

SPYRERS

Even in the living nightmare of the Underhive the spyrrers are spoken of with a shudder. Parents scare small children into obedience with a mention of their name and grown men fall silent at tales of their attacks. To Underhive dwellers they are demons of the darkness, blood-soaked fiends who prey upon the warring gangs without compunction or pity.

These creatures are not devils or ghosts as Underhivers know all too well. They are the sons and daughters of the Noble Houses that rule Hive Primus and the whole of Necromunda from the fastness of the Spire. These siblings of noble blood are cast down into purgatory to prove themselves tough and resourceful enough to take their place amid the ruling families. In a hive containing so many billions of souls only the most dynamic and merciless can expect to rule, or indeed to survive.

Spyrrers are sent below the wall in teams. Once in the Underhive they can expect no help, no money, no resources: they have only the equipment they bring with them and their own native wits to help them survive. Of course a spyrrer hunting rig is no ordinary set of armour. Spyrrers use ritualised combinations of weapons and armour which favour different combat styles. Each rig is meticulously crafted offworld, a wondrous device of half-forgotten technologies worth its weight in credits.

The rig is self-sustaining and self-repairing, with integral weaponry and, most importantly of all, built-in power boosters which activate as the wearer gradually masters the suit's functions. These power boosters make each spyrrer evolve in a subtly different way, creating a diverse and powerful group of individuals in each hunt.

A spyrrer team can only cross back above the wall when it has achieved its stated objective, which might be to slay a half-dozen Underhive warriors or to survive in the wastes for a certain period of time or some similar vow. Their fighting suits record all that occurs in the depths and verifies their kills so no duplicity is possible; the spyrrers must succeed in their quest or die trying. In the Underhive itself they are hated and feared, but in the Spire they will be lionised on their return and the survivors of the team will take their place among the powerful ruling elite of Necromunda.

SPECIAL RULES

Permanently Outlawed

Spyrrers are outlawed by the guilders and cannot ever regain lawful status in the hive.

We don't need bottle caps

Spyrrers are sons and daughters of the Noble Houses that rule Hive Primus. They are stupendously rich and don't have any need for scraps nor do business with traders in the underhive.

- Spyrrers have no territory
- Spyrrer don't collect income or use credits
- Spyrrers don't use the trading post in anyway
- Spyrrers never starve
- Spyrrers never use hired guns or hanger-ons

Vow

Spyrrers decent to underhive to prove a point or simply to have fun. When they form their team they also make a vow to achieve a specific goal in the Underhive.

When Spyrrer gang is formed choose one of the vows

- **Search and exterminate:** Spyrrers commit to critically injuring 6 enemy fighters. This is when a fighter rolls 61-66 on the lasting injury chart (during or after game) or spyrrers capture a fighter that isn't rescued.
- **Learn your lesson:** Spyrrers commit to gather a total of 40 Experience. Count dead spyrrers too.
- **Winning is the key:** Spyrrers commit to win six fights in the underhive

Spyrrers cannot recruit new fighters to replace their lost ones while they are in underhive trying to achieve the vow.

Once the hunt has achieved its vow they return victoriously to the spire ready to start a new lives in the Noble House hierarchy. However, many of them develop a taste for excitement and bloodletting of the hunt that they often return to the Underhive as a part of new Hunt

When the Spyrrers return to the spire all lasting injuries are removed due high tech medical attention. Spyrrers can form a new team, replace their dead ones or retire old ones. You cannot choose any vow that at least one of the team member has already completed. After spyrrer has fulfilled three vows he grows tired of underhive and retires for good.

Once per vow, after spyrrers have achieved half of the vow, they may ask their patrons to accept . Roll 2d6 (+ 2 for each spyrrer that has

died during the hunt). If total exceeds 12 patrons see that the vow is fulfilled and allow them to return to spire as if they completed the entire vow. If the roll fails Patrons demand the Spyrrers to fulfill the entire vow.

Power Boosts

Each spyrrer has Power boosts that are listed on their entries. There is always three minor boost, two major boost and two ultimate boosts.

Everytime spyrrer manages to fulfill half of the vow progress, during the next post-battle sequence you may pick one minor boost, for the spyrrer. When Spyrrer manages to fulfill their first vow and return to the spire, they can choose one major boost. And when they finish their second vow and return to the spire they can pick one ultimate boost. Each boost can only be chosen once.

Independent

Spyrrers are very competitive and in constant communication with each other. Though each would never accept a leader other than themselves, any leadership test that is normally made by the leader will be made with a spyrrer of the players choosing. Since there is no official leader, they can't receive any leader bonuses etc...

Capture

Spyrrers never attempt to rescue their teammates and they will never pay any kind of ransoms whatsoever. A captured spyrrer that can't escape on their own is always killed and its devices can be sold for 3d6x5 credits. Spyrrer equipment can only be used by the Spyrrer to which it belongs.

Gang Tactics

Spyrrers don't use gang tactic cards. They lack the proper skills to form team work nor don't have experience enough to use tricks in the hive as those who are native there.

Small Hunt

Spyrrers use half (fractions up) the usual number of fighters in scenarios that has limited number of fighters.

Bottle test

When Bottle checks are made, subtract 1 from the natural roll.

Hard Target

Spyrrers are especially elusive and deadly foe that require immense wit, skill, and some would say luck, to put down.

Taking any spyrrer out of action yield one extra experience.

Inexperienced

Spyrrers count as juves for all rules and purposes. They upgrade to champions as per normal rules.

Gang Rating

Spyrrer team have a gang rating of 200 per spyrrer plus their value added by experience and Power boosts. Boosts rating; Minor=50, Major=75, Ultimate=100. Spyrrer however never receive any kind of underdog bonuses.

Rogue Spyrrer

Should the spyrrer team reduced to just one Spyrrer that spyrrer doubles any experience gained and you can force a reroll on scenario rolls.

Pinning

Spyrrers trust their armor unconditionally and it gives them confidence. Thus they are only pinned when losing a Wound or taking a Flesh Wound not when they are hit.

Power suits

The suit it self is an integration of armor, wargear and weapons. It takes a time to learn all the possibilities of the suit, but once mastered spyrrer will become a formidable foe.

Every Spyrrer suit has following items installed in it

- Bio-Scanner
- Respirator
- Photo-Goggles
- Skinblade

Suits technically the weapons and none of the spyrrer weapon cannot be disarmed.

Spyrer Medical Tools

Spyrer Suits contain advanced medical tools. If there were no enemies on the table at the end of the game, the spyrers that went out of action get the effect of a medical escort at no cost and without another gang member needing help from another spyrer.

Spyrers only go into recovery if they roll 61-65 on the Lasting Injury chart.

GANG COMPOSITION

Spyrer team consist of five Spyrrers, no more, no less. Choose a suit for each spyrer in your gang. Spyrer cannot change their suit once it is chosen, even if they fulfil their vow and return to Underhive on another hunt they must use the same suit.

Skill Access

Spyrers have access to following skills

	Agility	Brawn	Combat	Cunning	Ferocity	Leadershi	Shooting	Savant
Jakara	Primary	-	Primary	Secondary	Secondary	-	-	-
Malcadon	Primary	-	Secondary	Primary	Secondary	-	-	-
Orrus	-	Primary	Primary	-	Secondary	-	Secondary	-
Yeld	Secondary	-	Secondary	Primary	-	-	Primary	-
Vattra	-	Primary	Secondary	-	Primary	-	Secondary	-
Altum	-	Secondary	-	-	Primary	-	Primary	Secondary

JAKARA.....

The Jakara is the lightest of all the spyre hunters, emphasising agility and speed over heavy armour. The suit itself is armoured with flexible plates like snake scales which are overlaid with the tubes and cables that feed power to the spyrer's limbs. The Jakara buckler is inset with energy absorbing devices..

M	WS	BS	S	T	W	I	A	LD	CI	Wil	Int
6	3+	4+	3	3	2	3+	2	7+	8+	7+	6+

EQUIPMENT

Jakara suit confers 4+ armour save. Jakara has Monomolecular Sword, Laser Bracers, and Mirror Shield.

	Rng		Acc		S	AP	D	AM	Traits
	S	L	S	L					
Monomolecular sword	-	E	-	-	+1	-1	1	-	Melee, Parry
Mirror Shield	-	E	-	-	S	-	1	-	Melee, Reflection Field
Laser Bracer	8	12	+1	-	3	-	1	2+	Pistol, Plentiful

Reflection Field: Jakara has 4+ field save against attacks that originate from within the fighter's vision arc (the 90° arc to their front). When the shield's save is a natural 6 against a ranged attack within the fighter's vision arc, it is safely reflected back to the attacker. Resolve the attack as if the attacker was hit by it.

Jakara Power Boosts

Minor	Vital revival system	Hot shot Laser	Spelunk
	Jakara gains Bio-Booster and is immune to rad-phage trait	Laser Bracers str and ap increase by 1	Jakara gains Drop-Rig
Major	Sharpened Monomolecular Sword	Heightened Reflexes	
	Jakaras sword AP increases by 2 and it gains Power trait	If jakarara is shot outside of his front-arc you can make a initiative test. If passed you may turn Jakara facing towards the attacker.	
Ultimate	Sunburst	High Energy Shield	
	Once per game Basic action Jakaras shield emits a strong burst of blinding light. Every fighter within Jakaras line of sight are hit by Flash attack.	Once per game Use right after Jakara has done his actions. Jakara is enveloped in almost impenetrable shield. Increase Jakaras Reflection field to 2+ and it reflects on 4+	

YELD.....

The Yeld is the most bizarre of the spyrer hunters: a winged fiend with pinions of chameleonic metal and claws of laser energy. When not in use the Yeld's wings sweep back to form a pinioned cloak of steel and reveal the heavy forearm units bearing laser tubes that are its primary weapons. Its wings are jagged with edges sharp as razors so it can slice its victim as it swoops overhead. When stealth is needed the Yeld's wings curl around to mimic the hues surrounding its body, concealing the spyrer until it takes flight again.

M	WS	BS	S	T	W	I	A	LD	CI	Wil	Int
6	4+	3+	3	3	2	3+	1	7+	8+	7+	6+

EQUIPMENT

Yeld suit confers 4+ armour save. Yeld has Laser Gauntlet and chameleon wings

	Rng		Acc						
	S	L	S	L	S	AP	D	AM	Traits
Laser Gauntlets	0-18	18-24	+1	-	3	-	1	2+	Plentiful
Razor Wings	-	E	-	-	S	-	1	-	Melee

Chameleon Wings

A Yeld's wings are made from hundreds of individual plates of metal connected by micro fibre bundles on an articulated frame. These bundles are activated by brainwaves read directly from the wearer's cortex. With a little training the wearer can make the wings move and flap at will, enabling him to glide exceptionally well or climb upward somewhat more laboriously. Each of the metal plates is also wired with crystalline circuitry allowing it to change colour and meld into the wearer's surroundings.

Flight: A Fighter with flight 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, another fighter's base or in mid-air.

Chameleon: Yeld is difficult to track as the wings can fool target. Any ranged attack against a Yeld suffers -1 penalty to hit if the weapon is firing in long range.

Yeld Power Boosts

Minor	Vital revival system	Power Laser	Hot Shot Laser
	Yeld gains Bio-Booster and is immune to rad-phase trait	Laser gauntlets damage is increased by one	Laser gauntlets strength and armor piercing increases by one
Major	Laser Magnifier	Carrion Strike	
	Laser gauntlets long range increases to 40	Yeld can make the first Coup-de Grace of turn as free action instead of simple and subsequently make 2 inch follow-up	
Ultimate	Invisibility	Death from Above	
	Once per game Basic action Yeld turns invisible. Take yeld of the battlefield. At the start of next turn place Yeld back in battlefield as if it would have made infiltration	Once per game Double action You may do simple move prior to charge move. Yeld gains extra +1 ws +1s +1ap for this charge.	

MALCADON.....

Malcadon are cunning and subtle in their hunting, trapping their victims in webs of iron-hard silk before tearing them apart with steely claws. Two bulbous spinnerets for creating the web threads are mounted on the suit's arms and connect to the Malcadon's hunched back amidst a snake's nest of tubes. The rest of the elongated limbs and back of the Malcadon are covered with downward pointing spines and overlapping plates of armour. Its arms and legs are boosted by pistons and hydraulics which permit it to climb swiftly and leap great distances so that it can move quickly among the mass of broken pipes and struts which form the dark canopy of the Underhive.

M	WS	BS	S	T	W	I	A	LD	CI	Wil	Int
7	3+	4+	3	3	2	3+	2	7+	8+	7+	6+

EQUIPMENT

Malcadon suit confers to 4+ Armour Save. Malcadon has Web spinner and Claws

Sneaky Spider

In zone mortalis Malcadon may crawl through ducts as basic action.

	Rng		Acc							Traits
	S	L	S	L	S	AP	D	AM		
Claw	-	E	-	-	S	-	1		Melee, Toxin	
Web spinner	8	16	+1	-	5	-	-	2+	Web, Grapnel	

Malcadon Power Boosts

Minor	Vital revival system	Get over here	Potent Toxin
	Malcadon gains Bio-Booster and is immune to rad-phage trait	Web spinner get drag	Consider opponents toughness one less when making toxin roll.
Major	Abseil	Shade Plate	
	Web spinner grapnel can be used as Basic Action instead of double action. Additionally when Malcadon charges it can ignore terrain and obstacles during the charge as if it was using a grapnel..	-1 to hit for enemy ranged attacks	
Ultimate	Riposte Strike	Web Trap	
	Once per game: When opponent makes a fight action, Malcadon may perform reaction attacks before the opponent fights.	At the start of game place D3 Web traps anywhere on the battlefield at least 6 inch away from any enemy.	

ORRUS.....

The Orrus embodies the most brutal aspects of the spyre hunt. Its distinctively oversized powered arms and hulking shoulders betray the Orrurs' fearsome combat style, that of crushing and battering their opponents to a bloody pulp. Ranks of armoured pistons power the arms and its blunt, claw-fingered hands and each fist is backed by a rack of bolt launchers to blast apart opponents at a distance. Though the Orrus is the slowest of the spyres it is also the most indomitable. Not only are the powered arms and shoulders heavily armoured but a force field protects the Orrus as he lumbers forward.

M	WS	BS	S	T	W	I	A	LD	CI	Wil	Int
5	4+	4+	4	4	2	4+	2	7+	8+	7+	6+

Due Heavy armor it is suggested to use 32mm base.

EQUIPMENT

Orrus suit confers 3+ armour save and 5+ Field save. Orrus has Bolt Launchers and Piston Fists

	Rng		Acc							Traits
	S	L	S	L	S	AP	D	AM		
Bolt Launcher	8	16	+1	-	5	-1	2	+2	Knockback, Plentiful	
Piston Fists	-	E	-	-	S	-	2	-	Melee, Knockback	

Orrus Power Boosts

Minor	Vital revival system	Thickened Armor	Enhanced pistons
	Orrus gains Bio-Booster and is immune to rad-phage trait	Increase Orrus armor save by 1	Increase Piston Fist str and ap by 1
Major	High Impact Bolt	High Speed Reloader	
	The Orrus' Bolt Launcher increases its Strength, Armour Piercing and Damage by 1	The Orrus' Bolt Launcher decreases its strength by 1 but gains the rapid fire 2 trait.	
Ultimate	Salvo Launch	Servo Overcharge	
	Once per game Double action. The Orrus makes three basic shoot actions, each suffering -1 to hit. Resolve them one at the time.	Once per game Double action the Orrus may push all of its significant power into the motive systems and briefly turn the lumbering monster into an oncoming freight train. They may make a double move, ignoring all terrain as they trample over difficult terrain or smash through normally impassable terrain (Though they will still fall with nowhere to stand). During this movement they may freely move through fighters without engaging them, any fighter they pass through one or more times takes an automatic hit (S: User, AP 0, D 2), is moved 1" in a direction of your choice and is pinned	

VATTRA

M	WS	BS	S	T	W	I	A	LD	CI	Wil	Int
6	3+	4+	3	3	2	3+	2	7+	8+	7+	6+

EQUIPMENT

Vattra is equipped with a Cutting Torch and Promethium Projector.

Fire Retardant Suit: A fighter wearing a fire retardant suit has a 4+ armour save. In addition, this fighter cannot have blaze markers placed on it and may reroll failed armour saves against weapons with the blaze trait.

Heat-Haze - The armour radiates waves of heat such that the Spyrer seems to shift and shimmer, conveying a -1 to be hit by ranged attacks.

	Rng		Acc		S	AP	D	AM	Traits
	S	L	S	L					
Cutting Torch	-	E	-	-	S	-	1	-	Melee, Blaze. Attacks by this weapon cannot be rerolled by the parry trait.

Promethium Projector

- Flame thrower	-	T	-	-	3	-	1	4+	Blaze, Template,
- Smoke Grenade	8	16	+1	-	-	-	-	4+	Smoke

Vattra Power Boosts

Minor	Vital revival system	Persistant Promethium	Fiery Smokes
	Vattra gains Bio-Booster and is immune to rad-phage trait	Increase Promethium Projector Flame Thrower and Smoke grenades Ammo value to 2+	Any target initially covered by the Vattra's smoke grenade takes a strength 3, 1 damage hit with the blaze trait.
Major	Burn, baby burn	Thermal Smoke	
	Any Vattras Blaze trait catch fire on 3+ instead and increase str of any attack with blaze by 1.	Enemy fighters cannot see through smoke templates created by this fighter, even with photo-goggles or Infra-sights. When you roll to see if these smoke templates dissipates, you gain a +1 bonus to the roll	
Ultimate	Fiery speed	Nova	
	One use only, use after Vattra has completed its actions. Place a ready marker on the Vattra	One use only, Basic action Every one within 3 inch of Vattra suffers str 5 damage 2 hit with the blaze trait.	

ALTUM.....

Altum is heavy armored suit and is practically a walking grenade factory.

M	WS	BS	S	T	W	I	A	LD	CI	Wil	Int
4	4+	4+	3	3	2	4+	1	7+	8+	7+	6+

Altum uses 32mm base

EQUIPMENT

Altum suit confers 3+ armour save. Altum has Grenade Launcher, High Power Laser, Spider Mine, Scare, Smoke, Photon Flash and Concussion grenades.

Spider Mine: Any of the Altums Grenade Launcher ammunition can be shot as either normal Grenade or as a Spider Mine as long as they are not ran out of ammunition. When shooting a Spider Mine place a 25mm round token on the spot that grenade launcher shot would have land. If it comes on top of fighter move it as little as possible so it isnt on top of anything. Deactivated spider mine can be shot and destroyed with melee attacks the same way as Bomb Delivery Rat without risk of explosion.

At the start of Altums next activation, before Altum takes any action deactivated Spider Mines activate. Make a Intelligence check for Altum and if it passed Spider Mine can using the same moving rules as Bomb Delivery Rat. If the test if failed or Altum is engaged, seriously injured or out of action, Spider Mine scatters the same way as Bomb Delivery rat. If either of the movement brings Spider mine within 1 inch of any fighter spider mine will explode placing the blast template on top of the token. on 2+ it explodes on 1 its simply removed of game. If spider Mine hasn't exploded it will continue using the rules of Bomb Delivery Rat with the exception that Altum may make intelligence check regardless of the range.

Additionally if Altum has passed intelligence check he may explode Spider Mine as if it had come within 1 inch of any fighter. (Note: This rule is designed for smoke grenades)

	Rng		Acc		S	AP	D	AM	Traits
	S	L	S	L					
Grenade Launcher									
- Concussion	6	24	-1	-	-	-	-	6+	Blast (3), Concussion, Knockback, Scarce
- Scare Gas	6	24	-1	-	-	-	-	6+	Blast (3), Gas, Fear, Scarce
- Photon flash	6	24	-1	-	-	-	-	6+	Blast (3) Flash, Scarce
- Smoke	6	24	-1	-	-	-	-	4+	Smoke
High Power Laser	4	8	+1	-	6	-2	2	2+	Plentiful
Armored fist	-	E	-	-	S	-	1	-	Melee

Altum Power Boosts

Minor	Vital revival system	Thickened Armor	Targeting Computer
	Altum gains Bio-Booster and is immune to rad-phage trait	Altum armor increase by 1	Roll two set of scatters when shot is missed with grenade launcher and choose one of them
Major	Improved Grenades	Twin Grenades	
	All Altums grenades blast increased from 3" to 5" Targets affected by the Altum's photon flash grenades suffer a -1 penalty to avoid the effects of the flash trait. The Altum's Smoke grenades last longer add +1 bonus to see whether they dissipate..	Altum may fire two grenades with a single shoot action, but on a hit they both scatter as if they had missed, scattering twice that distance on a miss. Roll scatter dice for them immediately. Roll one ammo dice.	
Ultimate	Melta Charge	Bunker Up	
	Once per game Altum may shoot Melta Charge with the range of their grenade launcher shots.	Once per game Basic action Altum turns in to turret mode. Altums shooting becomes simple action. Altum may reroll any armor saves and is considered to have 360 vision arc. Altum cannot be pinned and cannot perform any close combat attacks. It cannot be drag nor knockback. It can shoot even if it is Engaged. Bunker last as long as Altum doesn't move or suffers a serious injury	