

Underhive Armory / Trading Post

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Visiting the Trading Post

The gang can make any of the Trading Post actions described as follows, allowing them to hire new fighters and buy or sell equipment. The actions can be taken in any order, and there is no limit to how many times a gang can perform each one. Any spent credits are deducted from the gang's Stash; any gained credits are added to the gang's Stash.

Hire a Fighter

The gang can hire a new fighter from their House list, paying for them as they did when founding the gang

Recruit Hangers-on

The gang can spend credits to add a Hanger-on to their roster. Their Reputation must be sufficient to allow this.

Sell Unwanted Equipment

Any equipment in the gang's Stash can be sold. The item is deleted from the Stash, and the gang gains its value in credits, minus D6x10 (to a minimum of 5).

Purchase Equipment

The gang can purchase any equipment from their House Equipment list at the price shown, adding it to their Stash. They can also purchase Common equipment from the Trading Post, at the price shown.

They cannot use this action to purchase Rare equipment from the Trading Post – that can only be obtained with the Seek Rare Equipment post battle action, performed by the gang's leader or champions.

Seek Rare Equipment

This post battle action can be taken multiple times, but is only resolved once.

For each leader or champion making the post battle action, roll 2D6 to determine the availability of items. Keep the highest result and add the following bonuses:

- +2 if the gang's Leader is making a Trade post battle action.
- +1 for each Champion making a Trade post-battle action.
- +1 for every full 10 Reputation the gang has (for example, a gang with Reputation 24 would get +2)

The result is the Availability level – the higher it is, the rarer the equipment that is on offer. For each fighter making the action, the gang can now purchase one Rare item from the Trading Post with a Rarity value equal to or lower than the Availability level. Any items that are purchased are immediately added to the gang's Stash.

**Note that, as this step takes place after post-battle actions are carried out in step 4, a Champion or Leader in recovery from lasting injuries, misses two games worth of post-battle actions*

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Pistols		Range		Accuracy								Trading Post	
Weapon	S	L	S	L	STR	AP	D	Ammo	Traits	Rarity	Price		
Autopistol	4	12	+1	-	3	-	1	4+	Pistol, RF 1	Common	10		
Bolt Pistol	6	12	+1	-	4	-1	2	6+	Pistol	8	50		
Hand Flamer	-	T	-	-	3	-	1	5+	Blaze, Template	8	75		
Laspistol	8	12	+1	-	3	-	1	2+	Pistol, Plentiful	Common	10		
Las Sub-carbine	4	12	+1	-	3	-	1	4+	Pistol, Plentiful, RF 1	Van Saar	15		
Needle Pistol	4	9	+2	-	4	-1	-	6+	Pistol, Scarce, Toxin	9	30		
Plasma Pistol										9	50		
-Low Power	6	12	+2	-	5	-1	2	5+	Pistol, Scarce				
-Max Power	6	12	+1	-	7	-2	3	5+	Pistol, Scarce, Unstable				
Plasma/Stub combi									Combi Low Power Plasma pistol + Stub gun	Goliath	65		
Stub gun	6	12	+2	-	3	-	1	4+	Pistol, Plentiful	Common	5		
- Dumdum Rounds	5	10	+1	-	4	-	1	4+	Pistol, Limited	7	5		
Web Pistol	-	T	-	-	4	-	-	6+	Template, Web	9	90		
Basic Weapons		Range		Accuracy								Trading Post	
Weapon	S	L	S	L	STR	AP	D	Ammo	Traits	Rarity	Price		
Autogun	8	24	+1	-	3	-	1	4+	RF 1	Common	15		
Boltgun	12	24	+1	-	4	-1	2	6+	RF 1	8	55		
Combat Shotgun										7	70		
-Salvo	4	12	+1	-	4	-	2	4+	Knockback, RF 1				
-Shredder	-	T	-	-	2	-	1	4+	Scattershot, Template				
+Firestorm	-	T	-	-	5	-1	1	6+	Blaze, Limited, Template	8	30		
Lasgun	18	24	+1	-	3	-	1	2+	Plentiful	Common	15		
Las Carbine	10	24	+1	-	3	-	1	4+	Plentiful, RF1	Van Saar	20		
Sawn-off Shotgun	4	8	+2	-	3	-	1	6+	Plentiful, Scattershot	Common	15		
Shotgun										Common	30		
-Solid slug	8	16	+1	-	4	-	2	4+	Knockback	-	-		
-Scatter Shell	4	8	+2	-	2	-	1	4+	Scattershot	-	-		
+Executioner Ammo	4	16	-1	+1	4	-2	2	6+	Knockback, Limited	9	20		
+ Inferno Ammo	4	16	+1	-	3	-	1	5+	Blaze, Limited	8	15		
+ Acid Rounds	4	16	+1	-	3	-1	1	4+	Blaze Scattershot	Escher	15		

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Melee Weapons		Range		Accuracy								Trading Post	
Weapon	S	L	S	L	STR	AP	D	Ammo	Traits	Rarity	Price		
Shock Stave	E	2	-	-	+1	-	1	-	Melee, Shock, Versatile	9	25		
Shock Whip	E	3	-	-	+1	-	1	-	Melee, Shock, Versatile	Escher	25		
Spud Jacker	-	E	-	-	+1	-	1	-	Melee, Knockback	Goliath	15		
Staff of Office	-	E	-	-	S	-	1	-	Melee, Parry	Gene Stealer	25		
Stiletto Knife	-	E	-	+1	S	-	1	-	Melee, Toxin	9	20		
Stiletto Sword	-	E	-	-	S	-1	1	-	Melee, Toxin, Parry	9	35		
Sword	-	E	-	+1	S	-1	1	-	Melee, Parry	6	20		
Thunder Hammer	-	E	-	-	+1	-1	3	-	Melee, Power, Shock	11	70		
Toxin Injector Claw	-	E	-	-	S	-1	1	-	Melee, Toxin	GSC	20		
Two handed Axe	-	E	-	-1	+2	-	2	-	Melee, Unwieldy	Common	25		
Two handed Hammer	-	E	-	-1	+1	-	3	-	Melee, Knockback, Unwieldy	Common	35		
Grenades		Range		Accuracy								Trading Post	
Weapon	S	L	S	L	STR	AP	D	Ammo	Traits	Rarity	Price		
Blasting Charges	-	Sx2	-	-	5	-1	2	5+	Blast 5", Knockback, Grenade	8	35		
Choke gas Grenades	-	Sx3	-	-	-	-	-	5+	Blast 3", Gas, Grenade	9	50		
Demolition Charge	-	Sx2	-	-	6	-3	3	*	Blast 5" Single Use, Grenade	12	50		
Frag Grenade	-	Sx3	-	-	3	-	1	4+	Blast 3", Knockback, Grenade	Common	30		
Incendiary Charge	-	Sx3	-	-	3	-	1	5+	Blast 5", Blaze, Grenade	7	10		
Krak Grenade	-	Sx3	-	-1	6	-2	2	4+	Demolition, Grenade	8	45		
Melta Bomb	-	Sx3	-	-1	8	-4	3	6+	Demolition, Grenade, Melta, Scarce	11	60		
Photon Flash Flare	-	Sx3	-	-	-	-	-	5+	Blast 5", Flash, Grenade	9	15		
Rad Grenade	-	Sx3	-	-	3	-2	1	4+	Blast 3", Grenade, Rad-phage	Van Saar	25		
Scare Grenades	-	Sx3	-	-	-	-	-	6+	Blast 3", Fear, Gas, Grenade	10	45		
Smoke Grenades	-	Sx3	-	-	-	-	-	4+	Smoke, Grenade	Common	15		

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Weapon Attachments		Trading Post	
Item	Info	Rarity	Price
Gunshroud	Useable on Pistols and Basic Weapons A weapon with a Gunshroud does not need to test to see whether an alarm is raised in scenarios that use Sentries.	8	20
Hotshot Las Pack	Useable on Lasguns or Las Pistols Increases Strength to 4 and AP to -1. Weapon loses Plentiful trait and its ammo value is reduced to 4+	Common	20
Infra Sight	Useable on all ranged weapons without the rapid fire trait. Weapon can be used to attack through smoke clouds and is unaffected by low light conditions. In addition, the targets cover bonus is reduced by 1.	8	40
Las Projector	Useable on Pistol, Basic and special weapons. The weapons short range accuracy bonus is increased by 1.	9	35
Mono-Sight	Useable on Basic, Special and Heavy weapons. Aiming with this weapon grants a +2 to hit bonus instead of the normal +1	9	35
Suspensor	Useable on Heavy weapons. Firing an unwieldy weapon fitted with suspensors becomes a basic action rather than a double action.	10	60
Telescopic Sight	Useable on Pistols, basic and special weapons. If a fighter attacks with this weapon after making an Aim action, the weapons short range accuracy modifier is used even if the target is at long range.	Common	25
Armor		Trading Post	
Item	Info	Rarity	Price
Armored Bodyglove	Immune to Rad-Phage weapon trait. Armor saves increased by 1. May be combined with other types of armor but not with an armored undersuit.	Van Saar	-
Light Carapace Armor	Grants a 4+ save roll.	10	80
Heavy Carapace Armor	Grants a 4+ save roll that is increased to 3+ against attacks originating within the wearers 90° vision arc. Due to the weight of the armor, Initiative is penalized by 1 and movement by 1" when making a charge action.	11	100
Flak Armor	Grants a 6+ save roll. Against weapons that use a blast marker or flame template, this is increased to 5+.	Common	10
Mesh Armor	Grants a 5+ save roll.	Common	15
Hazard Suit	Grants a 6+ save roll. If combined with a respirator the fighters toughness is increased by 3 against gas attacks instead of the regular 2.	10	10
Furnace Plates	Grants a 6+ Save roll. Increases to 5+ against attacks originating within the wearers 90° vision arc.	Goliath	10

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Field Armor

Field armor saves cannot be modified by weapons AP value, however a fighter may only make one save per attack, therefore you must choose to either make a save attempt using the fighters armor save, or using the field.

Item	Info	Rarity	Price
Conversion Field	A conversion field works by transforming the kinetic energy of an attack into light energy, absorbing the impact in a blinding flash. When a fighter wearing a conversion field is hit by an attack, roll a D6. On a 5+, the conversion field works and the attack has no further effect. However, any fighters, friend or foe, within 3" of the wearer count as being hit by a weapon with the Flash trait as the field reacts in a tremendous burst of light. Note that the wearer is unaffected by this flash of light as they are inside the field.	11	60
Displacer Field	A displacer field reacts to the energy of an impact by teleporting the wearer a safe distance away. The harder the impact, the further the wearer will be moved. If a fighter wearing a displacer field is hit, roll a D6. On a 4+, the fighter is moved a number of inches equal to the Strength of the attack in a random direction, determined by rolling a Scatter dice, and the hit is ignored (even if any part of the fighter is still under the template – if the attack used one – after being displaced). A displacer field will not deposit its wearer inside a terrain feature, the fighter will move by the shortest route possible so that it can be placed clear of any impassable terrain features. Similarly, the fighter's base cannot overlap another fighter's base and the wearer must be moved by the shortest route possible until its base can be placed without overlapping. Note that the wearer may end up within 1" of an enemy fighter and may even end up Engaged as a result of being displaced. However, displacer fields are notoriously oblivious to safe footings. In a Zone Mortalis game, a fighter wearing a displacer field may be deposited above a pit fall or similar hazard. In a Sector Mechanicus game, a fighter above ground level may simply be flung into the open air. If any part of the fighter's base ends overhanging a hazard or overhanging a platform edge, the fighter must pass an initiative test or will fall, following all the rules for falling as required by the terrain type being fought over. If the entirety of the fighter's base is over a hazard or in the open air, they will simply fall. If a fighter wearing a displacer field is transported off the board, they immediately go Out of Action. If an attack does not have a Strength value, then a displacer field cannot work against it.	12	70
Refractor Field	A refractor field bends the energy of an attack around the wearer, harmlessly distributing it over a large area and robbing the attack of its lethal force. When a fighter wearing a refractor field is hit by an attack, roll a D6. On a 5+ the hit is ignored. However, should the field work and the hit be ignored, roll another D6. If the result is a 1, then the field has been overburdened by the attack and its generator is burned out. Remove the refractor field from the fighter's card, it no longer works.	10	50

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Wargear		Trading Post	
Item	Info	Rarity	Price
Ammo Cache	Ammo caches are added to the gang's Stash, instead of being carried by a particular fighter. Immediately after the last of the fighters in the crew is set up at the start of a battle, the controlling player can choose to set up any ammo caches from their Stash. If the scenario has an attacker and a defender, and this gang is defending, roll a D6 for each of their ammo caches. On a 1-4, they were not expecting the attackers and the caches cannot be used; on a 5 or 6, they are lucky enough to have them to hand. Each ammo cache must be set up within 1" of one of their fighters and within their deployment zone if the scenario has one. It is then deleted from the gang's Stash. During the battle, ammo caches follow the rules on p. 31	8	60
Armored Undersuit	If a fighter is wearing an armored undersuit, their save roll is improved by 1. For example, if they are wearing Flak armor and an armored undersuit, they would have a 5+ save, which would be increased to a 4+ save against blasts. If a fighter does not already have a save roll, an armored undersuit grants a save of 6+.	7	25
Bio-booster	The first time in each game that an Injury roll is made for a fighter with a bio-booster, one less Injury dice is rolled. If only one dice should have been rolled, two dice are rolled instead and the player controlling the fighter with the bio-booster can discard one of them.	8	35
Bio-scanner	If a fighter with a bio-scanner is a sentry in a scenario that uses the Sentries special rule, they can attempt to spot attackers even if they are not within their vision arc. In addition, the D6 roll to see whether a fighter is spotted has a +1 modifier (a natural 1 still fails)	8	30
Chem-Synth	An Active or Engaged fighter with a chem-synth can make the following action: Synthesize Poison (Basic) – If the fighter is Engaged, make a Cool check. If the check is passed, or if the fighter is not Engaged, any Gas or Toxin weapons they use until the end of their activation are poisoned and the target's Toughness is reduced by 1 when resolving those attacks.	12	15
Cult Icon	One Hybrid Acolyte in the gang may carry a Cult Icon. This symbol of the Four-Armed Emperor serves to inspire the cult members to greater acts in battle. When the Hybrid Acolyte carrying the icon makes a Group Activation, it may activate two Readied fighters within 4", rather than the usual one.	GSC	40
Drop rig	An Active fighter with a drop rig can make the following action while they are within 1" of the edge of a platform: Descend (Basic) – The fighter makes a move of up to 3" horizontally and up to 12" vertically. Any vertical movement must be downwards, ie. towards the ground.	Common	10
Extra Arm	Any fighter with a third arm may use it to better handle an Unwieldy weapon, or to gain an extra attack in combat. If armed with an unwieldy gun, shooting it becomes a Basic action rather than a Double action. Otherwise, the fighter gains +1 attack in close combat. This extra attack is treated as being made with a fighting knife rather than with any other weapons the fighter may be carrying.	GSC	50

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Wargear		Trading Post	
Item	Info	Rarity	Price
Filter plugs	If a fighter with filter plugs is hit by a weapon with the Gas trait, their Toughness is increased by 1 for the purposes of the roll to see whether they are affected. Filter plugs are one-use; if a fighter uses them during a battle, they are deleted from their fighter's card when the battle ends.	Common	10
Grapnel launcher	An Active fighter with a grapnel launcher can make the following action: Grapnel (Double) – The fighter can move up to 12" in a straight line, in any direction. This move can take them to a different level, as long as they do not move through any terrain	Common	25
Grav-chute	If a fighter falls or jumps down to a lower level, they do not suffer any damage – they simply move down without any rolls being made.	10	50
Medicae kit	When a fighter with a Medicae kit assists a friendly fighter's Recovery test, roll an extra injury dice then choose one to discard.	9	30
Photo-goggles	A fighter with photo-goggles can attack through smoke clouds (see p.112) and is unaffected by low-light conditions. In addition, if they are hit by a Flash (p.111) weapon, add 1 to the result of the Initiative test to see whether they are Pinned.	9	35
Respirator	If a fighter with a respirator is hit by a weapon with the Gas trait, their Toughness is increased by 2 for the purposes of the roll to see whether they are affected.	Common	15
Servo harness, Partial	A fighter wearing a partial servo harness gains a +2 modifier to their Strength characteristic and a +1 modifier to their Toughness characteristic. This may take them above their maximum characteristics but it is not a permanent increase and will be lost should the servo harness be lost or cease to function for any reason. Additionally, a fighter wearing partial servo harness gains the benefits of suspensors on any Unwieldy ranged weapon they carry. However, a fighter wearing a partial servo harness reduces their Movement and Initiative by 1. This item cannot be combined with a servo claw or any other type of servo harness. <i>*A partial servo harness has a rarity of 11 for Goliath and Orlock and a rarity of 10 for Van Saar.</i>	12*	130
Servo harness, Full	A fighter wearing a full servo harness gains all of the benefits of a partial servo harness, but without the negative modifiers to Movement and Initiative. This item cannot be combined with a servo claw or any other type of servo harness. <i>*A full servo harness has a rarity of 11 for Goliath and Orlock and a rarity of 10 for Van Saar.</i>	12*	160
Skinblade	If the fighter is captured at the end of a battle, they can attempt to escape. If they do, roll a D6. On a result of 1 or 2, they are unsuccessful. On a result of 3 or 4, they can escape but are injured in the process – make a Lasting Injury roll for them. On a result of 5 or 6, they escape. A fighter who escapes is no longer captured, however, their skinblade is lost and deleted from their Fighter card	Common	10

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Wargear		Trading Post	
Item	Info	Rarity	Price
Stimm-slug Stash	A fighter with a Stimm-slug stash can use it at the start of their turn, when they are chosen to make an action. Immediately discard one Flesh Wound from the fighter's card, if any are present. Until the end of the round, the fighter's Move, Strength and Toughness characteristics are each increased by 2. At the start of the End phase, roll a D6. On a 1 or 2, the stimm overload is too much – roll an Injury dice and apply the result to the fighter.	7	30
Strip Kit	When a fighter with a strip kit makes an Intelligence check to operate a door terminal or bypass the lock on a loot casket, add 2 to the result.	Common	15
Web Solvent	A Webbed fighter equipped with web solvent rolls an extra Injury dice in the Recovery phase, picking one of the dice to resolve and discarding the other. Additionally, when a fighter equipped with web solvent assists a Webbed fighter with a Recovery test, roll an extra two Injury dice and choose which one to apply.	8	25
Extravagant Goods		Trading Post	
Item	Info	Rarity	Price
Gold Plated Gun	Any weapon can be gold plated. The owner gets a bonus of 1 to their leadership characteristic. Additionally, once per game the owner may reroll a failed ammo check.	10	40
Exotic Furs	Should this fighter make a Seek Rare Equipment action in the post-battle sequence, they add an additional +1 modifier to the dice roll to determine the rarity of the items on offer.	12	50
Opulent Jewelry	If this fighter makes a Medical Escort action in the post-battle sequence, they will attempt to impress the Doc with their visible wealth. Sometimes this works, sometimes it does not...You may re-roll the dice when determining the fee the Doc charges, but you must accept the second result, even if it is worse.	11	80
Uphive Raiment's	This ganger generates D6+1x10 credits when working the gang's Turf as a post-battle action instead of the normal amount.	10	50

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Servo-Skulls

Servo-skulls are only available to Gang Leaders or Champions. All Servo-skulls are treated as ordinary wargear and should be recorded on their owner's Fighter card accordingly; they always confer the following bonuses onto their owner:

- Servo-skulls must be represented by a separate model that must stay within 2" of the owning fighter. This is not a gang fighter or friendly model; it is purely a marker representing the servo-skull and matters only for its own line of sight and targeting purposes. Nor will they give away their owner's location as they are assumed to be aware enough of stealthy movement to emulate it, and remain very low and close when needed.
- When the owner activates it, the servo-skull will move with them, servo-skulls ignore all terrain, and can never fall.
- Servo-skulls cannot be targeted by shooting or melee attacks, and can never be Engaged in combat – they simply float away.
- Servo-skulls may, however, be caught by a Blast or Template weapon. If a servo-skull is caught under a Blast or Template, the attacker should roll a D6. On a 4-6, it is hit by the attack. On a 1-3, it is able to float clear of the area of the attack. Leave the model where it is and assume it has bobbed around and returned to where it was. If a servo-skull is hit in this way, the owning player rolls a D6. On a 1, it is destroyed and should be removed from the owning fighter's Fighter card. On a 2-6, it is taken Out of Action and plays no further part in the game, but otherwise suffers no long-term effects.
- If the owning fighter leaves the table for any reason, the servo-skull will accompany them and takes no further part in the game.

Servo Skulls

Trading Post

Item	Info	Rarity	Price
Sensor Skull	A sensor skull grants the owning fighter the same benefits as a bio-scanner (see page 105). In addition, when the fighter takes an Aim action, they may add 2 to the result of any hit rolls they make for subsequent shots taken in the same activation rather than the usual 1. This bonus is in addition to any granted by any other wargear or skills the fighter may have.	12	60
Medi Skull	When making a Recovery test for the owning fighter, roll an extra Injury dice, then pick one of the dice to resolve and discard the other. This is in addition to any friendly fighters assisting the recovery and any other items such as Medicae kits, so it is possible that the owning fighter may be rolling several Injury dice to choose from.	12	80
Gun Skull	A gun skull is equipped with a simple ranged weapon and will target whatever or whoever the owning fighter does when they make a ranged attack. Simply roll one extra to hit dice and one extra Ammo dice for the gun skull, ideally of a different color to those being used for the fighter, to represent the gun skull making a ranged attack. Note though that range, line of sight and cover must be worked out from the gun skull's base rather than that of the owning fighter. If the owning fighter does not possess any ranged weapons, the gun skull may shoot at an enemy it can see, chosen by the owning fighter and following normal target priority rules in relation to the owning fighter's position. The owning fighter is never considered to be in the way of a gun skull's shooting attacks and cannot be hit by Stray Shots. A gun skull has a BS of 5+ and may never benefit from aiming or any wargear or skills that modify the owning fighter's to-hit rolls. The Gun skulls weapon has the following stats:	12	65

Weapon	S	L	S	L	Str	AP	D	Ammo	Traits
Gun Skull	4	12	+1	-	2	-	1	4+	RF1, Scarce

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Exotic Beasts

Exotic Beasts are only available to gang Leaders and Champions. They are purchased as wargear and should be recorded on their owner's Fighter card accordingly. However, where Exotic Beasts differ to normal wargear is that they will have their own Fighter card which details their unique stats, skills, and weaponry.

They follow all of the normal rules for a fighter, with the following exceptions: • Whenever the fighter that owns the Exotic Beast is selected for a scenario, you may choose to deploy the Exotic Beast alongside their owner regardless of how many other fighters you have selected.

• Exotic Beasts must always endeavour to stay within 3" of their owner. Should they ever find themselves beyond this, they must make as many Move actions as necessary to get back within this range.

• Exotic Beasts always activate with their owner as per the rules for Group Activations described page 19. However, this does not prevent the owner making a normal Group Activation involving other gang fighters. An Exotic Beast will activate in this way no matter how far away from its owner it is, although if it is more than 3" away it must attempt to return to within 3" as described above.

• Should an Exotic Beast flee for any reason, it will flee towards its owner. If the owner is removed from the table for any reason, the Exotic Beast is also removed from play.

• Exotic Beasts gain Experience and suffer Lasting Injuries as a normal Ganger and may become a Specialist. However, due to their nature, the variety of skills available to them as a Specialist is much reduced compared to any other gang fighter. Therefore, Exotic Beasts have their own Skill table (see below).

• Exotic Beasts can be taken captive, in which case the owning fighter's gang can attempt to rescue them and the capturing gang may sell them as if they were a normal fighter, as described page 80. Exotic Beasts taken captive cannot be put to work in any Special Territories.

Exotic Beast Skills

By their very nature, Exotic Beasts are unable to utilize many of the skills detailed in the complete Skill lists. Therefore, when an Exotic Beast gains a new skill, roll a D6 and consult the table below:

D6	Agility	Brawn	Combat	Cunning	Ferocity
1-2	Catfall	Bull Charge	Counter-Attack	Backstab	Berserker
3-4	Dodge	Crushing Blow	Disarm	Evade	Fearsome
5-6	Sprint	Iron Jaw	Step Aside	Lie Low	Nerves of Steel

Skill Access

Exotic Beasts have access to the following skills:

Type	Agility	Brawn	Combat	Cunning	Ferocity
Caryatid	Primary	-	-	Secondary	-
Cyber-Mastiff	-	-	Primary	-	Secondary
Cyberachnid	Secondary	-	-	Primary	-
Phyrr Cat	Primary	-	-	Secondary	-
Sumpkroc	-	Primary	-	-	Secondary

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Exotic Beasts										Trading Post	
Item	Info									Rarity	Price
Sumpkroc	Goliath Only									11	130
Phyrr cat	Escher Only									12	120
Cyber-mastiff	Orlock Only									10	100
Cyberachnid	Van Saar Only									10	75
Caryatid	Special									15	*

0-1 Sumpkroc

M	WS	BS	S	T	W	I	A	LD	CL	Will	Int
4	3+	-	4	4	2	6+	2	8+	6+	7+	11+

Weapon	Rng		Acc		Str	AP	D	Ammo	Traits
	S	L	S	L					
Ferocious Jaws	-	E	-	-	S	-1	1	-	Melee, Rending

Special Rules

Counter-Charge

If the Sumpkroc's owning fighter is charged and Engaged by an enemy model, and if the Sumpkroc is Active, it may immediately move up to its full Move value towards the charging fighter. If at the end of this movement the Sumpkroc has Engaged the enemy fighter, it may immediately make one free Attack, out of normal sequence. The Sumpkroc may only make one Counter-charge per round.

Scaly Hide

The Sumpkroc has a naturally scaly and resilient hide, granting it a 5+ save roll.

0-2 Phyrr Cat

M	WS	BS	S	T	W	I	A	LD	CL	Will	Int
7	3+	-	3	3	1	2+	2	7+	8+	7+	8+

Weapon	Rng		Acc		Str	AP	D	Ammo	Traits
	S	L	S	L					
Talons	-	E	-	-	S	-1	2	-	Melee, Pulverize

Special Rules

Independent

Unlike other Exotic Beasts, a Phyrr Cat must always try to remain within 9'' of its owner rather than the usual 3''

Lands on her feet

If a Phyrr Cat falls for any reason, it will always reduce the Strength of the impact by -2.

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0-3 Cyber-Mastiff

M	WS	BS	S	T	W	I	A	LD	CL	Will	Int
5	3+	-	3	3	1	4+	1	7+	6+	8+	8+

Weapon	Rng		Acc		Str	AP	D	Ammo	Traits
	S	L	S	L					
Savage Bite	-	E	-	-	S	-2	1	-	Melee, Disarm

Special Rules

Watchdog

If the Cyber-mastiff's owner is a sentry in a scenario that uses the Sentries special rule, they can attempt to spot attackers even if they are not within their vision arc. In addition, the D6 roll to see whether a fighter is spotted has a +1 modifier (a natural 1 still fails).

Loyal Protector

Whilst the Cyber-mastiff is Active and within 3" of its owner, enemy fighters may not make a Coup de Grace action against the owner, even if the Cyber mastiff is itself Engaged.

0-3 Cyberachnid

M	WS	BS	S	T	W	I	A	LD	CL	Will	Int
6	4+	5+	2	2	1	2+	1	7+	8+	8+	8+

Weapon	Rng		Acc		Str	AP	D	Ammo	Traits
	S	L	S	L					
Venomous Bite	-	E	-	-	S	-	1	-	Melee, Toxin
Web Pistol	-	T	-	-	3	-	-	6+	Scarce, Template, Web

Special Rules

Clamber

When the Cyberachnid climbs, the vertical distance they move is not halved. In other words, they always count as climbing up or down a ladder.

Fear Inducing

Cyberachnids have the Fearsome (Ferocity) skill and may confer this onto their owner. The owner only gains this skill provided they have an Active Cyberachnid within 3", otherwise the skill is lost.

Horrific

A Cyberachnid is a horrifying meld of machine and spider that gangers of other Houses would just as soon not have in their hide-out. A Cyberachnid can never be Captured.

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0-1 Caryatid

**: A Caryatid is not purchased like other items of wargear, instead one may decide of its own volition to make a companion of a gang leader or not.*

Should the gang roll 15 or higher after modification when making a Seek Rare Equipment check during the post-battle sequence, there is a change that a Caryatid will attach itself to the gang Leader. Roll 2d6 and add the gang's current Reputation. If the result is 20 or higher, a Caryatid has decided to form a bond with the gang Leader.

Caryatid	M	WS	BS	S	T	W	I	A	LD	CL	Will	Int
	6	4+	5+	2	2	1	2+	1	7+	8+	8+	8+

A Caryatid carries no weapons and will always make unarmed attacks.

Special Rules

Omen of Fortune

A Caryatid is able to sense bad fortune and forewarn its chosen companion, giving them a flash of precognition. Whilst the Caryatid is within 3" of its owner, that fighter may avoid one successful hit per turn by making a successful Willpower check. Make the check immediately after a successful roll to hit has been made against the fighter. If the check is failed, the attack hits as normal. If the check is aces, the attack counts as having missed and the dice roll is discarded. Templates and Blast markers are placed as normal for the purposes of determining hits against other models, but the Caryatid's owner is assumed to have somehow dodged clear.

Precognition

The gift of foresight possessed by the Caryatid enables it to dodge and evade all but the most unexpected of attacks. This tremendous precognition grants the Caryatid a 3+ save roll, which cannot be modified by Armor Penetration. Additionally, a Caryatid may avoid being caught by Blast or Template weapon. If a Caryatid is caught under a Blast or Template, the attacker should roll a D6. On a 4-6, it is hit by the attack. On a 1-3, it is able to fly clear of the area of the attack. Leave the model where it is and assume it has fluttered around and returned to where it was before the Blast weapon struck.

Abandonment

Should the gang reduce its Reputation for any reason, roll a D6 and subtract from the result the number of Reputation lost. If the total is 1 or less, the Caryatid will abandon its companion. A natural roll of 6 is always a success, regardless of modifiers.

Flight

A Caryatid ignores all terrain, may move freely between levels without restriction, and can never fall. It may not, however, ignore impassable terrain or walls, and may not end its movement with its base overlapping an obstacle or another fighter's base.

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Weapon Traits

Backstab

If the attacker is not within the target's vision arc, add 1 to the attack's Strength.

Blast (3"/5")

The weapon uses a Blast marker as described p.17 and p.23 of the Underhive rulebook.

Blaze

After an attack with the Blaze trait has been resolved, roll a D6 if the target was hit but not taken Out of Action. On a 4, 5 or 6 they catch fire – place a Blaze marker on their fighter card. When a fighter with a Blaze marker is activated, they suffer an immediate Strength 3, AP -1, Damage 1 hit. If the fighter is Seriously Injured, they attempt to put the fire out (see below). Otherwise, they are no longer Pinned and they will move 2D6" in a random direction (determined using the Scatter dice, and stopping if they would move within 1" of an enemy). A fighter with a Blaze marker cannot take any other actions. At the end of their activation, roll a D6, adding 1 to the result for each other Active friendly fighter within 1" . On a 6 or more, the flames go out and the Blaze marker is removed. Alternatively, after they move they become Pinned. Pinned or Seriously Injured fighters add 2 to the result of the roll to see whether the flames go out.

Combi

A combi-weapon has two profiles. When it is fired, pick one of the two profiles and use it for the attack. Due to the compact nature of the weapons, they often have less capacity for ammunition, and are prone to jams and other minor issues. When making an Ammo check for either of the weapons, roll twice and apply the worst result. However, unlike most weapons that have two profiles, ammo for the two parts of the combi-weapon are tracked separately – if one profile runs Out of Ammo, the other can still fire unless it has also run Out of Ammo.

Concussion

Any model hit by a Concussion weapon has their Initiative reduced by 2 to a minimum of 6+ until the end of the round.

Demolitions

Grenades with the Demolitions trait can be used when making close combat attacks against scenery targets (such as locked doors or scenario objectives). A fighter who uses a grenade in this way makes one attack (regardless of how many Attack dice they would normally roll), which hits automatically.

Digi

A digi weapon is worn mounted on a ring or hidden inside a glove. It can be used in addition to any other Melee weapon or Pistol carried by the fighter granting either an additional shot or an additional close combat attack. A weapon with this trait does not count towards the maximum number of weapons a fighter can carry, however the maximum number of weapon with this trait a fighter can carry is 10.

Weapon Traits

Disarm

If the hit roll for an attack made with a Disarm weapon is a natural 6, the target cannot use any weapons when making Reaction attacks during that combat – they make unarmed attacks instead.

Drag

If a fighter is hit by a Drag weapon but not taken Out of Action, the attacker can attempt to drag the target closer after the attack has been resolved. If a they do, roll a d6. If the score is equal to or higher than the target's Strength, the target is dragged D3" straight towards the attacker, stopping if they hit any terrain. If they move into another fighter (other than the attacker), both fighters are moved the remaining distance towards the attacker. If the weapon also has the Impale special rule and hits more than one fighter, only the last fighter to be hit can be dragged.

Energy Shield

An energy shield grants a +2 armor roll modifier (to a maximum of 2+) against melee attacks that originate from within the fighter's vision arc (the 90° arc to their front), and a +1 armor save modifier against ranged attacks that originate from within the fighter's vision arc; check this before the fighter model is placed prone and is Pinned. If it is not clear whether the attacker is within the target's front arc, use a Vision Arc template to check – if the center of the attacker's base is within the arc, the energy shield can be used. Against attacks with the Blast trait, use the center of the Blast marker in place of the attacker. If the target does not have a facing (for example, if they are Prone) the energy shield cannot be used.

Entangle

Hits scored by weapons with the Entangle trait cannot be negated by the Parry trait. In addition, if the hit roll for an Entangle weapon is a natural 6, any Reaction attacks made by the target have an additional -2 hit modifier.

Fear

Instead of making an Injury roll for an attack with the Fear trait, the opposing player makes a Nerve test for the target, subtracting 2 from the result. If the test fails, the target is immediately Broken and runs for cover.

Flash

If a fighter is hit by a Flash weapon, no wound roll is made. Instead, make an Initiative check for the target. If it is failed, they are blinded. A blinded fighter loses their Ready marker; if they do not have a Ready marker, they do not gain a Ready marker at the start of the following round. Until the next time the fighter is activated, they cannot make any attacks other than reaction attacks, for which any hit rolls will only succeed on a natural 6.

Gas

When a fighter is hit by an attack made by a Gas weapon, they are not Pinned and a wound roll is not made. Instead roll a D6. If the result is equal to or higher than the target's Toughness, or is a natural 6, make an Injury roll for them (regardless of their Wounds characteristic) – no save roll can be made

Graviton Pulse

Instead of rolling to wound normally with this weapon, any model caught in the blast must instead roll to or under their Strength on a D6 (a roll of 6 always counts as a fail). After the weapon has been fired, leave the Blast marker in place. For the remainder of the round, any model moving through this area will use 2" of their movement for every 1" they move.

Weapon Traits

Grenade

Grenades are dangerous in the close confines of a hive tunnel network, but this does not deter many fighters from using them.

Grenades are treated as special type of ranged weapon. A fighter with grenades can throw one as a Shoot action. Grenades do not have a Short range, and their Long range is determined by multiplying the attacking fighter's Strength by 3.

Grenades are always a lot more limited than other ranged weapons. As such, the Firepower dice is not rolled when attacking with a grenade. Instead, after the attack has been resolved, an Ammo check is made automatically. Grenades cannot be reloaded – once they are gone, they are gone for the entire battle.

An Ammo check fail on a grenade launcher, however, might represent a weapon jamming or some other minor malfunction, but we can assume the wielder carries sufficient ammo for the battle and if they are able to clear the fault then they are able to reload. This is factored into the cost of the weapon

Impale

If an attack made by this weapon hits and wounds the target, and the save roll is unsuccessful (or no save roll is made), the projectile continues through them and might hit another fighter! Trace a straight line from the target, directly away from the attacker. If there are any fighters within 1" of this line, and within the weapon's Long Range, the one that is closest to the target is at risk of being hit. Roll a D6 – on a 3 or more, resolve the weapon's attack against that fighter, subtracting 1 from the Strength. The projectile can continue through multiple fighters in this way, but if the Strength is reduced to 0, it cannot hit any more fighters.

Knockback

If the hit roll for a weapon with the Knockback trait is equal to or higher than the target's Strength (before any modifiers are applied), they are immediately moved 1" directly away from the attacking fighter. If the fighter cannot be moved the full 1" because of a wall, obstacle or another fighter, they move as far as possible and the attack's Damage is increased by 1.

If a Blast weapon has the Knockback trait, roll a D6 for each fighter that is hit. If the result is equal to or higher than their Strength, they are Knocked Back as described above – however, they are moved directly away from the center of the Blast marker instead. If the center of the Blast marker was over the center of their base, roll a Scatter dice to determine which way they are moved. If a Melee weapon has the Knockback trait, the attacking fighter can choose to follow the target up moving directly towards them after they have been Knocked Back to remain in base contact. If the attack was made across a barricade, the attacker cannot do this.

Limited

This special rule is applied to some special ammo types which can be purchased for weapons. If a weapon fails an Ammo check while using limited ammo, they have run out – that ammo type is deleted from their fighter card and cannot be used again until more of that special ammo is purchased from the Trading Post. This is in addition to the normal rules for the weapon running Out of Ammo.

The weapon can still be reloaded as normal, using its remaining profile(s)

Melee

This weapon can be used during close combat attacks.

Weapon Traits

Melta

If this weapon is fired at Short Range, and proceeds to hit and damage, no Injury roll is made – instead, the target automatically goes Out of Action.

Parry

After an enemy makes close combat attacks against a fighter armed with a Parry weapon, the defending fighter's owning player can force the attacking player to re-roll one successful hit. If the defending fighter is armed with two Parry weapons, their owning player can force the attacking player to re-roll two successful hits instead.

Pistol

Pistols can be used to make ranged attacks, and can also be used in close combat. Note that their Accuracy bonus only applies when shooting.

Plentiful

Ammunition for this weapon is incredibly common. When reloading it, no Ammo check is required – it is automatically reloaded.

Power

The weapon is surrounded by a crackling power field. Attacks made by Power weapons cannot be parried except by other Power weapons. In addition, if the hit roll for a Power weapon is a 6, no save roll can be made against the attack and its Damage is increased by 1.

Pulverize

After making an Injury roll for an attack made by this weapon, the attacking player can roll a D6. If the result is equal to or higher than the target's Toughness, or is a natural 6, they can change one Injury dice from a Flesh Wound result to a Serious Injury result.

Rad-Phage

In addition to any other damage inflicted, any model hit by this weapon suffers an automatic flesh wound.

This is added irrespective of the result of the hit, and is applied after the hit has been resolved.

Rapid Fire (RF:X)

When firing with a Rapid Fire weapon, a successful hit roll scores a number of hits equal to the number of bullet holes on the Firepower dice. In addition the controlling player can roll more than one Firepower dice, up to the number shown in brackets (for example, when firing a Rapid Fire (2) weapon, up to two firepower dice can be rolled). Make an Ammo check for each Ammo symbol that is rolled. If any of them fail, the gun runs Out of Ammo. If two or more of them fail, the gun has jammed and cannot be used for the rest of the battle.

If a Rapid Fire weapon scores more than one hit, the hits can be split between multiple targets. The first must be allocated to the initial target, but the remainder can be allocated to other fighters within 3" of the first who are also within range and line of sight. These must not be any harder to hit than the original target – if a target in the open is hit, an obscured target cannot have hits allocated to it. Allocate all of the hits before making any wound rolls.

Rapid Fire trait on a pistol can be used in close combat.

Rending

If the roll to wound with a Rending weapon is a natural 6 the attack causes 1 extra point of damage.

Weapon Traits

Scarce

Ammunition is hard to come by for Scarce weapons, and as such they cannot be reloaded – once they run Out of Ammo, they cannot be used again during the battle.

Scattershot

When a target is hit by a scattershot attack, make D6 wounds roll instead of 1. Seismic If the target of a Seismic attack is Active, they are always Pinned – even if they have an ability that would normally allow them to avoid being Pinned by ranged attacks. In addition, if the wound roll for a Seismic weapon is a natural 6, no save roll can be made against that attack.

Shock

If the hit roll for a Shock weapon is a natural 6, the wound roll is considered to automatically succeed (no wound roll needs to be made)

Single Shot

This weapon can only be used once per game. After use it counts as having automatically failed an Ammo Check. There is no need to roll the Firepower dice unless the weapon also has the Rapid Fire (x) trait.

Smoke

Smoke weapons do not cause hits on fighters – they do not cause Pinning and cannot inflict Wounds. Instead, mark the location where they hit with a counter. They generate an area of dense smoke, which extends 2.5” out from the center of the counter; a 5” Blast marker can be used to determine this area, but it should be considered to extend vertically as well as horizontally. Fighters can move through the smoke, but it blocks line of sight, so attacks cannot be made into, out of or through it.

In the End phase, roll a D6. On a 4 or less, the cloud dissipates and the counter is removed.

Template

Template weapons use the Flame template to determine how many targets they hit.

Since it does not specifically target a fighter, weapon with Template trait bypasses the rules for target priority, does not suffer penalty for cover and can hit fighter in hiding (prone and in cover).

Toxin

Instead of making a Wound roll for a Toxin attack, roll 2D6. The target's controlling player rolls a D6 and adds the target's Toughness. If the target's roll is higher, they shrug off the toxin's effects.

If the rolls are equal, the target is Seriously Injured. If the 2D6 roll is higher, the target goes Out of Action.

An armor save roll may be made against Toxin attacks.

Versatile

If the wielder of a Versatile weapon is Engaged, it counts as a Melee weapon. Otherwise, it counts as a Ranged weapon.

Weapon Traits

Unstable

If the Ammo Symbol is rolled on the Firepower dice when attacking with this weapon, there is a chance the weapon will overheat in addition to needing an Ammo check. Roll a D6. On a 1, 2 or 3, the weapon suffers a catastrophic overload and the attacker is taken Out of Action. The attack is still resolved against the target.

Unwieldy

A shoot action made with this weapon counts as a Double action as opposed to a Single action. In addition, a fighter who uses an Unwieldy melee weapon in close combat, cannot use a second weapon at the same time – this one uses both hands.

Web

If the wound roll for a web attack is successful, no wound is inflicted, and no save roll or Injury Roll is made. Instead, the target is automatically Webbed. Treat the fighter as if they were Seriously Injured. A fighter that is Webbed at the end of the game does not succumb to their injuries and will automatically recover. When rolling to determine if any enemy fighters are captured at the end of the game, add +1 to the dice roll for each enemy fighter currently Webbed.

Note: You may find it convenient to note which fighters are Webbed to differentiate them from those that are Seriously Injured. We recommend making a note on their Fighter Card.