use are at +1 Strength.

44 — Extra Leg

Faction: Xeno.

+2 Movement, and you may reroll any tests to avoid being knocked down.

45 — Powered Leap

Faction: Outlaw

Instead of moving normally, you may leap up to 2D6” plus your Movement. You may not shoot the turned that you leaped, but you may fight melee combat if the leap would takes you in base-to-base contact.

46 — Warp Sight

Faction: Outlaw

When rolling on the Port-O-Call table, you can choose to reroll the ‘10s’ dice, the ‘1s’ dice, or both dice.

51 — Hyperaction

Faction: Outlaw.

Gain the FAST HANDS and DODGE skills. In addition, gain the [DIVE ROLL] Archetype skill.

52 — Floater

Faction: Xeno

You glide around about two feet off the ground. You are not effected by difficult terrain or surface features and are immune to falling damage.

53 — Photosynthesis

Faction: Outlaw.

Your green-tinged skin provides all the nourishment your body needs. You gain the LOW MAINTENANCE ability.

54 — Carona of Eyes

Faction: Xeno.

A band of eyes encircles your head. You have a 360 degree field of vision, and you double your spotting distance for detecting intruders.

55 — Heightened Senses

Faction: Freelancer

You are unaffected by darkness, smoke or any other conditions that limit your sight distance. In addition, you can spot hidden enemies that you could otherwise draw a line of sight to on a roll of 4+.

56 — Spit

Faction: Xeno.

You are able to spit one of the following substances up to 10". Roll to hit as normal.

- 1-2 Fire Spit: The target suffers a strength 3 hit that ignores armor. In addition, anyone else within 2" of the target will also be hit on the D6 roll of 4+.
- 3-4: Acid Spit: Hits with a Strength equal to your Toughness and a -1 save modifier. In addition, on the D6 roll of a 6, a randomly selected piece of the targets equipment is destroyed.
- 5-6: Glue Spit. If the target it hit, it may not escape pinning until it passes a Strength test.

61 — Tortoise Shell

Faction: Outlaw

You have a large, impregnable shell on your back. 2+ armor save to shots from your rear 90° arc. 2+ armor save while pinned or downed (but you may not move).

62 — Horrid Stench

Faction: Outlaw

A cloud of putrescence hangs so thick around this fighter that it is almost visible. Models within 4" suffer a -1 to all dice rolls.

63 — Tentacle

Faction: Xeno

A long, octopus like tentacle grabs your opponent reducing his attacks by 1. If this would reduce the opponents attacks to 0, they may pass an initiative check to avoid the effects. If reduced to 0, the opponent does not get to roll any dice, and instead must defend himself with his Weapon Skill only.

64-66 — Major Mutation

Roll a D6:

- 1-3: Roll twice on the Mutation table, add +10 BE
- 4-5: Roll three times on the Mutation Table, +15 BE
- 6: Roll four times on the Mutation Table, +20 BE

GUNS & GEAR

You can tell a lot about a man from his choice of weapon. And, out here, you can tell even more about a man who goes unarmed. It means that you're in the presence of a fool, a saint, or one bad mother who can kill you with his mind.

-Pelor Archibal, Smuggler

WEAPONS TECHNOLOGIES

On the Eastern Fringe, you run into all sorts of tools for killing — from the Medieval World Knight with his plate mail and broadsword, to the Rogue Trader with his alien death ray.

PRIMITIVE WEAPONS

Primitive Weapons include all non-powered melee weapons, plus all shooting weapons more primitive than the stub-gun (i.e., muskets and scatterguns.)

Primitive Armor grants its armor save against primitive weapons only. Common and exotic weapons ignore primitive armor altogether.

EXOTICS

The general rule is that, whether you are in the depths of Necromunda, or in some backwater on the wrong side of the Ultima Line, an autogun is an autogun is an autogun. On the fringe, however, you sometimes find strange modifications to existing gear, which are commonly referred to as Exotics.

Exotics are add-on capabilities for armor, weapons, and vehicles. To purchase an exotic, you have to search for a rare-trade item with a rarity of the base item plus the exotic(s), and with a cost of the base item plus the exotic. If the base item is common, the exotic combination has a rarity of 6+ the exotic's rarity value.

SPECIAL RULES

BONDED

Once this item is equipped on a fighter, it may not be given to another fighter. If the item is lost, destroyed, or stolen, the fighter is at -1

Strength, Toughness, and Initiative until it is recovered or replaced with another Bonded weapon.

DISPOSABLE

This item may only be used once. Once it is used, remove it from your crew roster.

FOLDING STOCK

This weapon is a light, compact, and designed to be slung without encumbering a fighter. Weapons with a Folding Stock do not prevent a ganger from getting an extra attack for using two melee weapons.

KNOCK BACK

[from Shotgun Rules, LRB p. 40]. The high impact of this weapon is quite capable of knocking a man of balance, or even off his feet. To represent this a target making a roll for falling over an edge as a result of a hit counts his Initiative with a -1 penalty.

LANCE

In the round in which you charged, +1 Strength to all hits with this weapon.

PENETRATOR

The shot blows straight through the target, hitting the guy behind him as well. The shot continues on in a straight line until it hits an obstacle or reaches impassible cover. Roll to hit the first target within 1" of this flight path.

REACH

Enemies charging a character with a reach weapon do not receive a charge bonus.

SILENT

This weapon makes little or no sound, so it may be used to dispatch sentries without fear of setting off the alarm. For the infiltration rules, do not roll to see if the alarm is sounded due to uses of this weapon. Enemies wounded by this weapon, however, may sound the alarm as normal.

SINGLE USE

This item may only be used once per combat. You may, however, restock it between encounters.

THROWN

Even though this weapon is a ranged weapon, the skill involved in throwing spears or shuriken are more akin to melee combat than aiming and firing a gun. Thus, weapons with the thrown characteristic use the fighter's Weapon Skill instead of Ballistic Skill to determine the target number to hit.

UNWIELDY [STRENGTH REQUIREMENT]

This weapon is heavy, awkward, poorly designed, or all of the above, so it can only be used properly by the strong. Anyone with a Strength characteristic less than the required amount suffers a -1 penalty to attack rolls when using the weapon for ranged or melee combat.

For example, an Slugga is Unwieldy 4, so a Strength 3 fighter suffers -1 to hit when shooting the slugga, and suffers a -1 to his D6 roll when using the weapon in melee.

UPKEEP

The weapon is either highly temperamental, or it requires expensive or uncommon ammunition. Add 3 credits to your crew's Upkeep.

BLEEDING WOUND

Targets wounded by this weapon must pass a Toughness test or suffer an immediate flesh wound in addition to the result of the injury die.

XENO: [RACE]

This weapon is the traditional weapon of the listed race. Other races don't know how to care for it properly, and thus have -1 to any ammo rolls with the weapon. Also, wielders from the listed race can ignore the Upkeep special ability for the weapon.

WARP TOUCHED

The ways of the warp are beyond the realm of human comprehension. For reasons unknown, sometimes certain objects are touched by the immaterium, changing them forever. These warp-touched objects commonly manifest fantastic powers, but at a cost.

During each post-game phase, the fighter who owns the warp-touched item must take a Leadership check. If that check fails, he gets D3 bad experience.

MELEE WEAPONS**BAYONET**

10 Credits, Common

PRIMITIVE, REACH, LANCE, TWO HANDED

Attaches to a basic or special weapon to make it into a two-handed melee weapon.

<i>Short</i>	<i>Long</i>	<i>Str.</i>	<i>Dam</i>	<i>Save</i>	<i>Ammo</i>
Melee		S	1	--	N/A

POLE ARM

15 Credits, Common

PRIMITIVE, REACH, TWO HANDED

<i>Short</i>	<i>Long</i>	<i>Str.</i>	<i>Dam</i>	<i>Save</i>	<i>Ammo</i>
Melee		S+1	D2	--	N/A

PISTOLS/BASIC/SPECIAL**COMBAT SHOTGUN**

35+D6 Credits, Rare 6

BASIC, KNOCK DOWN

The combat shotgun is a highly reliable. Unless it explodes due to a failed ammo roll, it merely runs out of ammo type being used, and can still fire other ammo types.

<i>Short</i>	<i>Long</i>	<i>Str.</i>	<i>Dam</i>	<i>Save</i>	<i>Ammo</i>
8 +1	18				
		<i>Per Ammo</i>			4+

LIGHT STUBBER

65 Credits, Common

SPECIAL, 1 SUSTAINED FIRE DIE

Suppression Fire: instead of firing normally, this weapon can lay down covering fire. Place the gas-cloud template on the board up to the weapon's maximum range. Any models under the template are automatically pinned. You must make an ammo roll after using this ability.

<i>Short</i>	<i>Long</i>	<i>Str.</i>	<i>Dam</i>	<i>Save</i>	<i>Ammo</i>
12 --	24 --	3	1	-1	4+

AUTO CARBINE

25 Credits, Uncommon.

BASIC, FOLDING STOCK

<i>Short</i>	<i>Long</i>	<i>Str.</i>	<i>Dam</i>	<i>Save</i>	<i>Ammo</i>
10 +1	20 --	3	1	-1	4+

CUTLAS

30 Credits, Uncommon.

BASIC, FOLDING STOCK

<i>Short</i>	<i>Long</i>	<i>Str.</i>	<i>Dam</i>	<i>Save</i>	<i>Ammo</i>
10 +1	20 --	3	1	--	2+

HUNTING RIFLE

30+2D6 Credits, Rare 5.

BASIC

<i>Short</i>	<i>Long</i>	<i>Str.</i>	<i>Dam</i>	<i>Save</i>	<i>Ammo</i>
12 +1	30 --	3	1	-1	4+

LONGLAS

50+2D6 Credits, Rare 7.

SPECIAL, MOVE-OR-FIRE

<i>Short</i>	<i>Long</i>	<i>Str.</i>	<i>Dam</i>	<i>Save</i>	<i>Ammo</i>
16 -1	36 +1	4	1	-1	2+

SCOUT SNIPER

75+3D6 Credits, Rare 9

MOVE-OR-FIRE

The Scout Sniper may only be used by someone with the Marksman skill.

<i>Short</i>	<i>Long</i>	<i>Str.</i>	<i>Dam</i>	<i>Save</i>	<i>Ammo</i>
20 --	40 +1	5	D3	-2	+6

PRIMITIVE WEAPONS**BOLOS**

15+D6 Credits, Rare 5.

PRIMITIVE, SILENT, THROWN

Targets hit with the bolos may not escape pinning unless they pass a Strength test. If an entangled fighter is engaged in melee fails his Strength test, he is automatically taken out of action.

<i>Short</i>	<i>Long</i>	<i>Str.</i>	<i>Dam</i>	<i>Save</i>	<i>Ammo</i>
Sx2 --	Sx4 -1	S-1	1	--	Auto

BOW

15 Credits, Common

PRIMITIVE, SILENT

<i>Short</i>	<i>Long</i>	<i>Str.</i>	<i>Dam</i>	<i>Save</i>	<i>Ammo</i>
10	20	3	1	--	4+
+1	--				

CROSSBOW

20 Credits, Common

PRIMITIVE, SILENT, MOVE OR FIRE

<i>Short</i>	<i>Long</i>	<i>Str.</i>	<i>Dam</i>	<i>Save</i>	<i>Ammo</i>
12	24	4	1	-1	4+
+1	--				

FIGHTING CLAW

10 Credits, Rare 5

PRIMITIVE, SILENT, MELEE

Paired: Character's equipped with 2 fighting claws get 2 additional attacks for fighting with two melee weapons (instead of the usual 1). If equipped with two fighting claws, fighters cannot use any weapon that requires two hands.

<i>Short</i>	<i>Long</i>	<i>Str.</i>	<i>Dam</i>	<i>Save</i>	<i>Ammo</i>
<i>Melee</i>		S	1	--	N/A

SPEAR

10 Credits, Common

PRIMITIVE, SILENT, MELEE, REACH, THROWN, ALWAYS WINS DRAWS

A spear may be thrown once per game.

<i>Short</i>	<i>Long</i>	<i>Str.</i>	<i>Dam</i>	<i>Save</i>	<i>Ammo</i>
--	Sx3	S	1	--	<i>Single</i>
--	--				

THROWING STARS

10+D6 Credits, Rare 5

PRIMITIVE, SILENT, THROWN

Fighters with an Initiative of 5 or more can throw D3 stars per turn.

<i>Short</i>	<i>Long</i>	<i>Str.</i>	<i>Dam</i>	<i>Save</i>	<i>Ammo</i>
S	Sx3	2	1	--	5+
+1	--				

EXOTIC WEAPONS**GRABBER**

30+3D6 Credits, Rare 8

PISTOL

The Grabber, or "Frog Tongue" as it is sometimes known, shoots out a filament of a strong, sticky polymer which grabs onto the target and drags it back to the shooter.

The grabber hits an object, it is pulled in base to base contact with the shooter. If the target is an enemy fighter, he may pass a Strength test to resist the pull. If he fails, he is drug into melee combat with the shooter.

<i>Short</i>	<i>Long</i>	<i>Str.</i>	<i>Dam</i>	<i>Save</i>	<i>Ammo</i>
4	12	--	--	--	4+
--	-1				

PRESSOR BEAM

30+2D6 Credits, Rare 8

PISTOL

Pressor: Targets hit by this weapon knocked back D6 inches and take a single hit with a strength equal to ½ of the distance traveled.

Grenade Defense: If a fighter with a pressor beam may take an Initiative check to knock away any grenade that it about to hit him. If the check passes, the grenade scatters D6 inches in a random direction.

<i>Short</i>	<i>Long</i>	<i>Str.</i>	<i>Dam</i>	<i>Save</i>	<i>Ammo</i>
6	12	--	1	--	4+
+1	--				

XENO WEAPONS

DARK LACE

280+3D6 Credits, Rare 10

HEAVY, MOVE-OR-FIRE, XENO: DARK ELDAR, UPKEEP, HIGH IMPACT

AP: Add an additional D6 to the roll to penetrate armor.

<i>Short</i>	<i>Long</i>	<i>Str.</i>	<i>Dam</i>	<i>Save</i>	<i>Ammo</i>
12	36	8	D6	-4	4+
+1	--				

SPLINTER CANNON

100+2D6 Credits, Rare 8

HEAVY, MOVE-OR-FIRE, XENO: DARK ELDAR, UPKEEP, 2D6 SUSTAINED FIRE, BLEEDING WOUND

<i>Short</i>	<i>Long</i>	<i>Str.</i>	<i>Dam</i>	<i>Save</i>	<i>Ammo</i>
12	36	4	1	-1	4+
--	--				

SPLINTER PISTOL

15+D6 Credits, Rare 6

PISTOL, XENO: DARK ELDAR, BLEEDING WOUND

<i>Short</i>	<i>Long</i>	<i>Str.</i>	<i>Dam</i>	<i>Save</i>	<i>Ammo</i>
8	16	3	1	--	3+
+2	-1				

SPLINTER RIFLE

20+2D6 Credits, Rare 7

BASIC, XENO: DARK ELDAR, UPKEEP, BLEEDING WOUND

<i>Short</i>	<i>Long</i>	<i>Str.</i>	<i>Dam</i>	<i>Save</i>	<i>Ammo</i>
12	24	3	1	-1	3+
+1	--				

ELDAR LASGUN

40+2D6 Credits, Rare 8

BASIC, XENO: ELDAR

The Eldar are masters of laser technology, and they easily produce the best, most reliable Lasguns available.

<i>Short</i>	<i>Long</i>	<i>Str.</i>	<i>Dam</i>	<i>Save</i>	<i>Ammo</i>
12	24	4	1	-1	2+
+1	--				

SHURIKEN CANNON

200+4D6 Credits, Rare 8

HEAVY, MOVE-OR-FIRE, XENO: ELDAR, UPKEEP, SUSTAINED FIRE 3 DICE

<i>Short</i>	<i>Long</i>	<i>Str.</i>	<i>Dam</i>	<i>Save</i>	<i>Ammo</i>
20	40	4	1	-1	2+
+1	--				

SHURIKEN CATAPULT

65+3D6 Credits, Rare 8

SPECIAL, XENO: ELDAR, UPKEEP, SUSTAINED FIRE 1 DIE

<i>Short</i>	<i>Long</i>	<i>Str.</i>	<i>Dam</i>	<i>Save</i>	<i>Ammo</i>
12	24	4	1	-1	2+
+1	--				

SHURIKEN PISTOL

30+2D6 Credits, Rare 7

PISTOL, XENO: ELDAR

<i>Short</i>	<i>Long</i>	<i>Str.</i>	<i>Dam</i>	<i>Save</i>	<i>Ammo</i>
8	16	4	1	--	2+
+2	--				

SHURIKEN GAUNTLET

35+3D6 Credits, Rare 8

PISTOL, XENO: ELДАР

The Shuriken Gauntlet counts as a second weapon in Melee, even if the fighter is using a two-handed weapon.

<i>Short</i>	<i>Long</i>	<i>Str.</i>	<i>Dam</i>	<i>Save</i>	<i>Ammo</i>
8	16	4	1	--	2+
+2	--				

BIG SHOOTA

190+2D6 Credits, Rare 7

HEAVY, MOVE-OR-FIRE, UNWEILDY 4, SUSTAINED FIRE 2 DICE, KNOCK-BACK

The Big Shoota's high caliber rounds sometimes blow people clean off their feet. On the roll of a 6 to wound, the target is blown D3 inches directly away from the shooter.

<i>Short</i>	<i>Long</i>	<i>Str.</i>	<i>Dam</i>	<i>Save</i>	<i>Ammo</i>
12	36	4	1	-D3	4+
--	--				

CHOPPA

15 Credits, Common

MELEE, UNWEILDY 4

<i>Short</i>	<i>Long</i>	<i>Str.</i>	<i>Dam</i>	<i>Save</i>	<i>Ammo</i>
<i>Melee</i>		S+2	1	-2	N/A
--	--				

SHOOTA

30+2D6 Credits, Rare 6

BASIC, UNWEILDY 4, KNOCK BACK

The Shoota's high caliber rounds sometimes blow people clean off their feet. On the roll of a 6 to wound, the target is blown D3 inches directly away from the shooter.

<i>Short</i>	<i>Long</i>	<i>Str.</i>	<i>Dam</i>	<i>Save</i>	<i>Ammo</i>
9	18	4	1	-1	4+
--	--				

SLUGGA

17+2D6 Credits, Rare 6

PISTOL, UNWEILDY 4, KNOCK BACK

The Slugga's high caliber rounds sometimes blow people clean off their feet. On the roll of a 6 to wound, the target is blown D3 inches directly away from the shooter.

<i>Short</i>	<i>Long</i>	<i>Str.</i>	<i>Dam</i>	<i>Save</i>	<i>Ammo</i>
6	12	4	1	-1	4+
--	--				

SNAZZGUNS

45+3D6 Credits, Rare 8

BASIC, XENO: ORK, UNWEILDY 4, UPKEEP

Snazzguns are custom pieces of Ork weaponry. When the weapon is purchased, roll a D6 to see the upgrade.

- 1: Hard Hittin': +1 Strength
- 2: Rapid Firein': If the shooter does not move, he may fire 2 shots during the shooting phase.
- 3: Range Finda: May measure range before shooting.
- 4: Snipa: +6 inches to long range.
- 5: Reliabo: Only fails ammo rolls on the roll of a 1. Roll to explode as normal.
- 6: Rokkit' Gun: The Snazzgun includes an under barrel mount for a single shot frag missile which may be fired up to the gun's max range.

<i>Short</i>	<i>Long</i>	<i>Str.</i>	<i>Dam</i>	<i>Save</i>	<i>Ammo</i>
12	24	4	1	-1	4+
+1	--				

SUPA SNAZZGUN

60+3D6 Credits, Rare 10

BASIC, XENO: ORK, UNWEILDY 4, UPKEEP

Roll two Snazzgun upgrades.

<i>Short</i>	<i>Long</i>	<i>Str.</i>	<i>Dam</i>	<i>Save</i>	<i>Ammo</i>
12	24	4	1	-1	4+
+1	--				

KROOT RIFLE

45+D6 Credits, Rare 7

BASIC, XENO: KROOT, UPKEEP

Can be used in melee as a 2-handed weapon which hits at User Strength +1.

<i>Short</i>	<i>Long</i>	<i>Str.</i>	<i>Dam</i>	<i>Save</i>	<i>Ammo</i>
12	24	4	1	--	3+
+1	--				

PULSE PISTOL

25+2D6 Credits, Rare 8

PISTOL, XENO: TAU, UPKEEP

<i>Short</i>	<i>Long</i>	<i>Str.</i>	<i>Dam</i>	<i>Save</i>	<i>Ammo</i>
6	12	5	1	-2	5+
+1	--				

PULSE CARBINE

50+3D6 Credits, Rare 9

BASIC, FOLDING STOCK, XENO: TAU, UPKEEP

Fighters hit by the pulse carbine must pass an Initiative check or be Stunned.

<i>Short</i>	<i>Long</i>	<i>Str.</i>	<i>Dam</i>	<i>Save</i>	<i>Ammo</i>
9	18	4	1	-2	5+
+1	--				

PULSE RIFLE

65+4D6 Credits, Rare 10

BASIC, XENO: TAU, UPKEEP

<i>Short</i>	<i>Long</i>	<i>Str.</i>	<i>Dam</i>	<i>Save</i>	<i>Ammo</i>
15	30	5	1	-2	5+
+1	-1				

RAIL RIFLE

90+4D6 Credits, Rare 10

SPECIAL, MOVE OR FIRE, XENO: TAU, UPKEEP, PENETRATOR

Adds D3 to the roll to penetrate vehicle armor. All cover only counts as partial cover.

<i>Short</i>	<i>Long</i>	<i>Str.</i>	<i>Dam</i>	<i>Save</i>	<i>Ammo</i>
16	36	6	D3	-4	5+
+1	--				

GRENADES & SHELLS**CALTROPS**

10 Credits. Uncommon

USES BLAST TEMPLATE

Caltrops turn the ground under the blast template into difficult ground for the remainder of the fight. Any wheeled vehicle passing through the caltrops take an automatic hit to its wheels location.

<i>Short</i>	<i>Long</i>	<i>Str.</i>	<i>Dam</i>	<i>Save</i>	<i>Ammo</i>
<i>Grenade</i>		--	--	--	<i>Auto</i>
--	--				

FLASH BANG

20 Credits, Common

USES GAS CLOUD TEMPLATE

Models under the template are pinned and must pass an Initiative check or be Stunned.

<i>Short</i>	<i>Long</i>	<i>Str.</i>	<i>Dam</i>	<i>Save</i>	<i>Ammo</i>
<i>Grenade</i>		--	--	--	<i>Auto</i>
--	--				

FLECHETTE SHOTGUN SHELLS

10+D6 Credits. Rare 8

USES FLAMER TEMPLATE

Have to love shotgun round packed with thousands of razor sharp filaments. If the target receives an armor saving throw, he gets +2 to his save. If wounded, instead of rolling injury dice as normal, the target takes D3 Flesh wounds.

<i>Short</i>	<i>Long</i>	<i>Str.</i>	<i>Dam</i>	<i>Save</i>	<i>Ammo</i>
<i>Flamer Template</i>		3	--	+2*	<i>Auto</i>

SINGLE FRAG GRENADE

5 Credits, Common

DISPOSABLE, USES GAS CLOUD TEMPLATE

<i>Short</i>	<i>Long</i>	<i>Str.</i>	<i>Dam</i>	<i>Save</i>	<i>Ammo</i>
<i>Grenade</i>		4	1	-1	<i>Disp.</i>
--	--				

EXPLOSIVE ARROWS

5+2D6 Credits. Rare 7.

Explosive Arrows can be used in any Bows, Crossbows, or Hand Crossbows. Explosive Arrows hit at Strength +1, and the weapon no longer counts as primitive or silent.

ARMOR**ARMORED POWER LOADER (“APL”)**

160+5D6 Credits, Rare 11

While rare, inventor savants sometimes transform a ship’s power cargo loader into a personal tank.

To operate an APL, the crewman must have access to either the Heavy or Engineering skill table. The APL grants the operator +2 Strength, a save of 3+, and Immunity to pinning.

The APL, however, counts as a large target. Additionally, the fighter’s initiative is halved, and he cannot run, hide, or climb ladders, and he may only charge his normal movement rating. Furthermore, the APL is automatically spotted on Stealth Missions.

The armored power loader may be equipped with any weapons from melee, pistol, basic, special, heavy or pit slave weapons list. Any equipment or weapons, however, must be heavily modified for incorporation into the armor, so they are destroyed if removed.

PADDED LEATHER

5 Credits, Common

6+ Save against primitive weapons. Reduces the strength of falling by 1.

CHAINMAIL

20 Credits, Common

4+ Save against primitive weapons.

PLATEMAIL

30+2d6 Credits, Rare 7

3+ Save against primitive weapons, and a 6+ save against modern weapons. –2 to Initiative.

GREAVES

5 Credits, Common

4+ Save against leg wounds.

GAUNTLETS

7 Credits, Common

4+ Save against Arm and Hand Wounds. +1 Strength when fighting unarmed.

HELMET

7 Credits, Common

4+ Save against Head Wound and Shell Shock. Reduce the Strength of any hit from falling by 1.

CLOSED HELMET

10+D6 Credits, Rare 5

4+ Save against Head Wound, Shell Shock, Blind in One Eye, and Partially Deafened. Reduce the Strength of any hit from falling by 1. Characters with the Closed Helmet, however, have their spotting distance halved, and they ignore the effects of Horrible and Impressive Scars on a 4+ as well.

DEFLECTOR FIELD

25+D6 Credits, Rare 7

Deflector fields are bootleg devices based on refractor field technology.

6+ Special Save. The fighter may not hide. Double the distance to spot him.

FLASH FIELD

45+2D6 Credits, Rare 8

AMMO ROLL 4+

While real conversion fields can almost never be found outside the most rich and elite circles, knock-off conversion fields, called Flash Fields, often turn up.

5+ Special Save, but you must pass an ammo roll each time a save succeeds or the field shorts out.

Shield Flash: Whenever a save is successful, other models within a number of inches equal to the strength of the hit are hit with a Photon Flair grenade.

BUBBLE SHIELD

60+3D6 Credits, Rare 9

AMMO ROLL 5+

4+ Special Save only against ranged attacks. You must pass an ammo roll each time a save succeeds or the field shorts out.

Cumbersome: -1 Initiative.

ARMOR EXOTICS**VITAL MONITOR**

+5 Credits, Rare +1/2

This armor monitors the wearer's vital signs, which allows for the quick diagnosis of trauma by medics in the field. You may re-roll any use of the Medic, Field Medic, or similar skills, as well as the use of Medi-Packs.

RESURRECTION SUITE

+25+2D6 Credits, Rare +1,

Built into this suit of armor is auto-injectors, auto-tourniquets, hemostatic mesh, and even shock pads to restart the heart. Each of these systems kick in when the wearer has suffered a mortal wound in an attempt to bring him back from the brink of death.

If this character rolls an 11–16 on the serious injury table, instead of dying, he can roll two

more times on the serious injury table, suffering both injuries. There is only so much that the suit can do, however, so he will die as normal if one of the two injuries is also death.

SMOKE SUIT

+15+2D6 Credits, Rare +2.

This armor has a defensive panic system that kicks out thick smoke. Once per game at any time, you may trigger the smoke suit. Treat it as if a smoke grenade went off centered on this fighter.

HARDENING

Rare +1/2.

5+1D6 Credits per point

Hardened armor ignores one point of weapons save modifiers. This exotic may be purchased multiple times.

WEAPON RESISTANCE

Rare +1. +5+1D6 Credits

This armor is specially modified to stop a certain type of weapon. Resistance give a +2 bonus to the save against that weapon type. When you select this exotic, roll a D6 to see what type of weapon-type is resisted.

- 1: Primitive weapons
- 2: Stub Tech (i.e., Stubgun, Shotgun, Heavy Stubber).
- 3: Auto Tech (i.e., Autopistol, Autogun, Autocannon.)
- 4: Las Tech (Laspistol, Lasgun, Lascannon)
- 5: Bolt-tech (Bolt Pistol, Bolter, Heavy Bolter)
- 6: Energy (Plasma Pistol, Plasma Gun, Melta, Heavy Plasma, Powersword, Powerfist).

ABILITY BOOSTER

Rare +1

25 Credits

Special servos and fibers are built into this armor, which allow it to amplify the wearer's strengths or speed. Roll a D6 to see the effect

1-2: +1 Initiative

3-4: +1 Strength

5: +1 Movement

6: +1 Strength, +1 Initiative

MECHANICAL WINGS

Rare +2

40 Credits

The armor has built-in wings, which function just like the "Wings" mutation.

WEAPONS EXOTICS**ARMOR PIERCING**

Rare +2, 10+2D6 Credits

The weapon increases its save modifier by 1 (e.g., from a -1 to a -2). In addition, add 2 to any roll to penetrate vehicle armor.

BLOODIED

Rare +2, 20+3D6 Credits

WARP TOUCHED, BONDED

This weapon glows with a crimson light when it tastes blood. Each wounding hit increases the Strength of this weapon by +1 (to a maximum of +3) until the end of the encounter.

PSIONIC FOCUS

Rare +3, 30+3D6 Credits

WARP TOUCHED, BONDED

With the exception of the Tau, every human and xeno has at least a spark of psychic potential. This item fans that spark, and channels it into the form embedded in the weapon. When this exotic is bonded to a fighter, randomly generate a wyrd minor power. The fighter using this item can use this minor power.

LIFE DRINKER

Rare +2, 20+3D6

WARP TOUCHED, BONDED, MELEE WEAPONS AND ARMOR ONLY

Whenever you take an enemy out of action in Melee combat, remove all flesh wounds that this character has suffered.

VEIL OF SHADOWS

Rare +2, 10+3D6 Credits

WARP TOUCHED, BONDED, ARMOR ONLY

At a thought, murky darkness envelops you. Sentries are at -3 to spot you. You may also go into hiding even if you are not in cover.

GATEKEEPER

Rare +3, 40+4D6 credits.

WARP TOUCHED, BONDED

Once per encounter, place one gate adjacent to you and the other gate up to 3D6 inches away. Anyone may pass through the gates in either direction. The gate remains open until either you pass through it or you voluntarily close it.

DEADEYE ACCURATE

Rare +2, 20+2D6 Credits

RANGED WEAPONS ONLY

+1 to hit at all ranges when the shooter does not move. May not be used in connection with move-or-fire weapons.

ROF ACCELERATOR

Rare +1, 10+D6 Credits

SUSTAINED FIRE WEAPONS ONLY

A high tech ammo feed system increases the weapons rate of fire. This weapon now fires D3+1 shots per sustained fire die

LEGENDARY

Rare +4, +3D6 Credits

This weapon was once wielded by one of the great legends of the Fringe. Its reputation outshines your own. With it in your hands, however, that is soon going to change. +2 experience for every wounding hit scored with this weapon. However, the fighter wielding the legendary weapon adds +1 to the Troublemaker pool during each post-game phase.

LONG ARM

Rare +3, 10+3D6 Credits

RANGED WEAPONS ONLY

This weapon is modified to make it accurate at much greater distances. The weapon may fire at extreme range, which is equal to ½ the weapon's total range. You may only fire at extreme range, however, if you have not moved.

MATCHED PAIR

Rare +2, 10+D6 Credits

ONE HANDED WEAPONS ONLY

You must purchase two of the same weapons. When both weapons are used together in melee, you fight with +1 attack and +2 Initiative.

RELIABLE

Rare +3, 10+2D6 Credits

RANGED WEAPONS ONLY

The gun that just won't let you down. You may re-roll any failed ammo roll. You must accept the result of the re-roll, however, even if it is worse.

RENDING

Rare +1, 10+2D6 Credits

MELEE WEAPONS ONLY

After each round of melee combat, roll a D6 for each weapon your opponent used. On the roll of a 6, that weapon is damaged and cannot be used any further in this game. Damaged melee weapons can be repaired at the end of the encounter.

GEAR**ARTIFACT**

D6x5 Credits. Rare 7.

Roll a D6 on the Artifact Table:

ARTIFACT TABLE

- | | |
|------|---|
| 1: | <u>Junk</u> : You've been had. This "artifact" is worthless. |
| 2-3: | <u>Valuable</u> : This artifact may be sold next post-game phase for D6x5 credits. |
| 4-5: | <u>Relic</u> : This artifact may be sold next post-game phase for D6x10 credits to your income. |
| 6: | Roll a D6: |
| 1-4: | <u>Archeotech</u> : Roll for a random piece of Archaeotech |
| 5-6: | <u>Warptouched</u> : Roll for a random Warptouched item. |

ACTIONABLE INTEL

D6 x 5 Credits. Rare 6,

DISPOSABLE

Burn the Actionable Intel. Before rolling on the CEC Table, you may use the actionable intel to give you +/-D3 on the roll.

CAMOUFLAGE

7 Credits. Uncommon

If this character shoots with a silent weapon from hiding, enemies have a -1 on their check to detect him.

Sentries have -1 to any check to detect an intruder wearing camouflage. A natural roll of a 6, however, will always succeed.

CAPTAIN'S LOG

D6x5 Credits. Rare 9

DISPOSABLE ITEM.

You manage to locate a text on your ship that was authored by a previous captain. It reveals many

helpful secrets. Using the Captain's Log allows you to take this post-game action:

PGA	Captains Log	Manpower	1
Increase the ship's experience by D6x3			
By	Captain, or Access to Engineering skill table.		

DISGUISE

10+D6 Credits. Common.

On the D6 roll of a 5+, this character does not add any dice to the Troublemaker pool. Roll at the start of the Downtime Phase.

JUMP PACK

35+3D6 Credits. Rare 9. Ammo Roll 3+

Instead of running or charging normally, a fighter can use a jump pack to move great distances. Before measuring any distances, the fighter declares a landing zone up to 18 inches away and takes an initiative test. If the test passes, he scatters D3 inches from the landing zone. If the test fails or the LZ is further away than 18 inches, the fighter scatters D6 inches from the LZ (or 18 inches away, whichever is closer).

If the jumping fighter lands on difficult terrain, impassible terrain, or some other terrain feature other than normal, flat terrain, the fighter must pass an Initiative test or be pinned and suffer a single hit with a strength equal to ½ the distance rolled on the scatter dice.

After each jump, the fighter must pass an ammo roll for the jump pack. If the jump pack explodes, it has suffered a catastrophic failure and flings the fighter 3D6 inches in a random direction. At the end of this movement, the fighter is pinned and suffers damage as if he fell from a height equal to ½ the distance of the scatter.

If the fighter lands on his feet, he may take any other actions he could ordinarily take after running. If he declared a charge for his jump pack movement, he may move up to 2 inches after landing if that movement is able to put him into base-to-base contact with the target of his charge.

EXTRA CLIP

5 Credits. Common

DISPOSABLE

Instead of shooting this turn, the fighter may Burn the extra clip to try and reload a weapon that has failed an ammo roll. On the roll of a 4+, the weapon returns to working order. An extra clip cannot be used on a weapon that exploded.

SPARE PARTS

5 Credits. Common

DISPOSABLE

Burn spare parts to add +1 to a crewmember's Leadership characteristic for one repair test. Up to 3 spare parts may be used on any repair.

SERVITOR

25+2D6 Credits. Rare 9.

The servitor gives the crew 2 bonus manpower.

STICK GLOVES

10+2D6 Credits. Rare 6.

Fighters with stick gloves may climb vertical surfaces without a ladder. Treat the vertical surface as difficult terrain. In addition, this fighter may re-roll any falling tests.

STIM

10 Credits. Common

DISPOSABLE

Burn the stim to automatically pass a toughness test.

DRONES

CONTROLLED: [RANGE]

Most drones on the Eastern Fringe only have a rudimentary machine spirit, so they generally require a human controller in order to act predictably. At the beginning of the game, identify one crew member who is equipped with a controller or MIU to be the drone's controller. If the drone stays within a number of inches equal to the Range, then you may move the drone as normal. If the drone begins the turn outside of their range, however, they suffer from Stupidity.

UNLIVING

Drones are not effected by fear or terror, nor are they effected by gas grenades, poisons, or disease.

INJURIES

Unless they have the Fragile ability, roll on the injury table as normal if the drone is taken out of action.

FRAGILE

Some of the smaller drones are easy to break and hard to repair. If a drone with the fragile ability is taken out of action, it is destroyed on the D6 roll of a 1–4. They receive a full recovery on a 5+.

STOWE

Drones with the Stowe ability can be deployed in the pack of the drone controller. The controller can deploy the drone instead of moving or shooting for a round.

FLOAT

Floating drones aren't effected by difficult terrain, and they can move up or down a level of terrain without a ladder by spending an inch of movement for every inch they want to climb. Additionally, a floating drone can break off from

melee combat at the end of a round of combat without provoking a free attack.

HUNTERS 			
TYP	DRONE		
CR	10+2D6	RTY	RARE 5
XP	--	FCT	N/A

Hunters are small, spherical drones that float around the battlefield, propelled by a razor sharp rotor blade that spins along its circumference. Hunter's bob into melee, cutting their target to ribbons with these razor sharp blades.

	M	Ws	Bs	S	T	W	I	A	LD
D	4	3	--	3	2	1	4	1	5

HUNTER BLADES					
Short	Long	Str.	Dam	Save	Ammo
Melee		3	1	-1	--
--	--				

SPEC	CONTROLLED: 16, UNLIVING, FRAGILE, FLOAT, SMALL TARGET, STOW
ADV	

KILLERS



TYP	DRONE		
CR	5+D6 / 30+D6	RTY	RARE 5
XP	--	FCT	N/A

Killers are basically rolling, controlled grenades. The controller positions them, and then BOOM!

	M	Ws	Bs	S	T	W	I	A	LD
D	4	--	--	--	2	1	3	1	5

SELF DESTRUCT

<i>Short</i>	<i>Long</i>	<i>Str.</i>	<i>Dam</i>	<i>Save</i>	<i>Ammo</i>
<i>Gas Cloud</i>		4	1	-1	<i>Auto</i>

SPEC	CONTROLLED: 16, UNLIVING, FRAGILE, FLOAT, SMALL TARGET, STOW
	<u>SUPPLY</u> : The first cost listed is for purchasing a single Killer, which is destroyed when detonated. The second cost is for a supply of killers, which work just like a supply of grenades.
	<u>TOSS</u> : If stowed, the killer may be deployed by throwing it like a grenade. It cannot move the turn it is deployed in this way.
	<u>SELF DESTRUCT</u> : If wounded, the drone Self Destructs.
ADV	

TAU GUN DRONE



TYP	DRONE		P, B, S
CR	50+3D6	RTY	RARE 9
XP	--	FCT	XENO

While rare, an enterprising privateer can sometimes get his hands on the real deal: a Tau Gun Drone.

	M	Ws	Bs	S	T	W	I	A	LD
D	4	1	3	3	4	1	3	1	7

CONTROLLED: 8, UNLIVING, FLOAT, UPKEEP, ARMORED 5+.

GUNS: The Gun drone may be equipped with up to two weapons chosen from the Pistol, Basic, and Special lists. You have to purchase these weapons separately. If equipped with two weapons, you may choose to fire one or both. If you fire both, roll to hit once and apply each weapon's range modifier separately. For example, if the gun drone is equipped with an Autopistol and a Laspistol, a long-range to-hit roll of a 4 would hit a target with the Autopistol, but not the Laspistol.

ADV

METAL MAN



TYP	DRONE	P, B, S, H	
CR	170+4D6	RTY	RARE 9
XP	--	FCT	N/A

The captain has managed to get his hands on a decommissioned Imperial Bot or a custom, clanking monstrosity from some mad scientists secluded lab.

	M	Ws	BS	S	T	W	I	A	LD
D	4	4	3	6	6	2	2	2	5

PUMMEL

Short	Long	Str.	Dam	Save	Ammo
Melee		S	D3		N/A

SPEC	CONTROLLED: 4, UNLIVING, UPKEEP, INTIMIDATE, IMMUNE TO PINNING, CLUMSY, ARMORED 4+.
	<u>GUNS</u> : The Metal Man may be equipped with up to two weapons chosen from the Pistol, Basic, Special, Heavy, and Pit Slave lists. You have to purchase these weapons separately.
ADV	

HOME SWEET HOME — SPACE SHIPS

Since most battles will take place on a planet's surface as your away team gets into or out of the trouble *du jour*, the rules for space ships are intended to be as unobtrusive as possible by adapting rules that the players are already familiar with, like shooting and melee combat.

Space ships have all the same basic stats as a model, and, by and large, many of these stats function in the same way. The big difference, however, is what they represent in relation to the ship.

MOVEMENT (RANGE)

The Movement stat represents the ship's range. The higher the movement, the more ports-o-calls it has access to. The average Movement 2.

WEAPON SKILL (MANEUVERABILITY)

Weapon Skill primarily represents maneuverability and raw dog-fighting potential. The higher the Weapons Skill, the more responsive and agile the ship is to the controls of the pilot. The average ship weapon skill is 3.

BALLISTIC SKILL (SENSORS)

Ballistic Skill represents the ships sensors and targeting system. It is used for orbital support, spotting the movements of enemy reinforcements, and the like. The average Ship Ballistic Skill is 3.

STRENGTH (POWER)

Strength is the ship's raw power, both in its engines and in its guns, so the strength stat is used both when dealing out a broadside and when seeing if the ship can put out enough force to escape the gravitational pull of the sun

that you've jumped too close to. The average ship Strength is 3.

TOUGHNESS (ARMOR)

Toughness is the ship's armor and structural integrity, and thus is used to determine how much punishment the ship can take. The average ship toughness is 3.

WOUNDS (RELIABILITY)

The wounds stat represents how reliable the old hulk is, and how much its capabilities are hampered by damage. The wounds stat is also used as a "save" against malfunction, so a high wounds value will keep your maintenance cost low.

ATTACKS (BATTERIES)

Attacks represent the number of built in weapons systems the ship has, and therefore the number of different threats it can employ in a toe-to-toe fight.

INITIATIVE (SECURITY)

Like wounds, Initiative functions slightly different for ships, as initiative represents how likely your ship is to detect intruders and how secure your precious cargo is from raiders and thieves. The average ship initiative is 3.

LEADERSHIP

The ships leadership value represents how trained and effective the crew is at working together and how response they are in a crisis. The leadership value is a modifier that is applied to your Captains leadership for all leadership-based checks that the ship is required to make. The average ship leadership is -1.

ORBITAL SUPPORT

CALLING IN SUPPORT

It will often be the case that the team in the field will want to get in touch with the HQ ship in orbit to call for a re-supply drop, a scanner sweep, or even some orbital supporting fire.

Once per turn, you may attempt to call in orbital support by making a successful Ship Leadership check. If the check fails, the message was garbled, the orders were misunderstood, or the plea fell on deaf ears as the comms-man was away from his post having a smoke.

The GM can modify the Ship's Leadership check as appropriate to account for things like atmospheric interference screwing up the comms, or the ships crew being distracted by fending off a flight of raiders as the ground crew desperately tries to make it to the extraction zone.

RESERVES

Models not deployed on the battlefield are automatically placed in the crew's reserves, and it should be noted their location (i.e., on the ship, in the drop ship, etc.). Reserves can be called in with a support action if they have some method of transport (i.e., the drop ship, teleporter, drop pods, etc.).

ORBITAL TARGETING

Whenever the headquarter ship wants to send an un-piloted craft (like a drop pod or a supply pod) to the surface, or whenever it wants to rain down death with a support weapon, it uses the rules for Orbital Targeting.

Orbital targeting uses the ship's Ballistic Skill and (with a few exceptions) follows all the normal rules for shooting. (This means that, if you are unsure how something should work, just ask yourself how it would work if one crewman was firing at another).

In the turn that the un-piloted craft or weapon arrives, you may target any point within the ship's line of sight, which is determined by looking straight down from directly above the table. If you have LOS, roll to hit as normal.

TRAVEL TIME

Given the sheer distance that a ship or a weapon has to travel when coming in from orbit, there is typically a delay between when the support is launched, and when it arrives on the battlefield. Instead of using complicated math to work out how long that delay is, N:P uses a more abstract method to represent travel time.

The GM decides on a target number, depending on how far away the support is from the battlefield. At the beginning of the turn, the player rolls 2d6 and adds the support's "Speed" value. If the result meets or beats the target number, then the ordinance or drop ship arrives that turn and can be deployed in the manner described below.

Otherwise, if the support does not arrive, roll again at the beginning of your next turn and each turn after that, doubling the support's speed value for the second turn, tripling it for the third turn, and so on.

Time	Distance
9	High Atmosphere
12	Close Orbit
15	Low Orbit
18	High Orbit
20	Extreme Orbit

For example, a drop ship with a speed of 3 is flying in from low orbit: traveling time 15. The first turn, you roll 2d6+3, which fails. The next turn, however, you roll 2d6+6, which has a much better chance of arriving. If it doesn't arrive, however, the turn after that you will roll 2d6+9.

CHANGING DISTANCE

The HQ ship can take a support action to move up or down one range band.

STANDARD DEVIATION

In addition to a speed characteristic, some weapons and ships also have a characteristic called "standard deviation," which is the number of D6 inches that the weapon scatters if you roll the bare-minimum to hit. For every point of success or failure, however, subtract or add one die from the standard deviation.

For instance, if you need a 4+ to hit with Thor Rockets (Standard Deviation 2), the blast marker will scatter 2D6" even if you roll a 4 to hit, but if you roll a 5 to hit, the weapon's scatter will be reduced to 1D6". If you roll a 1, however, the weapon will scatter 5D6".

If the shot misses, the blast marker moves the full distance in one randomly determined direction. If the shot hits, roll the scatter die for each D6 separately.

SUPPORT WEAPONS

Often times, the HQ ship will mount a weapon or two that can give ground support in times of dire need. Orbital support can be called in with a normal support action. Whenever an orbital weapon is used, the player must make an ammo check using the orbital weapons ammo roll.

Orbital support weapons cannot be restocked, so if the ammo roll fails, then that weapon cannot be used until after the next full-blown post-game phase. Also, it is possible for the weapon to blow up as per the rules for exploding weapons: if that happens, work out an immediate hit on the Ship Damage Table.

JUST ASKING FOR TROUBLE

Most worlds don't take kindly orbital bombardments, regardless of how good the intention. +5 dice to the trouble maker pool for the next Downtime phase if you used a support weapon.

DROP SHIPS

Every ship comes standard with a drop ship that is used to ferry troops and cargo to the planetary surface. In general, drop ships use all the rules for Light Skimmers from the Ash Wastes vehicle rules, with the following special rules. For more information on kitting out your drop ship, see the Shipyard.

LANDING

In the turn in which a piloted craft, such as a drop ship, arrives, chose a location on the map where you want it to touch down. The landing zone (or "LZ") must be visible from directly overhead, and there must be a clear path that something the size of the drop ship can move through.

Bringing a space ship in fast from low orbit into a hot LZ isn't exactly the easiest thing to do in the world, so there is a standard deviation of 2d6". The pilot makes a Leadership check, and for every point he succeeds or fails by, subtract or add a d6 from the standard deviation. If the deviation takes him off the table edge, he has overshot the LZ, and isn't deployed until the next turn, where he sets up on the table edge where he went off.

Various modifiers, like drop-ship damage and landing stunts, may add positive modifiers to the Leadership roll. If the leadership roll ever fails by 5 or more points, then the pilot must immediately take another driving test. If this test fails, he has crashed the ship: immediately work out D3 hits to the vehicle on the Ash Wastes Skimmer Damage chart. If the test passes, he manages not to crash, but he comes in so sloppy that he gives his enemies free pot shots. Every enemy who can see the LZ gets a free shot at the ship.

If the drop ship starts a turn on the battlefield, it can elect to return to orbit by taking no other action that turn.

LANDING STUNTS

Touch and Go: -2 LD for landing check. The touch and go is a stunt that allows the pilot to land, drop off his cargo or passengers, and begin the return trip all in the same turn. Instead of waiting until the following turn to return to space (and giving his enemies a full turn to take pot shots), a successful touch and go can return to space in the same turn as it touches down.

Hot and Heavy: -2 LD for landing check. A pilot flying hot and heavy screams into the atmosphere like a bat out of hell, dropping altitude far to quick to be good for his health. However, this makes it very hard for enemy anti-aircraft weapons to target him. Any shots targeting the drop ship suffer an additional -2 penalty to hit.

Precise Placement: -3* LD for landing check. Sometimes, putting her down on the exact spot that you are told to is worth a little extra risk. If the pilot unmodified landing check comes in under his leadership, he puts the bird down right on target regardless of whether or not he

passed by enough to overcome the standard deviation. However, if he fails, his Leadership counts as -3 to determine the extent of failure.

Nifty Flying: -2 LD for landing check. The pilot manages to guide the bird into a place that he usually would not be able to hit. The LZ can be placed in a location not viewable from directly overhead as long as a ship-sized object would be able to maneuver to it.

DAMAGE TO DROP SHIPS

Since the drop ship is your ride home, and only *the only* ride home, it pays to keep it safe. It's certainly going to be a world trouble if you don't.

If the dropship is Crippled, add 3 dice to the Troublemaker pool. If it is outright Destroyed (11-13 on the Vehicle Permanent Damage Chart), add +5 more dice to the Troublemaker pool.

In addition, you must purchase (or, *ahem*, acquire) a new drop ship before the start of the next campaign round.

SHIP-TO-SHIP COMBAT

OVERVIEW

In an effort to make ship-to-ship combat as seamless and unobtrusive as possible, the N:P combat rules rely heavily upon rules that Necromunda veterans are familiar with, such as melee combat.

OPPOSED TESTS

Occasionally, the ship-to-ship combat rules will require the players make an “opposed test” for a certain stat. To do so, each player rolls one D6 for each ability point for that stat, and each 5+ rolled is a “success.” The ship with the most successes, then, wins the opposed test.

For instance, if the Corona Runner, WS 5, is trying to maneuver into an advantageous position against the Foehammer, WS 3, the Corona would roll 5 dice and the Foehammer would roll 3 dice — whoever gets more successes (5+) gains the upper hand.

RANGE

There are two ranges for ship-to-ship combat: short and long. Some options, such as ramming, are only available at short range, and some options, such as running, are only available at long range.

Combat always starts at long range. If one of the combatants wants to change range, both ships make an opposed Weapon Skill (maneuver) test, with the winner setting the range for the round of combat. In the event of a tie, the range stays the same as it was the previous round.

RUNNING

Ships will not always want to stand and fight: discretion, the better part of valor, and all that. At the start of combat, either ship can declare that it is running. Make an opposed maneuver test. If the runner wins, he is able to get enough distance to safely make a jump into the warp. If the pursuer wins, however, he may choose the distance for this round of combat as normal.

If the runner is caught and engaged in combat, he is sorely at a disadvantage because most fringe runners have no aft guns, so the most he can do is attempt to avoid the oncoming fire. The running ship may not make any firing attacks, and he may not strike back, even if he wins the round of dog-fighting.

DOGFIGHTING

Close range ship-to-ship combat works just like hand-to-hand combat. Each player rolls a D6 for each of his ships attacks and adds his ships WS to the highest roll. 1s count as fumbles and every 6 after the first counts as a critical. The ship that gets the highest score inflicts the difference in hits. For each hit, compare the winner’s Strength to the loser’s Toughness on the to-wound table.

SHOOTING ATTACKS

Some captains also purchase special weapons systems for their ships, such as lances or torpedoes, that allow for shooting attacks to be made at either short range or long range, depending on the weapons characteristics.

After range is determined, either player may attack with special weapons systems that are effective at that range. They may shoot in addition to dogfighting for the turn.

To determine the target number to hit, compare the attacking ship’s Ballistic Skill with the defending ship’s Weapons Skill on the To-Wound table from the ORB. Any hits wound and do damage as described in the Damage section below.

Shooting Attacks are simultaneous, so both players roll their attacks before assigning the effects of damage.

For example, the Foehammer has a point laser battery with a BS of 3. When compared with the Corona Runner’s WS 5 on the To-Wound

table, Foehammer needs a 6 to hit with this weapon system.

FIGHTERS

Ships with a vehicle bay can house and deploy any fighters it may have in combat. Fighters have all the same basic characteristics as ships.

Since fighters are smaller targets and much more maneuverable than their ship counterparts, they receive a 4+ unmodified save when they are attacked by non-fighters.

MULTIPLE COMBATANTS

INITIATIVE

If there are multiple ships in the fight, each player rolls 2d6 and adds his “flagship’s” leadership (the flagship is the ship with the captain on it.) The player with the highest score gains the initiative, and may choose any one of his ships to engage any one of his opponent’s ships. Once that combat is fought, the initiative switches to the player with the next highest score, and that player may choose any one *unengaged* ship to engage any of his opponent’s ships. Once all ships are engaged and all combats are resolved, the players roll initiative again for the next round.

INTERCEPTING

Whenever a player’s ship is engaged, if he doesn’t like the match-up, he may have any other unengaged ship try to intercept the attacker. The attacker and the interceptor engage in an opposed Weapon Skill test. If the interceptor wins, he engages the attacker; if it is a tie or the attacker wins, the attacker engages his intended target.

EFFECTS OF MULTIPLE COMBATS

Every attacker gets +1 to Weapon Skill, and +1 Attacks for each ship that has fought before it. This boost to Weapon Skill also affects maneuver tests to set the range.

Alternatively, a fighter that is engaging a larger ship may forego the multiple combatant bonus to try to strike the opposing ship’s Achilles heel.

This is called a Pinpoint Strike: if the fighter wins the combat, the fighter can either take +/- 1 on the location roll, or it may treat the opposing ship’s Toughness as 2 less for this round of combat.

For example, Captain Malik’s ship the Nova is set upon by the pirate ship Ravager and its fighter, the Pillage. So Malik launches his fighter, the Skyburst.

For initiative each player rolls 2d6 and adds his ship’s leadership. The pirate wins the initiative and declares that the Pillage will engage the Nova. Malik doesn’t like that, so he comms for the Skyburst to intercept. Both fighters have a WS of 5, so each player rolls 5 dice to see how many 5s or better they can roll. The Pillage roles 1, 3, 3 4, 6, for one success, and the Skyburst rolls 1, 4, 4, 5, 6 for two successes. The Skyburst wins and engages the Pilage before it can attack the Nova.

Initiative then goes to Captain Malik. Since the Skyburst is engaged, his only unengaged ship is the Nova. He decides to pick a fight with the Ravager, and there is nothing the pirate can do about it, because his only other ship is already engaged

DAMAGE

Whenever a hit is scored though either dogfighting or shooting attacks, roll to wound as normal by comparing the ship’s or weapon’s strength against the target’s toughness.

For every wound that is scored, roll a d6 on the Damage Table.

For every location other than the Crew Compartment and Armor, the effects of the hit are determined by how many times that location has been hit. The first time a location is hit, it degrades by one point, the second time, two points, etc. Note: the location is the first d6 roll, so if you are hit in Fire Control once, and then get hit in the Comms, you will take two points of damage to the Comms, because they are each in the command and control location.

D6 SHIP DAMAGE TABLE

- 1 **Internal Damage:** The shot penetrates through the armor damaging the holds and injuring crew. To see the extent, roll a further D6.
- 1–3: **Damaged Fittings:** A randomly selected compartment is damaged and is unusable until repaired,
 - 4–5: **Stunned:** a randomly selected crewman may not add any skills to the ship for the remainder of the engagement, and may not take part in any boarding action or repair. Otherwise, he is unharmed.
 - 6: **Serious Injury:** A randomly selected crewman may not add any skills to the ship for the remainder of the engagement, and may not take part in any boarding action or repair, and he must roll on the serious injury table. However, he may participate in the next encounter if he survives and passes a toughness test.
- 2 **Command & Control:** The delicate electronics in the bridge are hit. Roll a d6 to see which systems are affected.
- 1–2: Fire Control: -1 Ballistic Skill
 - 3–4: Communications: -1 Leadership
 - 5–6: Security: -1 Initiative
- 3 **Weapons:** The fire control and/or weapons batteries are damaged, reducing their effectiveness. Roll a d6 to see what is effected:
- 1–2: -1 Strength
 - 3–4: -1 Attack
 - 5–6: A randomly selected special weapon is knocked off-line
- 4 **Superstructure:** The ship's Toughness is degraded by one point. No reliability save.
- 5 **Control Thrusters:** -1 to Weapon Skill.
- 6 **Engine Room:** The ships engine room takes a hit; roll a d6 to see what was effected:
- 1–3: -1 Movement
 - 4–5: -1 Wound
 - 6: -1 to Both Movement and Wounds

RELIABILITY SAVE

Whenever damage is sustained to anything except for the Armor, the ship can make a Wounds (reliability) test to see if the "bucket of bolts can hold together for just a little bit longer." If the test is successful, the location takes no damage, but it still counts as a hit for the amount of future damage.

CRITICAL WOUNDS

If the attacker rolls a 6 to wound, roll the die again: if the second roll also wounds, you have scored a critical wound. If it doesn't, the shot wounds as normal.

Critical wounds always do damage even if the ship passes its Wounds (reliability) test. If the ship fails its reliability save, the critical wound does +1 damage

OUT OF THE FIGHT

Ships can only take so much damage before critical systems fail, and the ship is dead in the water. If Strength or Toughness is ever reduced to zero, then the fight is over. The ship is dead in the water, and the crew should prepare to be boarded. If other stats are reduced to zero, the ship can no longer take actions that require tests based on that stat.

BOARDING ACTIONS

For the sake of convenience, it is assumed that all off-story boarding actions against the player are repulsed, eventually. (It's generally bad form for the GM to enslave a whole ship because of bad dice rolls, unless that's part of the story.) The only question then is, how much stuff is destroyed or stolen in the boarding action.

As the first step in the boarding action, the attacking player nominates the members of his crew who will take part in the raiding party and the defending player nominates his defenders.

Step 2, then, is to calculate each player's starting dice pool, which is done as follows:

Dice	Boarding Pool
+1 Die	Each raider/defender
+2 Die	Each raider/defender with 61+ experience
+3 Dice	For each raider/defender with 200+ experience
+5 Dice	For each raider/defender with 400 experience
+x Dice	Any special abilities or equipment

Once each player's dice pool is determined, both players roll that many D6. Every 5+ rolled counts as a success, and every 1 rolled eliminates one die from the other player's pool.

The player's successes "wash," cancelling one another. The player that scores more success wins that round of combat and any surplus success are added to the winner's success total.

The fight didn't go too well for Captain Malik and the Nova. In fact it went down-right awful, and he is about to have pirates swarming over his decks.

Nine pirates plus the pirate captain (who has 61 experience) attack for a total of 11 D6 in their pool. Malik defends with seven crew plus himself (210xp) for a total of 10 D6.

Both players roll their pools, and the pirate gets 6 successes to Malik's 4, so the pirate wins the round of combat and adds 2 to his success total. Malik's crew, however managed to take out two of the pirates (by rolling two 1s, so the pirates pool is reduced to 9 for the next round.

ENDING BOARDING ACTIONS

Like other scenarios, boarding actions end when one side bottles out. Raiders have to begin making bottle checks once they've lost 25% of their dice pool. Since the defenders have nowhere to run to, they don't have to make a bottle check until they have taken 50% casualties.

For every three successes in the defenders success pool, the Leadership characteristic of the raiders captain is reduced by one for the rest of the boarding action.

Raiders who bottle flee back to their ship and leave with anything they were able to get their hands on. The raiders use the successes in their success pool to "buy" the right to loot compartments of their choice. The price for looting any particular compartment is equal to the defending ship's Initiative characteristic, plus or minus any modifiers the compartment may have for additional security measures.

The effect of looting a compartment is detailed further in the compartments description, but generally it involves losing the benefit of that compartment for a certain period of time.

Defenders who bottle out surrender, and the raiders help themselves to the cargo holds. If the defenders surrender, they lose everything in

their stash and any income they would gain from the ships compartments in the next post-game phase. Exceptions to this, however, are compartments filled with raw materials, which are too labor intensive to steal. Compartments with the "Hidden" characteristic, such as smuggler's hatches, get their save to see if the raiders missed.

REPAIRING SHIPS

When a ship has been beat to hell, it doesn't just repair itself, but usually a good grease monkey will be able to get her up and running again.

When the ship is damaged, the crew may spend Manpower to take the Ship Repair post game action. When you take the action, you must Nominate a Crew or Juve to attempt to make repairs. Captains, Elites, and Specialists are generally too important to fix the leaks, but any Specialist or Elite with access to the Engineering skill table can be selected as well.

To see how bad the damage is, roll 2D6, and add 1 for each point of damage the location has suffered. Then subtract the assigned crewman's leadership, and refer to the table below. If you roll a 12, the crewman has botched the job, and inflicts an additional point of damage to the location.

SHIP REPAIR TABLE

0	The mechanic is able to patch it up as good as new. Remove the damage.
1-2	You got off lucky; all that is needed to bring it back to ship-shape is dirt-cheap, common parts. Repairing the ship costs 1 additional Manpower.
3	You must pay 10 credits per point of damage to repair the location.
4	You must pay 15 credits per point of damage to repair the location.
5	Unfortunately, the parts that you need to fix your ship aren't readily available, but with a little looking they should turn up. To repair you ship, you need to make a Rare 6 roll, and pay 10+d6 credits per point of damage. In addition, any upgraded systems that operate off that characteristic are disabled until the damage is repaired.
6	Rare 7(9); 15+d6 credits per point of damage, and the statistic is reduced by -1 permanently unless you can find the extra rare parts.
7	Rare 7(9); 15+d6 credits per point of damage, and the statistic is reduced by -1 permanently unless you can find extra rare parts. All upgrades that operate off that characteristic are disabled until the damage is repaired
8	Rare 9; 20+d6 credits per point of damage, and the statistic is reduced by -1 permanently.
+1 per point of damage	

You can take the Ship Repair PGA as many times as you like (provided you have the Manpower). If the damage occurred during an encounter, you can also take the Ship Repair PGA in the intermediary post-game phase; Manpower spent, however, is exhausted for the campaign round.

For example, a crewman (LD 7) has been assigned to repair the two points of damage the ship has suffered to its Movement. The 2D6 repair roll is a 6, +2 for the damage, for a repair total of 8. Since the crewman only has a 7 leadership, there is 1 point left over, so on the ship repair table you'll have to spend a Manpower to remove damage.

PGA	Ship Repair	Manpower	1
	Nominate a fighter and the damage to repair. Roll 2D6, +1 for each point of damage, and subtract the nominated fighter's Leadership. Compare the result to the Ship Repair table.		
By	Crew, Juve, or Access to Engineering skill table.		

SHIPYARD

The ships of the privateer fleet are many centuries older than their captains and crew. While some ships have remained in the same family for generations, many have been stolen, salvaged, or lost on a hand of cards many times over since they were launched from the manufactorium so many years before. Their secrets forgotten with their forgotten crews.

It is a daunting task for a fresh crew to coax their new prize into space, so unsurprisingly they have little idea of the ship's true potential. In time, however, they become more familiar with her needs and tendencies and can get more from their ship than they ever expected.

SHIP CONSTRUCTION

The player has 1000 credits to purchase his ship. There are three main components to any ship: (1) the ship's class, which is the ships size, basic stats, and advancements; (2) its fittings, which are the compartments themselves and upgrades, and (3) any additional equipment.

STANDARD EQUIPMENT

Each Ship comes with all the necessary equipment, like engines, communications, sensors, and the like.

Of particular note, every ship comes with a defense system that allows it to attack with its Strength in a Dogfight, and a drop ship with the following stats.

DROP SHIP									
CR	Included								
M	Ws	Bs	S	T	W	I	A	LD	
2	-1	-2	2	3	3	--	1	--	

The Movement characteristic is the drop ships speed for the purpose of travel time. Stats without entries use their pilots corresponding skill. Stats with negative numbers modify their pilots corresponding skill.

On the battlefield, drop ships count as light skimmers from the Ash Wastes rules.

SHIP EXPERIENCE

As the crew becomes more familiar with the ship, they learn its secrets and how to get the

most out of its systems. To represent this learning and discovery process, the ship has an experience total just like its crew, and rolls for advances on its respective ship class advancement profile.

In general, the crew gains experience with its ship in the following circumstances (but as usual, the GM is welcome to modify these rewards to fit the situation).

Dice	Ship Experience
+D6	Per campaign round.
+5	Per wounding attack from an orbital support weapon.
+3	Per wounding hit in ship-to-ship combat.
+5	For repelling a boarding action.
XP	Crew Level
0-5	Green Crew
6-10	Green Crew
11-20	Crew
21-30	Crew
31-40	Crew
41-60	Able Crew
61-90	Able Crew
91-110	Able Crew
111-150	Veteran Crew
151-190	Veteran Crew
190+	Master Crew

SHIP CLASSES

SCOUT CLASS



CR	250CR	RTY	COMMON
UPK	35CR	CMP	12

Scout Class ships are a favorite among treasure hunters and explorers due to their speed, range and very high reliability. They are not, however, much good in a toe-to-toe fight.

M	Ws	BS	S	T	W	I	A	LD
4	5	2	2	3	4	2	1	-1

SPEC	
	2D6 Advancement Profile
	2 Survey
	3 Easy to Fix
	4 Sensor Cloaking
	5 1-4: +1 M 5-6: +1 S
	6 1-4: +1 WS, 5-6: +1 BS
ADV	7 1-2: +1 Compartment 3-6: +1 Edge
	8 1-3: +1 LD 4-6: +1 I
	9 1-4: +1 W 5-6: +1 T
	10 Quick Jump
	11 Precise Flying
	12 Secret Compartment

FRINGE RUNNER



CR	130CR	RTY	COMMON
UPK	50CR	CMP	20

Fringe Runners are the most common and versatile ships in the privateer fleet. Although they don't excel in any role, they can be adapted to just about any challenge the fringe puts them. Also, with so many fringe runners coming and going, a savvy captain can often blend in and avoid unwanted attention.

M	Ws	BS	S	T	W	I	A	LD
2	3	3	3	3	3	3	1	-1

SPEC	
	2D6 Advancement Profile
	2 Easy to Fix
	3 Boarding Defense
	4 Blend In
	5 1-3: +1 M 4-6: +1 S
	6 1-3: +1 WS, 4-6: +1 BS
ADV	7 1-3: +1 Compartment 4-6: +1 Edge
	8 1-3: +1 LD 4-6: +1 I
	9 1-3: +1 W 4-6: +1 T
	10 Adaptable
	11 Retrofit
	12 Efficient

TRADESMAN



CR	200CR	RTY	COMMON
UPK	70CR	CMP	30

While they pale in comparison to the world hulks and generation ships, tradesman can still fit massive amount of cargo. These lumbering ships, however, are tempting targets for pirates so it pays to spare some of that cargo space for some guns.

M	Ws	BS	S	T	W	I	A	LD
1	2	3	4	5	2	3	1	-1

SPEC	MADE TO TRADE: Cargo Bays cost 200CR
2D6 Advancement Profile	
ADV	2 Cargo Ship
	3 Colony Ship
	4 Efficient
	5 1-2: +1 M 3-6: +1 S
	6 1: +1 WS, 2-6: +1 BS
	7 1-4: +1 Compartment 5-6: +1 Edge
	8 1-3: +1 LD 4-6: +1 I
	9 1-2: +1 W 3-6: +1 T
	10 Boarding Defense
	11 Survey
	12 Secret Compartment

PATROL CUTTER



CR	350CR	RTY	COMMON
UPK	60 CR	CMP	18

M	Ws	BS	S	T	W	I	A	LD
1	4	3	5	5	3	5	2	-1

SPEC	
2D6 Advancement Profile	
ADV	2 Easy to Fix
	3 Sensor Cloaking
	4 Efficient
	5 1-2: +1 M 3-6: +1 S
	6 1-4: +1 WS, 5-6: +1 BS
	7 1-2: +1 Compartment 3-6: +1 Edge
	8 1-3: +1 LD 4-6: +1 I
	9 1-2: +1 W 3-6: +1 T
	10 Boarding Defense
	11 Precise Flying
	12 Secret Compartment

SHIP ABILITIES

ADAPTABLE

The crew always seems to discover just what the captain needs. When you roll a characteristic advance, if the captain can pass a leadership check, you may choose between the two options.

BLEND IN

Seen one fringe runner, you've seen them all — or so at least the customs officials seem to think. Ignore the first '1' in the Troublemaker pool.

BOARDING DEFENSE

A past captain has set up a clever trap to blunt the spearhead of any raider assault. Before the boarding action begins, roll 5D6. For each 4+

rolled, remove one die from the raider's die pool.

CARGO SHIP

You discover that this ship was designed with the efficient loading and unloading of cargo in mind. -1 Manpower for the Unload Cargo PGA.

COLONY SHIP

You discover that this vessel was originally commissioned as a colony ship. While it has been largely refit, some of the advanced life support systems still exist and can be brought back online. Each crew compartment can now support 7 crewmen.

EASY TO FIX

This ship is a dream to maintain. All crewmembers receive +1 to their leadership for the purpose of making repairs.

EFFICIENT

Reduce the ship's upkeep by 15 credits.

Gunboat

The ship was design for high intensity combat so all the weapon support systems, ammo stores, power couplings and the like are well engineered. The ship may ignore a failed ammo roll on the roll of a 4+ or a 6+ if the weapon's ammo roll is Auto.

PRECISE FLYING

If you pass a reliability check, you may ignore one fumble each round of combat.

QUICK JUMP

If you win the maneuver roll in combat, you may attempt to flee even if you did not start at long range. In order to flee, however, you must win two additional maneuver tests, (rather than the usual one additional maneuver test.)

RETROFIT

The ship's bays are design modularly for ease of removal and refitting. Refitting a bay takes only 1 Manpower, regardless of the number of

compartments. Also, you're able to recover 75% of the credits you spent on the old bay.

SENSOR CLOAKING

You're crew has discovered a system that masks your ship's energy signature. Enemy ships do not locate you unless they can pass a successful ship leadership check. Any ship that doesn't spot you is at -3 to Weapon Skill for the first round of combat.

SURVEY

Turns out the ship has some handy sensors for detecting mineral and gas deposits — information that the mining cartels pay good money for. The Survey ability opens up the following post-game action.

PGA	Survey Intel	Manpower	1
Income: D6 x 5 credits. You may take this action once for each unused point of movement.			
By			

SECRET COMPARTMENT

You have found a secret compartment tucked between two bulkheads. It doesn't appear to have been opened in ages. The Ship gets a free Smuggler's Hatch (which does not take up any of the ship's compartments).

FITTINGS

ARMORY



CR	50 CR	RTY	COMMON
UPK	+5 CR	CMP	1

While most crew keep their personal weapons close at hand, the ship's armory is where extra ammunition and weapon replacement parts are kept.

SPEC	WELL STOCKED: On a 4+, the player may ignore a failed ammo roll. Once this ability has been successfully used, it may not be used again this encounter.
LOOT	Capture D6 Extra Clips. The armory provides no bonuses for the next campaign round.
UPG	

BOLT HOLE



CR	50CR	RTY	COMMON
UPK	--	CMP	1

The bolt hole is a nook that has been specially disguised to be all but undetectable. They aren't large enough to hold cargo, but they are perfect for stashing the crew's illegal Tau carbine and the Tau deserter who uses it.

SPEC	Up to three Xenos, Outlaws, or Items from the stash may be hidden in the bolt hole and only detected in a Raid on D6 roll of a 6+.
LOOT	May not be Looted
UPG	Hidden Stash

BRIG



CR	50 CR	RTY	COMMON
UPK	--	CMP	1

A secure lock up to keep prisoners confined until you can turn them in for a bounty.

SPEC	<u>SECURE LOCKUP</u> : May hold up to 3 prisoners. Captured fighters in the brig do not add any troublemaker dice.		
	<u>Indentured Servitude</u> : You may take the Indenture PGA to sell a prisoner into indentured servitude.		
	PGA	Indenture	Manpower 1
	Sell a prisoner into indentured servitude for D6 x 5 Cr.		
	Prq.		
LOOT	Capture all prisoners in the brig.		
UPG	Supermax Cell		

CARGO BAY



CR	250CR	RTY	COMMON
UPK	--	CMP	4

The cargo bay is the main way of making money for many legitimate (and less-than-legitimate) traders.

SPEC	May take the Unload Cargo PGA			
	PGA	Unload Cargo	Manpower	3
	Income: 2D6 x [Cargo]			
	Prq.	1x per cargo bay		
LOOT	SECURITY -1: Capture 2D6x[Stolen Goods]			
	Looted cargo bays generate no income for next downtime phase.			
UPG	Autoloader System, Refrigerated Compartment, Secure Bay			

DAMAGE CONTROL

CR	75+2D6 CR	RTY	RARE 6
UPK	+5 CR.	CMP	2

The damage control compartment is the nexus of the ship's advanced control and repair systems that stretch though out its infrastructure.

SPEC	At the end of each round of ship-to-ship combat, may a Ship's Leadership check. If the check passes, you may repair one point of damage to a location of your choice.
LOOT	Capture D6 x 5 Cr worth of loot. Damage control may not be used until repaired. Treat it as if it suffered D3+2 wounds on the ship repair table.
UPG	

DROP POD BAY

CR	150+2D6 CR	RTY	RARE 7
UPK	+5 CR.	CMP	2

Drop pods are a quick and efficient way to deploy reserves and equipment onto the battlefield from orbit.

SPEC	The drop pod can hold up to three crewmen or 1 bike-sized vehicle. Drop pods can be called in with a command action, where they have Speed 5, Standard Deviation 2D6, and
LOOT	Capture D6 x 5 Cr worth of loot. Damage control may not be used until repaired. Treat it as if it suffered D3 wounds on the ship repair table.
UPG	

HOLD

CR	125 CR	RTY	COMMON
UPK	--	CMP	2

A multi-purpose space that can quickly be adapted for multiple roles.

	When the hold is first selected, choose one of the uses below for the hold. Thereafter, the crew can take the Modify Hold PGA to change the use.				
	<table><tr><td>PGA</td><td>Modify Hold</td><td>Manpower</td><td>1</td></tr></table>	PGA	Modify Hold	Manpower	1
PGA	Modify Hold	Manpower	1		
	Change the hold to another function.				
	<table><tr><td>Prq.</td><td></td></tr></table>	Prq.			
Prq.					
SPEC	<u>TEMPORARY LIVING QUARTERS</u> : Increase crew size by 3. <u>MAKESHIFT BRIG</u> : As brig, but Security -2. <u>VEHICLE BAY</u> : May store 1 bike-sized vehicle. <u>SMALL CARGO BAY</u> : May take the Unload Cargo PGA:				
	<table><tr><td>PGA</td><td>Unload Cargo</td><td>Manpower</td><td>2</td></tr></table>	PGA	Unload Cargo	Manpower	2
PGA	Unload Cargo	Manpower	2		
	Income: 1D6 x [Cargo]				
	<table><tr><td>Prq.</td><td>1x per hold</td></tr></table>	Prq.	1x per hold		
Prq.	1x per hold				
LOOT	See the looting results for the current use. The hold may not be used or modified during the next Down Time Phase.				
UPG					

LIVING QUARTERS

CR	50 CR	RTY	COMMON
UPK	--	CMP	1

The living quarters is the space dedicated for feeding, recreation, and sleep.

SPEC	Increase the maximum crew size by 5.
LOOT	Raiders smash up the crew's cabins and steal their personal effects. Capture D6 x 5 Cr worth of loot. -1 Edge for the next campaign round.
UPG	Efficient Life Support Systems, Luxury Accommodations.

MEDBAY

CR	70 CR	RTY	COMMON
UPK	--	CMP	2

The primary purpose of the medbay is to keep the crew healthy over a long voyage, but it's also handy when you've been shot.

SPEC	You may reroll one serious injury per encounter. This reroll can only be used if the injured fighter can be evacuated to the ship. If the injured fighter passes his toughness test, he starts the next encounter in reserves on the ship.
LOOT	Capture D6 Stims You may not use the medbay next campaign round.
UPG	Extra Bed, Rehab Center

PASSENGER CABIN

CR	100 CR	RTY	COMMON
UPK	--	CMP	1

Freelancers often take on passengers for extra cash or to lend their coming and going extra credibility.

SPEC	May take the Find Fairs PGA			
	PGA	Find Fairs	Manpower	1
	Income: D6 x 5 credits. On the roll of a 1, +2 dice to the Troublemaker pool. On the roll of a 6, a juve from a common archetype of your choice offers to join the crew.			
	Prq.	1x per passenger cabin		
LOOT	Capture the passenger, who may be sold into slavery for D6 x 5 credits.			
	The crew may not take the Find Fairs PGA this turn. Reduce the income from Find Fairs to D6 x 3 Cr for three campaign rounds.			
UPG	Luxury Cabin			

RELIQUARY

CR	75 CR	RTY	COMMON
UPK	5 CR	CMP	2

The reliquary is a place where the Emperor's devout can mediate in the presence of objects of the Emperor's grace.

SPEC	+1 D6 to the Preach post game action available to missionary crews.		
	The crew gains access to the Meditate PGA		
	PGA	Meditate	Manpower 1
LOOT	Nominate a crewmember to take a Leadership Check. If he passes, +1 Edge for the next campaign round, or +3 Edge if he rolls a natural 2.		
	Prq.	Any number	
UPG	Capture the relics or relics. To see the value of the relic, roll on the Artifact Table.		
	The reliquary may not be used until a new relic has been acquired.		
UPG	Relic Acquisition		

SMUGGLER HATCH

CR	125CR	RTY	COMMON
UPK	--	CMP	2

The smuggler hatch is a cleverly hidden stow that allows crews to move contraband while minimizing the risk of being caught.

SPEC	<u>HIDDEN</u> : This bay ignores Customs results on the roll of a 4+. May take the Unload Hatch PGA: <table><tr><td>PGA</td><td>Unload Cargo</td><td>Manpower</td><td>2</td></tr><tr><td colspan="4">Income: 1D6 x [Cargo]</td></tr><tr><td>Prq.</td><td colspan="3">1x per smuggler hatch</td></tr></table>	PGA	Unload Cargo	Manpower	2	Income: 1D6 x [Cargo]				Prq.	1x per smuggler hatch		
PGA	Unload Cargo	Manpower	2										
Income: 1D6 x [Cargo]													
Prq.	1x per smuggler hatch												
LOOT	<u>HIDDEN</u> 4+: An attempt to loot this compartment will fail on 4+. Capture 2D6x[Stolen Goods] Looted cargo bays generate no income for next downtime phase.												
UPG	Hideaway												

TELEPORTER

CR	175+4D6 CR	RTY	RARE 11
UPK	+10 CR	CMP	1

Although the technology exists, teleporters on privateer ships are rare. Imperial authorities tend to frown on their use because of the dangers inherent in sending ordinary men through the warp.

SPEC	TELEPORT: With a command action, up to three fighters in reserves can be deployed anywhere on the battlefield. Take a Ship's Ballistic Skill test, Standard Deviation of 2D6 to target the location. Due to the inherent safety systems, fighters will not be teleported into objects or left off in midair. If the deviation takes them off the battlefield, however, they may not take part in the encounter.
	DANGERS OF THE WARP: When the TROUBLE FOR THE LIKES OF YOU event is rolled, on 5+ apply the CREEPING CORRUPTION event from the Missionary crew rather than the ordinary captain event.
LOOT	CAPTURE D6 x 5 LOOT
	The teleporter may not be used until repaired. Treat it as if it suffered D3+2 wounds on the ship repair table. +2 to the Rarity for any replacement parts.
UPG	

TRAINING FACILITY

CR	75 CR	RTY	COMMON
UPK	--	CMP	2

Part dojo, part weight room, the training facility is a place where the crew can refine their technique or blow off some steam.

SPEC	May take the train PGA		
	PGA	Train	Manpower 1
	One crew member who received an advancement this campaign round can reroll the result on the advancement table.		
	Prq.	2x training facility	
LOOT	Capture D6 x 5 Cr worth of loot.		
	The training facility is trashed and cannot be used until repaired. Treat is as if it suffered D3 damage on the ship repair table.		
UPG	Combat Sim		

VEHICLE BAY

CR	50 CR	RTY	COMMON
UPK	--	CMP	2

The vehicle bay allows for the housing and storage of terrestrial or space vehicles.

SPEC	House up to 4 bike-sized vehicles. A light vehicle counts as 2 bike-sized vehicles, and a heavy vehicle counts as 3 bike-sized vehicles. (Note, the crew's drop ship has a dedicated space and does not require or take up space in the vehicle bay.
	SECURITY -1: CAPTURE D6 SPARE PARTS.
LOOT	Roll a D6 for each vehicle in the repair bay: on a 5+, roll once on the Vehicle Permanent Damage Table (BAW p.22)
UPG	

VOID SHIELD GENERATOR

CR	100CR	RTY	RARE 7
UPK	+5	CMP	1

The void

SPEC	Provides a 4+ special save to any wounding hits. Every time a wound is saved, you have to make an ammo test of a 4+ or the shield is depleted and is unusable for the remainder of the combat.
LOOT	Capture 2D6 spare parts The attacker deals D3+2 damage to the shield battery, which is useless until repaired.
UPG	

WORKSHOP

CR	100CR	RTY	COMMON
UPK	--	CMP	3

The workshop comes stocked with tools for repair and maintenance.

SPEC	You may use the workshop to take either the Maintenance or Repair PGAs:		
	PGA	Maintenance	Manpower 1
	Reduce the ships upkeep by D6x3 Cr.		
	Prq.	1x per workshop	
	PGA	Repair	Manpower 1
	Save up to D6 x 10 credits on one repair.		
	Prq.	1x per workshop	
LOOT	Capture 2D6 spare parts		
	The workshop is smashed up good and may not be used during the next Downtime Phase.		
UPG	Garage, Fabricarium		

EQUIPMENT & UPGRADES

COMPARTMENT UPGRADES

AUTOLOADER SYSTEM

25+D6 Credits, Rare 6.

Upgrades Cargo Bay and Smuggler Hatch

This is a system of conveyers, hoists, and robots that makes this bay a breeze to load an unload.

SPECIAL: -1 Manpower for the Unload Cargo PGA

COMBAT SIMULATOR

25+3D6 Credits, Rare 9,

Training Facility Upgrade

The training room has been fitted with an archeotech holo-training simcaster that was used to train Space Marines, or at least that's what the merchant told you . . .

SPECIAL: The crew gains access to the Combat Sim PGA:

PGA	Combat Sim	Manpower	1
Nominate a crew member to gain D3 experience. This PGA counts as a use of the Train PGA.			
Prq.	Special*		

EFFICIENT LIFE SUPPORT SYSTEM

35+2D6 Credits, Rare 7

Upgrades Living Quarters

The ship's air scrubbers and food reclamation machines have been modified to boost efficiency.

SPECIAL: -10 Credits to Ship's Upkeep. May only be taken once per ship.

LOOT: In addition, the raiders cause D3 damage to the life support systems, making them anything but efficient. Instead of their usual effect, they add +10 Credits to the ship's upkeep until repaired.

FABRICARIUM

25+D6 Credits, Rare 5, +1 Compartments

Upgrades Workshop

SPECIAL: Reduce the Rarity of any repair parts needed by 3

LOOT: Increase the Capture by +D6 Spare Parts. In addition, the bay suffers D3 damage and becomes unusable until repaired.

The cargo bay is upgraded with an enhanced cargo retention system that holds a lot more cargo for just a bit more space.

FRACTAL CARGO STOW

100+4D6 Credits, Rare 7, +1 Compartments

Upgrades Cargo bay and Smuggler Hatch

SPECIAL: The upgraded bay can hold +D6 x [Cargo]. Only one Fractal Cargo Stow can be applied per bay.

LOOT: Increase the Capture to 3D6 x [Stolen Goods]. In addition, the bay suffers D3 damage and becomes unusable until repaired.

The cargo bay is upgraded with an enhanced cargo retention system that holds a lot more cargo for just a bit more space.

GARAGE

40 Credits, Common, +1 Compartments

Upgrades Workshop or Vehicle Bay

SPECIAL: You may reroll vehicle permanent damage once per campaign round.

LOOT: Increase the Capture by +D6 Spare Parts. In addition, the bay suffers D3 damage and becomes unusable until repaired.

INTERROGATORIUM

35 Credits, Uncommon

Upgrades Brig

SPECIAL: The crew may take the Interrogate PGA

PGA	Interrogate	Manpower	1
Nominate a crewmember and a captive. Both fighters take leadership checks; if the crew member passes by a greater number, the crew gains one ACTIONABLE INTEL. If the crewmember rolled a 12, he suffers D3 Bad XP.			
Prq.	Up to 1x per captive		

LUXURY CABIN

100 Credits, Common, +1 Compartment

Upgrades Passenger Cabin

You expand the passenger cabin to attract a higher class of fringe scum.

SPECIAL: The Find Fairs PGA now makes D6x10 Credits, but also adds +1 Troublemaker dice. If a passenger offers to join your crew, roll a D6 and select an archetype of up to 2D6 rarity from the following:

Dice	Luxury Cabin
1-2:	Juve
3-4:	Crewman
5:	Specialist
6:	Elite

NEVER TOO MUCH HIGH CALIBER

50 Credits, Common

Upgrades Armory

SPECIAL: The Armory's Well Stocked ability succeeds on a 2+ for heavy weapons.

POSH QUARTERS

35 Credits, Uncommon

Upgrades Living Quarters

SPECIAL: +1 Edge, but -1 to max crew size.

SECURE BAY

15 Credits, Common,

Any Compartment

SPECIAL: The compartment gains +1 Security. This upgrade may be purchased any number of times, but upgrades beyond the first also cost +1 compartment.

SUPER-WELL STOCKED ARMORY

25 Credits, Common, +5 Cr Upkeep

Upgrades Armory

SPECIAL: May use the Armory's WELL STOCKED ability twice per encounter. This upgrade may only be taken once per armory.

SUPER-MAX CELL

25 Credits, Uncommon

Upgrades Brig

SPECIAL: Negate any effect that would allow a captured fighter to escape on the roll of a 4+. This will also prevent the brig from being looted (causing the raider to lose all successes spent, though he can spend more successes to try again).

ORBITAL WEAPONS SYSTEMS

LOW ORBIT LASCANNON

300 Credits, Common.

SPECIAL: May only target large targets. Must be in Low Orbit or closer to use.

Speed	S/D	Str.	Dam	Save	Ammo
Instant	N/A	9	2D6	-6	4+

THOR'S HAMMER

185 Credits, Rare 7, Gas Cloud Template.

SPECIAL: This high velocity railgun pitches bolts so fast that they impact a planet's surface with the explosive force of a small meteorite. Any target under the hole in the center of the template takes the brunt of the abuse, and is hit with a weapon with D3 strength 7 hits. Any target in the template takes a hit as if from a frag grenade.

<i>Speed</i>	<i>S/D</i>	<i>Str.</i>	<i>Dam</i>	<i>Save</i>	<i>Ammo</i>
8	1D6	3/7	1/D3	-1/-5	4+

CLUSTER ROCKET

225 Credits, Common, Blast Template.

SPECIAL: This multi-part warhead explodes over the battlefield, raining a series of bomblets to the ground. Place one blast template over the point where the weapon hits, and scatter D3 additional blast templates 2D6 inches in a randomly determined direction.

<i>Speed</i>	<i>S/D</i>	<i>Str.</i>	<i>Dam</i>	<i>Save</i>	<i>Ammo</i>
6	3D6	4	1	-1	5+

SHIP-TO-SHIP WEAPONS**TORPEDOES**

60 Credits, Common

SPECIAL: Torpedoes can only be fired at long range, but once they are fired, they use their internal guidance systems to home in and hit

Instead of conducting a shooting attack, the torpedo (Weapon Skill: 5) engages in a dogfight with the targeted ship. If the target wins, the torpedo misses, dealing no damage. If the torpedo wins, it does a number of hits equal to the number it succeeded by. If it is a draw, the torpedo circles around to attack again the following round.

<i>Range</i>	<i>To Hit</i>	<i>Str.</i>	<i>Save</i>	<i>Ammo</i>
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Long	N/A	4	-2	4+
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POINT DEFENSE SYSTEM

40 Credits, Common.

SPECIAL: This weapon may target one fighter or torpedoes. Torpedoes that are hit are automatically destroyed.

<i>Range</i>	<i>To Hit</i>	<i>Str.</i>	<i>Save</i>	<i>Ammo</i>
Short	+1	4	--	2+

GRAVITON TRACTOR

40 Credits, Rare 6.

SPECIAL: Once a ship is hit with a Graviton Tractor, it must win a Strength contest to extend the range of combat.

<i>Range</i>	<i>To Hit</i>	<i>Str.</i>	<i>Save</i>	<i>Ammo</i>
Short	+1	--	--	5+

SHIP EQUIPMENT**BREACHING CHARGE**

10 Credits, Common, Single use.

SPECIAL: Use in a ship assault to decrease the ships security for one compartment by D3.

SENTRY GUN

15 Credits, Common.

SPECIAL: In a boarding action, each sentry gun adds one to the defender's dice pool.

FORTIFIED CORRIDORS

40 Credits, Common.

SPECIAL: The ships corridors have been designed with choke points and fortified firing positions, making it a daunting task to flush out the ships defenders. The defender in a boarding action gets a 5+ save for any die that is about to be eliminated.

DROPSHIP EQUIPMENT

THRUSTER UPGRADE

35 Credits, Common.

SPECIAL: The engine upgrade tweaks the maximum performance out of the ships power plants, increasing its speed by +2 for the purposes of arrival time. Also, it gives the ship +2" to its slow speed in the Tactical Battle

ARMOR UPGRADE

125 Credits, Common.

SPECIAL: The armor upgrade changes the skimmer to a heavily armored vehicle, giving it +2 to all skimmer armor values.

MANEUVERABILITY UPGRADE

50 Credits, Uncommon

SPECIAL: The ship is as nimble as a cat, responding well to even the lightest touch and adjustment. If a model who has access to the piloting skill table is driving it, he may pass an Imitative test to ignore the penalties from landing stunts. Also, this upgrade gives the ship one additional 45 degree turn during tactical movement.

GUNSHIP

20 Credits + Weapon Cost, Common.

SPECIAL: The Gunship upgrade allows the driver himself to operate a forward mounted weapon. You may purchase a heavy, special, basic or twin linked version of any basic weapon to mount on the gunship. The twin-linked version costs twice the price of the basic weapon, but adds +1 sustained fire die to the weapons characteristics.

TURRET GUN/DOOR GUN

5 Credits + Weapon Cost, Common.

SPECIAL: You can purchase a heavy, special, basic, or twin-linked basic weapon to mount in

a side or rear sponsoon that can be operated by any crewman of the ship. Alternately, you can mount them in a dorsal or belly turret that has a 360 degree field of fire. However due to the difficulty of entering and exiting the turrets, the turret requires a dedicated gunner.

POWER FIELD

125 Credits, Rare 11.

SPECIAL: This is an energy field generator that siphons power of the main power plant, channeling it into shielding, which deflects incoming fire. The power field gives a 4+ special save against all ranged attacks that hit the drop ship. However, due in part to the stress of creating a shield to cover such a large area, high powered shots have a tendency to burn out the shield generator. If the power field rolls a 6 to save against a hit, then the power field burns out and cannot be used for the remainder of the game.

MINING RIG

200 Credits, Uncommon

SPECIAL: The mining rig (or harvester as it is more regularly called) is a full-out drop ship conversion that allows the crew to take the Mining Rig PGA;

PGA	Mining Rig	Manpower	3
Income 2D6 x 10 credits			
Prq.	1x Per Mining Rig		

On the downside, the mining rig takes up a lot of space in the drop ship and allowing only one upgrade in addition to the mining rig upgrade. In addition, because manipulator arms and intake hatches take up the weapon mounds, the mining rig may not be armed.