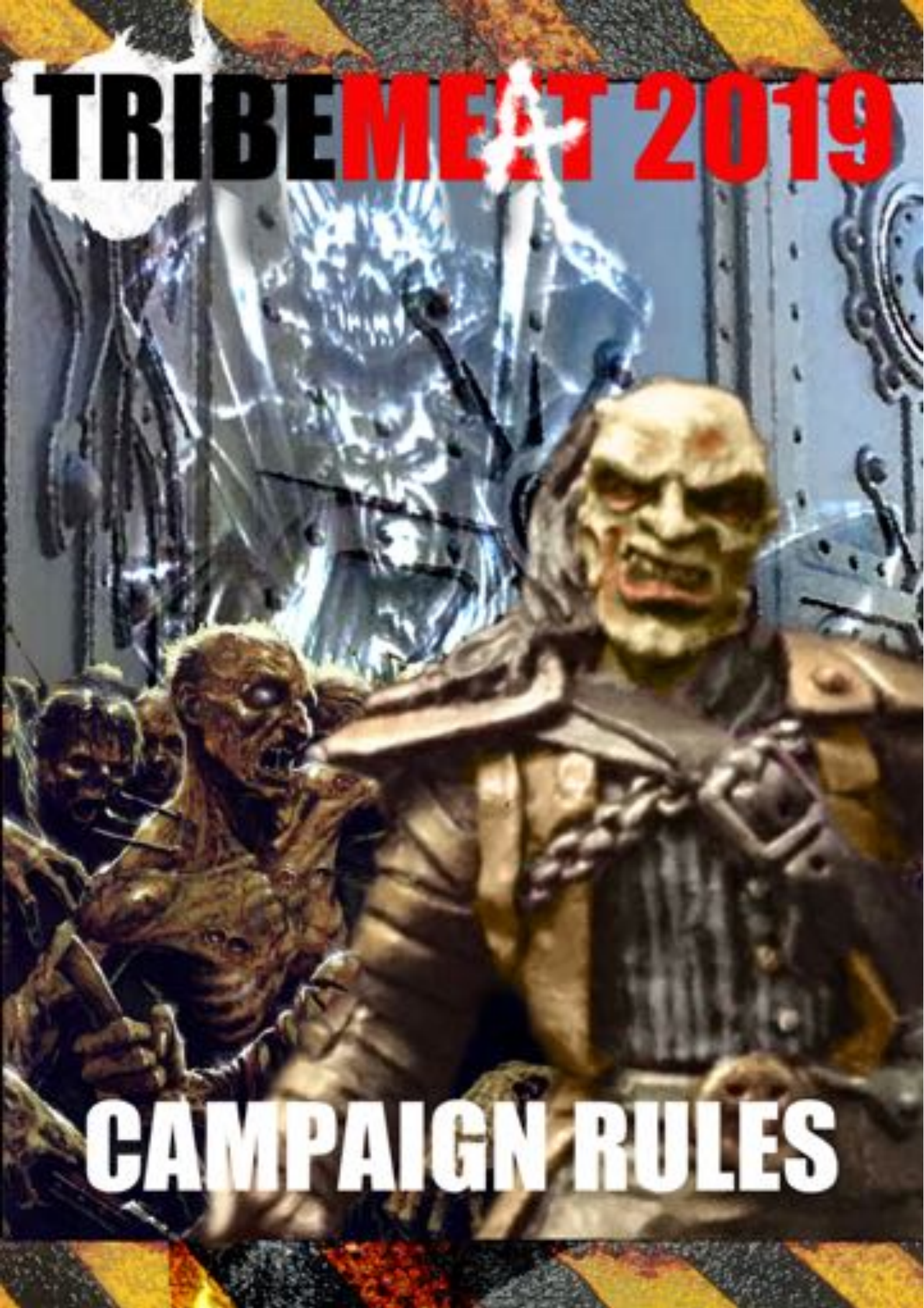




TRIBE MEAT 2019

CAMPAIGN RULES



Ash Waste scrap merchants are the best way to turn your spare creds into transportation

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This Yaktribe publication was produced by:

ClockworkOrange, MancInventor, Radulykan, Spafe, Stoof

and funded by our awesome backers on

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With special thanks to:

CaptainDangerous (Inspirator-in-chief), Malo (Head Yak), Wanderer (Gorgeous vehicle pics)

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Welcome to Fury's Rest

Welcome to Fury's Rest the sign said, but there was nothing welcoming about the dome any more. It used to be a bustling and productive dome, thriving as one of the few places one could leave the hive with relative ease and tour the ash-waste markets and settlements that nestled in the shelter of the looming hive. The gears of industry turned freely here, meshed with the contentment of the easiest living to be afforded below the spire. They used to say all are welcome at Fury's rest. They used to say the streets were paved with gold. They are not saying that any more.

The breach in the hive wall was the biggest source of income for the traders of Fury's rest. Denizens from all the way up the spire often passed through Fury's Rest to see the surface of Necromunda up close. The tourism brought wealth, it brought influence, it brought jealousy.

After the recent troubles with the corrupt governor, and an unprecedented plague zombie infestation, a Hospitalier Sister came to Fury's rest answering the call of her Emperor. Her arrival sparked a chain of events that would bring the dome to its knees. Before she had the chance to answer the call, she went missing.

Suddenly, the imperial authorities took a great deal more interest in the region. Preachers emerged from every dark crevice to find her, some openly campaigning for the missing Sister to be canonised – declared a martyr before any evidence of her death was ever found. The religious zealots spouted dogma and declared the area cursed through open heresy, the region would be doomed by plague and famine unless they repented through fire and prayer and preferably both.

The propaganda was put into overdrive when the Arbites began searching all transports, delaying the arrival of food shipments and driving the population to believe in the famine and plague predictions of the crazed preachers. The panic that ensued from the rumoured shortage of food led to denizens falling on the settlements surrounding the breach and stripping them of their resources. The once amicable Ash Waste tribes became embittered and the sole reason that Fury's rest was a prosperous region of the Underhive was now gone.

Merchants and guilders stopped coming, their creds sorely missed by the traders. Traders went out of business, struggling to feed themselves and their families and this new level of poverty meant that even the big franchises such as the Hive Guys shut up shop and left the dome to scavengers and outlaws. Ash waste tribes banded together and raided over and over, driving the population towards the administrative centre of the dome, forced behind thick Plasteel security walls with a

number of heavily guarded gates the only protection from the anarchy and turmoil outside.

Then the Scavvies came.

The rumours that caused so much anarchy became a self-fulfilling prophecy. Showing an unusual level of coordination and guile, Scavvies seized the dome entrances, cutting off food supplies and hoarding the goods for themselves.

Gangs of the Underhive once fighting for territory and reputation now scramble amongst the streets and wastes for food, desperate to survive. Civilians who a month ago were tireless and productive - by Underhive standards - now grab whatever they can wield, are prepared to fight, kill and die for the faintest chance of a scrap of food. And all the time the Scavvies continue to raid, devouring those too malnourished to flee, growing ever more cunning and ever more frenzied as if driven by an unknown force.

Can your gang survive with what little food available soaring in price? Will you raid the food stocks of the guilders or turn to cannibalising your captured & slain enemy? Will you fight alongside the priests of the Ecclesiarchy, purging the heretical cannibals from the face of the hive?

One thing's for sure, if you're hungry for a fight, there's only one place to be.

Fight or starve to death – the choice is yours.

Welcome to Fury's Rest!



GANG CREATION RULES

PERMITTED GANGS

All gangs are to be taken from NCE or OCE only, no homebrew or magazine gangs are permitted.

CREDITS AND SCRAP

Credits. Gangs have **1100 creds** to recruit their starting gang. Credits can be spent on recruiting fighters and for equipment from the house specific equipment lists in the Necromunda Community Edition rulebook.

Scrap. All gangs also start with **300 scrap** that can be spent on vehicles & vehicle upgrades. Vehicles can only be used on the Ash Wastes tables in the campaign. The inclusion of vehicles in your gang is entirely optional.

Buying more scrap. You may purchase more scrap with credits from your starting 1100 creds but cannot supplement your credits with scrap. Scrap costs 1cr for 1 piece of scrap. See Vehicle rules from page 12 for costs and details.

RECRUITING FROM PREVIOUS CAMPAIGNS

If you wish to bring back your gang from last Yakmeet you cannot recruit any new fighters and must retire fighters until your value is below 1100 credits. The starting cost of all previous fighters is increased by **+1 Cred** for each exp point above the normal starting point for that class

e.g. Jake McQueen is a leader with 98xp. His starting cost is increased by 18 to 138 creds (i.e. 120 starting cost + (98-80xp).

Note: the organisers are aware that this means the exp is accounted for twice in the gang rating, however, the advantage that is gained by starting with an established gang amongst new ones is not easily caught up without this increase.

TERRITORY

Without food and sustenance, even the staunchest of gangs cannot hold on to more than one territory. They gather together, scavenge what they can to survive. All gangs start with just **one territory**. Gangs cannot hold more than one piece of territory at any one time. Moreover, gangs will move to a new territory after each skirmish/battle.

Did you know?

There are only about two dozen legitimate preachers in the whole of hive primus, however, many unscrupulous Underhive scummers in Fury's Rest took up the cloth in order to spread the Emperor's holy light – or more accurately, to manipulate a free meal out of believers.

EXP BOOST

Up to 100 credits can be spent on experience rolls for your new fighters at 10 creds per roll. Increase your fighter's starting level by one and take the associated experience roll. This can only be done once per new gang member; fighters recruited from previous campaigns may not do this!

PREACHER

House gangs and Redemptionists may take a preacher, see the rules on page 10. Outlander gangs may not take a preacher but generate D6 plague zombies (roll before each game). Zombies generated by Redemptionists or Cawdors go to their opponents. Note, zombies don't count as part of the gang for the purposes of bottle tests, escaping pinning etc but each adds 10 to the gang rating.

RESTRICTIONS

Gangs follow the standard NCE gang requirements and restrictions (i.e. house gangs must have 1 leader, no more than half your gang can be juves, etc).

Up to two hired guns may be recruited at the start of the campaign and follow the standard upkeep costs. After the start you may not hire any more hired guns.

Hired guns that are recruited as part of a campaign reward will not require upkeep costs but will count towards your gang size, including the rules for feeding and effects of starvation.



Scavvies are beyond the help of preachers.

ROSTER

Rosters. Please have a paper copy of your starting gang ready to hand to the organisers at the start of the weekend.

The Good, the Bad and the Hungry

Tanris gripped his hands together tighter, his fingers whitening almost translucent, as if he could abate the pain in his belly by causing pain in his hands. All he got for his efforts was a deep, agonising grumble from his stomach. He cowered in the detritus-choked alleyway. Normally it would be dangerous to crouch amongst the filth - you'd be bitten by diseased rats in no time. Not now. The rats had all been eaten.

In the perpetual twilight outside, he could see his objective. The Enforcer precinct house had been buttoned up tight, the remaining officers inside subsisting on emergency ration packs always held in case of supply failure. They were grey, foul things that smelled of death and damp - and tasted worse - but at the moment Tanris could not imagine anything sweeter. But even their rations must have been running out - last evening, whilst he had been digging through the alley for any morsel that might sustain him, he'd heard shouting and gunshots from inside. He was convinced they had wiped each other out... or perhaps there was one, wounded officer left... he didn't really care. There was food in there. He could feel it. So he'd waited. He saw no movement at the windows or firing slits. No lights went on or off inside. It had remained the same for what felt like days but was likely no more than twelve hours.

Tanris knew that, with luck, he could get inside. What seemed like a lifetime ago, he had been a laundry collector for the sanitation guild. There was an armoured laundry hatch on the side of the precinct house that he had the code for to collect the Enforcer's uniforms. If they had overlooked it when securing the building - likely as it was only a small, out of the way hatch, barely half a metre wide and steep inside to boot - he could get into the precinct house by battling through a column of sweat, blood and vomit-soaked uniforms. But it was right beside a firing slit, with a row of bright halogen lamps mounted directly above it. If anyone was in there, Tanris would be bleeding out in the street before he got half way.

His stomach grumbled painfully again. Quicker to die from a gunshot wound than starve he thought darkly for the umpteenth time. Unsure whether running or crawling would be less likely to draw attention, he scuttled over the twenty metres towards the hatch. There was no snapping report of gunfire, no challenge, and none of the spotlights swung to lock onto him. He reached the hatch with his heart pounding and out of breath, his short

scamper over using energy his body just didn't have to spare.

Illuminated and in the open, he lifted the small protective keypad cover affixed with an ancient, cracked purity seal, and punched in the seven-digit code. Nothing happened for a heartbeat that spanned an aeon... then with a heavy clunk the locking mechanism disengaged. He swung the hatch open, and a small, rancid avalanche of clothing tumbled out, but he didn't care - he was in! Food! He crouched in front of the opening as another reeking uniform slopped wetly down at his feet. With both filthy hands he began to claw at the partially blocked tunnel, his worries all but forgotten at the promise of those rank grey rectangles.

The gunshot was deafening and unexpected. He'd won, hadn't he? But the searing agony that ran through his spine and arched his back almost to snapping defied his victory. He flopped, unable to breathe, unable to move, as a shadowy figure approached from the darkness of the very same alley he'd been hiding in. The looming figure pointed the still smoking autogun barrel at him for a second, decided not to waste the shot, and instead grabbed Tanris' ankles. He tried to fight back, but he couldn't feel his arms, or his legs, or his belly... the pain was gone. His oxygen starved brain made his vision swim and darken as the figure got him into the alley.

"That one will feed us for a day or two, well done Skragga!" came a gruff voice. It was the last thing Tanris heard as his senses faded out. Quicker to die from a gunshot wound than to starve, he thought for the final time.



Hive Guys burger joints have become prime targets for raids by opportunist gangs

OLEX QUINTO

An unremarkable boy born into an unremarkable family of manufactorum workers, Olex was destined for a turgid existence of hard toil and drudgery, much like the billions of other loyal imperial citizens on Necromunda. Destiny, however, had other ideas. During the brief childhood Necromunda affords its progeny, something changed in him. People in his presence would experience temporary weakness, dizzy spells and disorientation. Olex developed his skills and grew in power at an alarming rate, eventually earning a reputation as one of the most fearsome Zombie Masters in history as well as a place on the Adeptus Arbites 'Most Wanted' list as an extremely dangerous unsanctioned psyker.

Olex Quinto is a Zombie master and will only fight alongside Scavvy gangs or alone with summoned zombies. His psychic powers are formidable, and armed with his grotesque Wyrd Staff, few get to meet Olex and live to tell the tale. Often, all that remains of his victim is a hollow, smouldering husk of a corpse.

RECRUITING

Olex is a special character in the campaign, he cannot be recruited but may join your gang or your enemy's at some point. If he is part of your gang, he adds +250 to your gang rating.

Profile. Olex is unusually resilient and strong, leeching the life force of his enemies (and sometimes friends) to bolster his inhuman constitution. Olex has the following characteristic profile:

M	WS	BS	S	T	W	I	A	Ld
4	3	3	4	4	3	4	1	9

Leech - At first draining life essence was a slow and delicate process for Olex, but now he has mastered it and can drain the life force from a man in a matter of moments.

Leech is a shooting attack. Target any enemy or friendly model within 9" following the rules for shooting. Note there are no modifications for cover and models that are down can be targeted. No roll to hit is required. Both fighters roll 2D6 and add their Ld characteristic to the score.

If Olex's score is greater by at least 1, he can temporarily leech 1 point from any one of the target's characteristics, (including wounds) and add it to his own characteristic profile. The effects last for the remainder of the game. Olex may not increase any one of his starting characteristics by more than a single point. Alternatively, may choose a victim's psychic powers and use it for the remainder of the game.

Any victim reduced to 0 wounds by the Leech power is automatically 'man down', no injury roll is required.

Sense. Psychically tuned to his prey, Olex spots hidden models within 18" if he can pass a Ld test.

Inhuman Resilience. Extensive leeching of biomancers has left Olex with inhuman resilience. Olex is never pinned and ignores flesh wounds.

Zombie Master. Olex learned to psychically manipulate Plague Zombies at a young age. If Olex is present, add +1 to any pre-game dice rolls for the number of Zombies summoned.

All Zombies within 9":

- Roll 3D6 for movement, selecting the two highest.
- Gain +1 WS and +2 I in combat.

This power is always active, no Ld test is required.

Fearless. Olex is Clinically insane with an invincibility complex. Olex ignores all Psychology rules, and never loses his nerve though he will leave with a bottling gang.

Skills. Olex has *sneak up* and *infiltration* skills.

Wargear. Olex is equipped with *Flak armour*, an *Autopistol* and the *Wyrd Staff*.

Wyrd Staff. Olex carries a large staff festooned with Wyrd skulls; the warp-drenched heads of previous victims. The Wyrd Staff is a two-handed close combat weapon granting +2 strength and a parry in combat. The psychic resonance of the Wyrd skulls allows Olex to nullify Wyrd powers cast on any model within 18" if he passes a Ld test on 3D6. It also renders him immune to *Perils of the Warp*.



AGENT ORANGE

Underhive hospitals are basically where people go to die and get recycled. In the Sump they are far far worse.

We are now in a dark damp room where concrete slabs pass for beds. Wherever you are though, there's always volunteers who try to help those worse off than themselves. Thank the God Emperor two such worthy souls work here.

In this horrible, sad room, volunteers are holding down the latest victim of the final stages of Agent Orange, the victim screams as the irreversible changes are wrought on his wasted body.

The first known side effect of Agent Orange is orange hair, and whilst weird, many addicts have continued for years in this state with no ill effects.

The second side effect is rapid weight loss, so that it appears the body has shrunk. Most people considered this fairly normal in the Hive, after all many were addicted to something and it is a side effect common to most Hive drugs. It's also not like good food is that easy to come by in the first place, fat Hivers are rare.

However, our unlucky patient is at stage three of the Agent Orange addiction. This is when things get really painful and extremely weird. Faces, heads and hands start to swell up, and many lose their minds to the pain. Some are even left like zombies, the pain being too much for their poor minds to handle.

Stage four victims are functional orange haired mutants, the "lucky" ones who can still think for themselves but can remember little of their past lives.

The screaming stops, this victim seems different, there's a look of extreme intelligence in his eyes. Maybe he's made stage four? Is there a stage five?

The volunteers can barely hold him down, just as our imaginary camera backs off, we see that his arm bears the tattoo "J.R" and that every other bed in the hospital is occupied by an orange haired patient....

The Orange Tide will eat well tonight!



ANGELIQUE D'ALESSANDRO

Hospitalier Sister Angelique D'Alessandro, born to the lower habs of one of the secondary spires, has served her order across hundreds of battlefields on dozens of worlds. The lives of the Emperor's loyal servants who have died under treatment, those she had been unable to reach in time and those she has helped into the Emperor's embrace in the knowledge that they could not be saved - a ceaseless screed of names and faces - have begun to haunt her dreams. Confiding in her Sister Superior, she was advised to temporarily return to her roots - to do some good in relative peace whilst she prayed for the dead that followed her. She felt it. The Emperor was calling her back to Hive Primus.

Angelique is a distinguished Hospitalier Sister, seemingly pre-endowed with divine skill and temperance. She came to Fury's rest to bring the Emperor's light to the cursed dome, spreading the word of the emperor whilst using her skills to ease the suffering of the populace. Her mysterious disappearance is still unexplained but sightings of her in her gleaming white armour are becoming more and more numerous. Is this all part of her plan or is it the rumours of the fanatical preachers that have emerged since her disappearance?



RECRUITMENT

Angelique is a special character in the campaign, she cannot be recruited but may join your gang or your enemy's at some point. If she is part of your gang, she adds +250 to your gang rating.

Profile. Angelique is a particularly skilled warrior. She has the following characteristic profile:

M	WS	BS	S	T	W	I	A	Ld
4	5	4	4	4	3	4	2	9

Angelique has the following special abilities:

Faith. *Angelique is a stalwart believer in the divine protection of the Emperor. Angelique is never pinned and will never break, but she will leave with a bottling gang.*

Emperor's Divine Mercy. *Angelique has become extremely proficient in despatching those beyond her help. If Angelique hits a zombie in close combat, no roll to wound is made. The zombie is immediately put out of action and removed from play.*

Divine Inspiration. *Angelique's very presence inspires those around her to such a degree, they shrug off their injuries and get back to the fight with renewed vigour. Friendly models within 6" of Angelique may treat a 1 or a 2 on their injury roll as a Flesh Wound result. Note, any fighter with True Grit skill will count 1,2 or 3 as a Flesh Wound.*

Wargear. Angelique carries the blessed Wargear of her trade as follows:



- Battlefield Anaesthesia Delivery Gauntlet
- Chirurgical Gauntlet
- Carapace armour
- Respirator
- Bio-Booster
- Medi-Pack

Battlefield Anaesthesia Delivery Gauntlet *The Battlefield Anaesthesia Delivery Gauntlet (BAD-G) is a vital means for Angelique to deliver pain relief from a distance. It can also be used to suppress her enemies in self-defence. The BAD-G counts as a needle pistol with red-dot laser sight in all respects.*

Chirurgical Gauntlet *The Chirurgical Gauntlet allows the Hospitalier to perform emergency surgery on the battlefield. The gauntlet counts as a chainsword in all respects. In addition: Any enemy taken down but not (Out of Action) in combat rolls against the needle pistol injury chart. She will still auto CDG anyone taken down in one-on-one.*



Angelique supports the imperial authorities during an ambush from a starving Escher gang

PREACHER

It seems to the denizens of Fury's Rest that as the food became scarce, Ecclesiarchy Preachers became numerous, stirred into action after the rumoured disappearance of a Sister Hospitalier in the precinct. Their calling is in the aid of the faithful devotees of the God-Emperor, however, even the most devoted can't fail to detect the ferocious glee the preachers take in the deliverance of their righteous retribution. They treat cannibals with extreme prejudice; the Ecclesiarchy denounce cannibalism as the parent of witchery and mutation, both undeniable marks of heresy.

wandering preachers that choose to hire themselves to the warring gangs do so for many reasons. Embittered preachers eager to spread their divine messages to those that usually don't care to listen, seek redemption for the lost through the bloodshed of the corrupt. No matter their purpose, Underhive gang leaders recognise in the preacher an unbridled aggression and inspirational fortitude that can tip the balance in a close fight.

RECRUITMENT

House gangs that have not embarked on cannibalism and Redemptionists may hire a single preacher if the leader can convince him of their piety. Take a Ld test based on the leaders Ld value:

- If passed, the preacher joins the gang for free.
- If failed the preacher will demand a one off donation of 15 creds. The player can either pay up or wait until the next game and try again.

No Ld test is required for Cawdor or Redemptionist gangs – the preacher joins willingly for no fee.

Once the preacher has joined the gang he will remain so long as they remain pious. The preacher will leave a gang that embarks on cannibalism or contains a Wyrd. If any of these occur the preacher will leave immediately. For the purposes of calculating gang rating, a preacher has a value of 75.

Profile: The preacher has been battling the corrupt for many years and has developed many skills and superior characteristics. The basic characteristic profile is given below.

M	W	B	S	T	W	I	A	L
4	3	3	3	3	1	3	1	8

A preacher has 4 advances – these can only be rolled after the preacher has been recruited. Roll a D6 four times and consult the Preacher Advances table, noting down the increases and skills as you go. No characteristic can be improved by more than 2 – re-roll any result that would increase it by more. Similarly, re-roll any skill that would be a duplicate. Note, due to a preacher's unshakeable faith, their Ld can be improved beyond 9.

Cleanse the unholy: Preachers are affected by hatred against Scavvies, any gang that has embarked on cannibalism and any fighter with a Wyrd power.

Inspirational: The preacher's unshakeable faith, ferocity and inspiring orations embolden those around him. Any friendly fighter within 6" of a preacher that is not down or broken can use his Ld value for *nerve*, *fear* and *terror* tests.

Weapons: A preacher fights with his own weapons and can never buy or use any other weapons or equipment. To purge corruption, Preachers always carry a **hand flamer** and in addition will be armed with a knife and:

One of the following pistols:

- Autopistol, Laspistol, Stubgun + Dum Dum rounds

One of the following basic weapons:

- Autogun, Lasgun, Shotgun + Hot Shot Shells

One of the following close combat weapons:

- Chain, Flail, Sword, Chainsword, Club, Maul or Bludgeon
- Massive Axe, Sword or Club

PREACHER ADVANCES	
D6	Result
1	+ 1 Attack
2-3	Roll a further D6 1-2: +1 Toughness 3-4: +1 Wound 5-6: +1 Leadership
4	Roll a further D6: 1-2: +1 Weapon Skill 3-4: +1 Strength 5-6: +1 Initiative
5-6	Roll a further D6: 1: Berserk charge (<i>Ferocity</i>) 2: Killer reputation (<i>Ferocity</i>) 3: True grit (<i>Ferocity</i>) 4-6: Roll a further D6: 1: Combat Master (<i>Combat</i>) 2: Impetuous (<i>Ferocity</i>) 3: Nerves of Steel (<i>Ferocity</i>) 4-6: Roll a further D6 1: Step Aside (<i>Combat</i>) 2: Hard as Nails (<i>Muscle</i>) 3: Body Slam (<i>Muscle</i>) 4: Juggernaut (<i>Muscle</i>) 5: Hurl Opponent (<i>Muscle</i>) 6: Iron Jaw (<i>Muscle</i>)



DELIVERANCE

Angelique did not cower. She did not waver. A stub-round thudded into her small fleur-emblazoned paldron, bumping her shoulder back but otherwise not affecting her. The armour wasn't even marked by the impact.

"I said disperse!" she repeated for the third time. Her chirurgical mask amplified her voice so that it echoed down the street. Another round impacted the armour around her sternum faring no better than the first.

Her assailants were staying in the darkness, not approaching the strange woman in her suit of alabaster armour the likes of which they would never have seen before. At her feet lay an injured Enforcer captain, bleeding heavily from a deep thigh wound. The bodies of his former squad were scattered across the street, all beyond help, ambushed by starving gangers convinced there were ration packs in the offing.

The captain radioed all-frequencies for backup and medical support just before they were overwhelmed. Hospitalier Sister Angelique D'Alessandro had been the first, and so far only, to respond. Fortunately, she was fully capable of providing medical assistance and backup.

The captain was losing too much blood. Angelique estimated a transfusion was needed within the next few minutes or he would certainly die. She stooped and ripped open his dress jacket with the slender yet sturdily armoured fingers of one hand, located his tags and checked his blood group.

With that information, she tapped at the keys on her chirurgical gauntlet, a glowing vision of heavenly grace as she walked beneath a still functioning lumen post in the street, its light scattering from her brilliant white armour. One assailant scurried out from behind a stinking refuse canister and tried to run. She shot him in the lower spine with the armour penetrating laser of her battlefield anaesthetic delivery system - a wrist-mounted needle gun, designed to deliver lifesaving drugs to casualties she could not yet reach. The laser, designed to punch through power armour, disintegrated the lower vertebrae of the fleeing ganger, who flopped to the ground without so much as a scream. The cauterised wound would not prove fatal, but it had permanently immobilised him.

A scattershot sparkled from her thigh cuisse, blasted from the shotgun of a ganger on the other side of the street. In a graceful twist, she jabbed a probe into the ganger she had immobilised, flashed across the

street and set about the shotgun ganger grabbing his arm and, with consummate ease broke his wrist, elbow and shoulder with a vicious twist.

A holographic projection displayed a red cross; the paralysed ganger was not a blood match for the Captain. Perhaps this one would be?

The ganger was kneeling, cradling his arm, whimpering and begging for mercy he'd failed to show the enforcers minutes before. She held him down with the nerve-mangling grip of one solid hand on his neck as her probe did its work again. Another red cross. She assessed his chances; malnourished, bleeding, severely broken arm.

She delivered the mercy he desired with a shot of anaesthetic powerful enough to sedate a space marine. It killed the ganger outright, he flopped to the ground like a rag doll.

There was a maniacal scream behind her, a sword-wielding woman charged with rage and vengeance in her eyes. The sword came whistling down but was parried by the whirring blade of the chirurgical gauntlet. The ganger was of similar build but Angelique was wearing the power armour of her order. With little effort she disarmed her assailant splintering finger bones as she did. The woman wailed as she pounded her free fist to a pulp against Angelique's armour, undoubtedly breaking more bones in the process.

The probe flashed out again, and a second later a green teardrop appeared. She turned to drag the woman back towards the Captain, but she resisted. Angelique relaxed her grip and as the punched her hard in the chest. She resisted no more. Her fellow gangers, broken and leaderless fled into the darkness.

With one armoured foot pinning the ganger to the ground, Angelique hooked up a transfusion line to the Captain before cauterising his thigh. She pressed down hard with her foot on the ganger's chest to pump fresh blood through the transfusion line faster. The Captain gasped as his blood pressure stabilised.

Moments later, the ganger lost consciousness. 'She'll live.' Angelique said as she disconnected the line and hauled the captain on to his good leg, slung his arm over her shoulder and supported him back to the precinct leaving the bodies as they lay.

Silence descended.

In the shadows, a shambling mass of starving fighters regarded the fresh corpses with hungry eyes.

NECROMUNDA VEHICLES

Introduction

There are three different classes of vehicles in Necromunda: Small, Medium, and Large. Each of class has restrictions to the size, speed, manoeuvrability, durability, capacity, cost, and requirements for upkeep. Vehicles may only be driven by Gang Leaders, Heavies and Gangers, but any gang member may be a passenger regardless of their class. Vehicle weapons are not limited to those on House Weapon Lists. In addition to rules that apply to vehicle classes, all vehicles have the following characteristics:

- **Movement** is the distance in inches a vehicle can move at normal speed.
- **Strength** is how hard a vehicle can ram.
- **Toughness: Shooting** is how hard a vehicle can be hit by a fired shot or a vehicular ram.
- **Toughness: Close Combat** is how hard a vehicle can be hit with a close combat attack.
- **Armour Save** is the vehicle's unmodified armour save.
- **Damage** are the amount of times a vehicle can be successfully hit before suffering lethal damage.
- **Capacity** is the amount of characters or loot tokens a vehicle can carry, the first passenger always being the driver.
- **Maintenance** is the number of gangers required to spend their post battle action working on the vehicle in order to keep it functioning for the next battle.

When designing a vehicle, first select the size based on its class. The three vehicle classes have the profiles listed in the below.

The base profiles can be augmented by upgrading the Propulsion System, Armour, Weapons, or Equipment.

Contents

The following rules for using vehicles in Necromunda cover:

- Vehicle Movement – P.13
- Loading & unloading– P. 13
- Shooting from/ at Vehicles – P14
- Vehicles in Close Combat – P14
- Ramming – P15
- Spin-outs – P15
- Taking Damage – P15
- Maintenance and Post Battle – P16
- Purchasing Vehicles – P16
- Vehicle Equipment – P20



Universal vehicle rules

Deployment. Vehicles must deploy in the players deployment zone and count as moving at normal speed in the first turn. Vehicles may not Infiltrate, scout, deploy from vents or tunnels or use any other special deployment rules.

Hiding/overwatch. Vehicles and their passengers may not Hide or go into Overwatch,

Pinning. Vehicles cannot be pinned, however their passengers may.

Cover. Vehicles provide cover as in the normal Necromunda rules, however, models may not hide behind vehicles unless the vehicle is Crippled/Immobile.

CLASS	Movement	Strength	Toughness: Shooting	Toughness: Close Combat	Armour Save	Damage	Capacity	Maintenance
SMALL	10	N/A	4	3	N/A	2	2	1
MEDIUM	8	5	5	3	6+	3	5	2
LARGE	6	6	6	3	5+	4	10	4

VEHICLE MOVEMENT

Propulsion. A vehicle's ability to move through open and difficult terrain is dictated by its Class and Propulsion System. Characteristics of the four Propulsion System options, Walker, Wheeled, Tracked (Including half tracked), and Skimmer, are in the table at the bottom of this page.

Turns. A vehicle may make a number of turns in accordance with the table below, however, a vehicle must move a minimum of 2" between any turns made.

Climbing. Vehicles may never climb ladders to access higher levels, however, they may use ramps that connect two different heights directly at no penalty to their movement rate.

Jumps. Vehicles other than Walkers may also use jumps (ramps that do not connect directly to an upper level) to launch themselves from the level they took off from to a platform up to 3" upwards. An Initiative Test based on the Driver's I Characteristic must be taken. If passed, the vehicle travels up to 2D6" from the lip of the take-off and lands smoothly. If the Initiative Test is failed the vehicle is placed on the surface immediately after the lip of the jump and must take a Spin Out Test. The same process occurs for jumping down a level, however, a ramp is not required to jump down. Vehicles may not jump up or down a level greater than 3" in height. The standard rules for falling apply if a vehicle wishes to jump down greater than 3"

LOADING/ UNLOADING PASSENGERS/ LOOT

Embarking. A fighter with at least 1" of Movement may embark onto a vehicle they are in base contact with. The first character to embark onto a vehicle becomes the vehicle's Driver but may not drive the vehicle on the turn that they embark. Characters that are Down or Pinned may not embark onto a vehicle.

Disembarking. A vehicle that moves its Normal Movement Distance may load or unload passengers at any point during its Movement phase, however 1" of its Movement rate is used every time it stops to do so. Vehicles that make a Turbo Movement Distance are moving too fast for passengers to load or unload from it. If the Driver disembarks, the vehicle may not move again that turn, however if there is another passenger that remains on board and becomes the new Driver, it is considered to be done during the same turn so that the vehicle may move normally the following turn. Characters that disembark from vehicles at the beginning of their turn may move and shoot normally but unloading from a vehicle costs 1" of their Movement distance.

Loading/Unloading Equipment. A person in base contact with a vehicle may load equipment on or remove equipment from a vehicle instead of shooting. Fighters that are loading/unloading equipment may fight in combat if charged, the instinct to survive over-rides the need to get the gear on/off the truck!

	Normal Movement: DISTANCE	Normal Movement: # of 45° TURNS	Reverse Movement: DISTANCE	Turbo Movement: DISTANCE	Turbo Movement: # of 45° TURNS	Difficult Terrain Test	Spin Out Test
WALKER	Normal Rate	Any	1/2 x Rate	N/A	N/A	Difficult Terrain @ 1/2 Rate Very Difficult Terrain @ N/A Impassible Terrain @ N/A	N/A
WHEELED	1 1/2 x Rate	3	Normal Rate	3 x Rate	2	Difficult Terrain @ 1/2 Rate, Requires Spin Out Test Very Difficult Terrain @ N/A Impassible Terrain @ N/A	Pass on a 5+
TRACKED	1 1/2 x Rate	4	Normal Rate	2 x Rate	3	Difficult Terrain @ 1/2 Rate Very Difficult Terrain @ 1/2 Rate, Requires Spin Out Test Impassible Terrain @ N/A	Pass on a 4+
SKIMMER	Normal Rate	4	1/2 x Rate	2 x Rate	2	Difficult Terrain @ Normal Rate Very Difficult Terrain @ 1/2 Rate Impassible Terrain @ 1/2 Rate, Requires Spin Out Test	Pass on a 6+

SHOOTING AT/ FROM VEHICLES

When firing upon a vehicle, passengers may be targeted instead of the actual vehicle, however there is a -1 To Hit penalty when doing so, as well as the modifier for Rapid Moving Targets when applicable to targeting both vehicle and passengers. If the vehicle is targeted, the shot receives the +1 To Hit modifier for being a Large Target, however this bonus does not transfer over to targeted passengers. Cover Saves and Armour Saves apply to passengers depending on the vehicle's Armour. The Armour Save modifiers of various weapons apply normally to vehicles. As vehicles are not living tissue, weapons such as Needle Rifles/ Pistols and Web Pistols have no effect, and in addition any Drivers within an Enclosed Cockpit will not be affected by Choke Grenades, Scare Grenades, Hallucinogen Grenades, or Photon Flash Flares. Passengers who are hit are only Pinned on a D6 roll of a +4, but Drivers will not be pinned unless the hit causes them to be Downed. Any passenger who is Pinned, goes Down or OOA must remain on the vehicle until either they recover from Down to a Flesh Wound, or until the end of the game. If a character goes OOA while on a vehicle, their spot in the vehicle's Capacity is considered to be filled for the remainder of the game. Note that if the Driver is Downed it is not the driver's seat that is considered to be filled, just one slot in the vehicle's capacity.

Passengers may fire from a vehicle at a -1 To Hit penalty while the vehicle is moving its Normal Moving Distance but cannot shoot while the vehicle is moving its Turbo Moving Distance as they are too busy holding on. Drivers may fire a pistol with a -1 to hit penalty, otherwise may not fire a weapon unless they have the Wheel-Mounted Trigger attachment from the Equipment section, and if so, may fire only one of their ballistic weapons per turn. Passengers are considered to be stationary while inside a vehicle for the purposes of firing Secondary Weapons or using Skills that also follow the Move-or-Shoot rules, however a vehicle's Main Weapon may only be fired if the vehicle moved at a max of $\frac{1}{2}$ rate unless equipped with a 'weapon stabiliser'. Each weapon mounted to a vehicle must have a passenger stationed to it in order for it to be fired, and any class of ganger may fire a vehicle mounted weapon regardless of if they are heavy or special weapons.

ATTACKING VEHICLES IN CLOSE COMBAT

Medium and large vehicles follow the following rules. If a vehicle is charged by any opposing

characters, then one of the crew (who is currently not in combat) may 'intercept' and fight in combat with the attacker. If none of the crew wish to intercept the attacker, then the attacker will hit the vehicle. Passengers available to engage in Close Combat are always considered to be Higher Up. Drivers in vehicles with an Enclosed Cockpit are not available for Close Combat, nor are any passengers in a vehicle with Heavy Armour. If the vehicle was stationary in its last turn any Close Combat hits against the vehicle rather than any crew are counted as D3 automatic hits against the vehicle, unless the vehicle is equipped with a Combat Arm as described in the Combat Arms rules. If the vehicle moved in its last turn then it is hit on a 2+, but for each 1 the attacker has fumbled and been hit by the vehicle suffering a hit at the vehicles strength. If the attacker wins the combat (or hit the vehicle), they may board the vehicle even if the defender survived the attack. A vehicle may choose to move away from any combat in its own movement phase. Any opposing characters that were engaged in Close Combat will automatically dive out of the vehicle's way if they are in its path.

Small vehicles work differently to medium and large vehicles. Small vehicles follow the standard rules for ganger combat if there is only a single occupant. If there is a driver and a passenger on the vehicle then the passenger will automatically fight the attacker (although if 2 attackers charge, then the first will engage the passenger and the second will engage the driver). Small vehicles may choose to disengage by moving away from combat, but in order to do so require the driver to pass an imitative test or they fail to move away. If a small vehicle leaves combat it may not load, unload, or shoot that turn.



Vehicles are the only way around the ash wastes

RAMMING

Vehicles can ram other vehicles or characters on foot. In order to ram pedestrian characters, a vehicle must move where the target character/s are positioned at some point along the vehicle's path. Make an Initiative Test. If passed, the character dives out of the way unharmed, but are pinned. Move the model up to half the vehicle width and place the model lying down face-up. If the character fails the Initiative Test, the vehicle causes D3 hits using its Strength value. A vehicle may ram several pedestrian characters in a single move.

If a vehicle rams another vehicle the hit is automatic. The ramming vehicle is placed in contact with the target vehicle, then use the attacking vehicle's Strength value against the target vehicle's Toughness: Shooting value when determining whether the hit caused damage. Normal rules for Armour Saves apply. Rotate the target vehicle up to 45° away from the angle of the impact and move it D6" in that direction and rotate the ramming vehicle 90° opposite the direction the target vehicle was moved. If a target vehicle collides with Impassable Terrain, it takes a second hit equal to its own Strength. If a hit from a ram fails to do damage against the target, the vehicle performing the ram will take a hit equal to its own Strength on a D6 result of +4.



SPIN-OUTS

A vehicle must pass a Spin Out Test when attempting to make a turn while moving its Turbo Moving Distance, or when attempting to cross Difficult Terrain.

Roll a D6 Test against the Spin Out Test value dictated by the vehicle's Propulsion System. If the test is failed, it suffers an automatic wounding hit, the vehicle can attempt an Armour Save. The vehicle is rotated 90° in the direction of its last turn and moved D6" in that direction. If a vehicle has not made any turns yet the player may choose which direction the vehicle rotates. A Spin Out Test is required for every turn at Turbo speed. If a vehicle collides with Impassable Terrain due to spinning out, it takes a second hit equal to its own Strength. If a vehicle fails a Spin Out Test it ends its movement phase immediately.

TAKING DAMAGE

Vehicles take damage based on the same rules that gangers do, where they have a set Damage value, and this value is reduced by 1 for each wounding hit. However, in regard to vehicles, weapons that can cause multiple damage, such as D3 damage, the damage caused is halved rounding up (i.e.. A d3 damage roll of a 1-2 will cause 1 damage, a roll of 3-4 will cause 2, halved down to 1 and a roll of a 5-6 will cause 3 rounded down to 2). A vehicle may have additional Armour which may protect it from a hit:

	Toughness	Armour Save	Damage	Cover for Passengers
NONE	As Vehicle	As Vehicle	As Vehicle	None
LIGHT	As Vehicle	6+	As Vehicle +1	Partial
MEDIUM	As Vehicle +1	5+	As Vehicle +2	Full
HEAVY	As Vehicle +1	4+	As Vehicle +3	Passengers may not be targeted

If an attack successfully reduces a vehicle's Damage value, it must roll a D6 with the following outcomes:

1-2: **Stunned.** The vehicle may not move the following turn.

3-4: **Light Damage.** The vehicle now receives -1 to all spin out checks. The result is cumulative.

5: **Immobilized.** The vehicle may not move for the rest of the game.

6: **Crippled.** The vehicle is no longer useful in any way for the rest of the game. All passengers and loot must unload except for Dedicated Crew, who are considered OOA.

If a vehicle is reduced to zero Damage, it must also roll a 6 on the table.



All manner of vehicles stalk the Underhive!

POST BATTLE SEQUENCE

Any vehicle that goes OOA during a game must roll on the table for Serious Damage during the Post Battle Sequence. As some results reduce a vehicle's Characteristic Values, it should be noted that Characteristic Values may only be reduced to a minimum of 1, and only apply to a vehicle's base Characteristic Value. Roll D66 on the following table:

- 11-12: Vehicle Destroyed
- 13-16: -1 Wound
- 21-26: -1 Armour Save
- 31-36: -1 Toughness: Shooting
- 41-44: -1 Strength
- 45-46: +1 Upkeep
- 51-56: Damage Repaired
- 61-62: Captured and sold for scrap (half the vehicles cost). May be bought back from the guilders compound for the same amount, until that point it may not be used.
- 63-65: Menacing-Looking Damage. Friendly characters within 4" receive +1 Ld. Further results count as Damage Repaired
- 66: Miraculous Repairs. In addition to all damage being repaired, the mechanic finds a way for an extra piece of Equipment mounted on the vehicle beyond its allowed maximum.

MAINTENANCE

A vehicle that has suffered damage will require maintenance. The level of damage taken dictates the number of man-hours it will take for the vehicle to receive the work appropriate to make it ready to be used again. Only Gangers may perform vehicular Maintenance during the Post Battle Sequence, and if they do they may not work any Territories or accompany the Gang Leader to the Trading Post. The Maintenance value represents man-hours which may be stacked, so for example when a badly damaged vehicle has taken 4 wounds in a game its Maintenance Value is 4, a player may allocate four Gangers to work on it immediately after the game to have it fully healed for the next game, any maintenance work still to be carried out means the vehicle will go into the following game with that many damage points already removed.

If a gang has an Auto Repairer, a ganger may be employed to use it specifically for repairing a vehicle. Note that this ganger cannot also use the Auto Repairer for working on the gang's weapons, but an additional ganger may simultaneously. A D6 is rolled for the vehicle, and on a 5+ a single result

from the Serious Injury Table may be stricken from the vehicle's stats.

While vehicles do not gain XP on their own, their values are still used when determining the Gang Rating of a gang. A vehicle's total cost, including all weapons, crew, and equipment belonging to it, is added to a gang's Gang Rating.

PURCHASING VEHICLES

The following is information on the costs and availability of Propulsion Systems, Armour, Weapons, and Equipment based on the class of vehicle. Weapons for vehicles are often less expensive than those that may be carried by gang members because of their larger weight and size, however they still have the same stat lines. Note that weapon reloads may be purchased for vehicle mounted weapons in the form of Ammo Caches, but a passenger may not use their personal weapons reload on the vehicle's weapon even if they are the same weapon. The following sections cover:

- **Small Vehicles**
- **Medium Vehicles**
- **Large Vehicles**
- **Vehicle Equipment**



Walkers are a popular choice when the terrain is unpredictable

SMALL VEHICLES

50 Scrap

Small vehicles are the standard one-to-two person vehicles such as Bikes, Jetbikes, Assault Bikes, Sentinels, Dreadnoughts, War Walkers, Landspeeders, Eldar Vypers, Tau Piranhas and Small Buggies. They usually offer a way for a ganger to rush into Close Combat and attack with their own melee weapons rather than having the ability to ram others. Small vehicles have the following base stat-line:

CLASS	Movement	Strength	Toughness: Shooting	Toughness: Close Combat	Armour Save	Damage	Capacity	Maintenance
SMALL	10	N/A	4	3	N/A	2	2	1

The reason Small vehicles do not have a Strength value is because they cannot ram other vehicles, and instead use the Strength of the ganger(s) on board for any Close Combat attacks. Any move into Close Combat by a Small vehicle counts as a Charge (but doesn't double the vehicles movement), but it must be declared at the beginning of its move that it is doing so. They may also take the following options:

Propulsion Systems:

Choose one of the following options:

Walker:	35 Scrap
Wheeled:	25 Scrap
Tracked:	35 Scrap
Skimmer:	45 Scrap

Choose up to two of the following:

Supercharged:	25 Scrap
Wheel-Mounted Trigger:	25 Scrap
Hotshot Ignition:	5 Scrap
Tracking Beacon:	25 Scrap
Main Weapon Pintle:	20 Scrap
Ammo Crate:	30 Scrap
Heat-seeker RPG:	50 Scrap

Armour Options:

Choose one of the following options:

None:	free
Light:	50 scrap

Weapons/ Equipment Options:

Any number of the following (items cannot be taken twice unless stated cost is for each):

Enclosed Cockpit:	20 Scrap
Dedicated Crew:	35 Scrap each
Reinforced Structure:	25 Scrap each
Combat Arms (Walkers Only):	75 Scrap

Choose up to one Main Weapon:

Autosluggers:	40 Scrap
Heavy Stubber:	100 Scrap
Heavy Bolter:	150 Scrap
Autocannon:	200 Scrap
Lascannon:	250 Scrap
Meltagun:	80 Scrap

Choose up to two Secondary Weapons:

Bolter:	20 Scrap
Lasgun:	10 Scrap
Flamer:	40 Scrap
Smoke Grenade Launcher:	30 Scrap



MEDIUM VEHICLES

150 Scrap

Medium vehicles are typical of the truck or buggy style, a four-door kind of vehicle that includes Light Trucks or Humvees, 1:48 scale Half-Tracks, Dark Eldar Raiders and Ravagers, Space Marine Landspeeder Storms, or the Astra Militarum Taurox. They have access to every type of propulsion system, a larger arsenal, and heavier armour than Small Vehicles. Their roles are often for getting small groups of characters into tactical positions, out of harm, or scooping up loot or objectives, and then provide covering fire or act as distraction targets. Medium vehicles have the following base stat-line:

CLASS	Movement	Strength	Toughness: Shooting	Toughness: Close Combat	Armour Save	Damage	Capacity	Maintenance
MEDIUM	8	5	5	3	6+	3	5	2

Medium vehicles may take the following options:

Propulsion Systems:

Choose one of the following options:

Walker:	35 Scrap
Wheeled:	25 Scrap
Tracked:	35 Scrap
Skimmer:	45 Scrap

Armour Options:

Choose one of the following options:

Light:	free
Medium:	100 Scrap

Choose up to three of the following:

Supercharger:	25 Scrap
Wheel-Mounted Trigger:	25 Scrap
Hotshot Ignition:	5 Scrap
Tracking Beacon:	25 Scrap
Main Weapon Pintle:	20 Scrap
Loot Carrier:	5 Scrap
Stability Equalizer:	25 Scrap
Ammo Crate:	30 Scrap
Heat-seeker RPG:	50 Scrap
Twin Linked Main Weapon:	Weapon Cost + 50 Scrap
Weapon Stabiliser:	40 Scrap



Weapons/ Equipment Options:

Any number of the following (items cannot be taken twice unless stated cost is for each):

Enclosed Cockpit:	20 Scrap
Dedicated Crew:	35 Scrap each
Ram Bumper:	25 Scrap
Combat Arms:	50 Scrap each

Choose one Main Weapon:

Heavy Bolter:	150 Scrap
Autocannon:	200 Scrap
Lascannon:	250 Scrap

Choose up to two Secondary Weapons:

Bolter:	20 Scrap
Lasgun:	10 Scrap
Flamer:	40 Scrap
Smoke Grenade Launcher:	30 Scrap
Autosluggers:	40 Scrap
Heavy Stubber:	100 Scrap



Van Saar's are a dab hand at constructing vehicles



Goliaths prefer big trucks for unsophisticated grunt

LARGE/HEAVY VEHICLES

250 Scrap

Large vehicles are the tanks and APC's of the Necromunda world. Capable of carrying an entire gang through the Underhive, these vehicles are taken as mobile fortifications. Slower than the smaller vehicle classes, Large vehicles have higher Toughness, Strength, and Armour Save values to make them effective at ramming other vehicles and safely moving passengers across the board to deploy closer to the opposition. Large vehicles are typically modelled as bigger and heavier versions of their Medium-sized counterparts: GW Tanks, Trukks, Battlewagons and Grav Tanks, as well as 1:35 or 1:48 scale Tanks all make for good Large vehicles. Large vehicles have the following base stat-line:

CLASS	Movement	Strength	Toughness: Shooting	Toughness: Close Combat	Armour Save	Damage	Capacity	Maintenance
LARGE	6	6	6	3	5+	4	10	4

They may also take the following options:

Propulsion Systems:

Choose one of the following options:

Walker:	35 Scrap
Wheeled:	25 Scrap
Tracked:	35 Scrap
Skimmer:	45 Scrap

Armour Options:

Choose one of the following options:

Medium:	free
Heavy	150 Scrap

Choose up to four of the following:

Supercharger:	25 Scrap
Wheel-Mounted Trigger:	25 Scrap
Hotshot Ignition:	5 Scrap
Tracking Beacon:	25 Scrap
Main Weapon Pintle:	30 Scrap
Loot Carrier:	5 Scrap
Stability Equalizer:	25 Scrap
Ammo Crate:	30 Scrap
Heat-seeker RPG:	50 Scrap
Twin Linked Main Weapon:	Weapon Cost + 50 Scrap
Weapon Stabiliser:	40 Scrap

Weapons/ Equipment Options:

Any number of the following (items cannot be taken twice unless stated cost is for each):

Enclosed Cockpit:	20 Scrap
Dedicated Crew:	35 Scrap each
Ram Bumper:	25 Scrap
Combat Arms:	50 Scrap each
Hull-Mounted Lasguns:	10 Scrap each
<i>(only if equipped with Heavy Armour)</i>	
Smoke Grenade Launcher:	30 Scrap

Choose up to four Secondary Weapons:

Flamer:	40 Scrap
Autosluggers:	40 Scrap
Heavy Stubber:	100 Scrap
Heavy Bolter (max 2):	200 Scrap
Heavy Plasma Gun (max 2):	250 Scrap
Heavy Flamer (max 2):	100 Scrap
Meltagun (max 2):	80 Scrap
Lascannon (max 1):	250 Scrap

Choose one Main Weapon:

Autocannon:	200 Scrap
Lascannon:	250 Scrap
Heavy Bolter:	150 Scrap
Cannon:	350 Scrap



Massive armoured trucks, what's not to like!



Trolls have their own heavy vehicle alternatives...

VEHICLE EQUIPMENT

The following items are available as purchased additions for vehicles depending on their class. Items which are not covered in this section are covered in the NCE rulebook and take their stat values from there.

Ammo Cache: Any weapons mounted to the vehicle receive a +2 to their Ammo Roll, and any passengers receive a +1 to their Ammo Roll. An Ammo Cache reduces the Capacity by 1.

Cannon: A cannon fires a shell with the same stat line as a Frag Rocket, only with a +1 to its Strength. Cannons cannot be Twin Linked.

Combat Arms: These combat weapon attachments allow for a single Strength 5 attack with a -2 Armour Save modifier to be made during close combat per arm, are given the Higher Up modifier for their Combat Score and use a set WS value of 3. Combat Arms require a Passenger to be stationed on them and are only effective against opponents within their 90° arc. If a vehicle has a Wheel-Mounted Trigger, the Driver can control multiple Combat Arms so long as they are mounted on either the front or sides of the vehicle and may roll a Combat Die for each Combat Arm the vehicle is equipped with. Any opponent attacking a vehicle with a Combat Arm from within the weapon's 90° arc must roll a Combat Dice against the vehicle rather than scoring an automatic hit.

Dedicated Crew: Dedicated crew are gangers hired explicitly to use a vehicle. The first Dedicated Crew-member is always the Driver. They have the stat line of a basic ganger, cannot gain XP, cannot do anything in the Post Battle Sequence other than perform Maintenance on their assigned vehicle, and if a vehicle is Crippled, they will remain on board, going OOA but are considered to roll a Full Recovery on the Serious Injury Table. If a vehicle rolls Vehicle Destroyed on the Serious Damage Table, all its Dedicated Crew are considered Dead and are considered Captured if a vehicle rolls Captured on the Serious Damage Table.

Enclosed Cockpit: This enclosure around the driver means that they may not be targeted individually from opponent's Shooting, as well as being unavailable for Close Combat.

Heat Seeker RPG: A rocket with the stat line as a Krak Rocket with a -1 to its Strength, the Heat Seeker RPG can only be used against other vehicles. Heat Seeker RPG's count as Secondary Weapons for purposes of Move-and-Shoot firing, and direct line of sight is required.

Hotshot Ignition: A vehicle may now move the same turn the passengers loaded onto it.

Loot Carrier: A vehicle may be used to gather loot by the driver remotely. If the vehicle moves with 2" of loot instead of firing a weapon the driver may use the scoop/claw/bucket to collect the loot onto the vehicle.

Main Weapon Pintle: A vehicle's Main Weapon increases its firing arc to 180°.

Weapon stabiliser: A vehicle's Main weapon may be fired even if the vehicle moved up to its full movement rate.

Ram Bumper: Ram bumpers increase a vehicle's Strength for Ramming by +1.

Reinforced Structure: The extra material used in construction allows a Small Walker with Light Armour to be upgraded to Medium Armour and includes an Enclosed Cockpit.

Stability Equalizer: A vehicle receives +1 on all Spin-Out tests. A Stability Equalizer reduces the Capacity by 1.

Supercharged: A supercharged vehicle may move D6" in addition to its Normal Movement Distance. The larger engine size reduces the Capacity by 1.

Tracking Beacon: Any Serious Damage result if captured may be re-rolled.

Twin Linked Main Weapon: A vehicle may re-roll the To Hit roll for its Main Weapon. Must be purchased in addition to the Main Weapon.

Wheel-Mounted Trigger: A Driver may fire one of the vehicle's BS weapons and also move in the same turn, however this ability to perform a Move-and-Shoot action does not apply to Main Weapons.



Resourceful Underhivers can turn almost anything into a mobile fighting platform

VEHICLE QUICK REF

VEHICLE TYPE

CLASS	Movement	Strength	Toughness: Shooting	Toughness: Close Combat	Armour Save	Damage	Capacity	Maintenance
SMALL	10	N/A	4	3	N/A	2	2	1
MEDIUM	8	5	5	3	6+	3	5	2
LARGE	6	6	6	3	5+	4	10	4

PROPULSION OPTIONS

	Normal Movement: DISTANCE	Normal Movement: # of 45° TURNS	Reverse Movement: DISTANCE	Turbo Movement: DISTANCE	Turbo Movement: # of 45° TURNS	Difficult Terrain Test	Spin Out Test
WALKER	Normal Rate	Any	1/2 x Rate	N/A	N/A	Difficult Terrain @ 1/2 Rate Very Difficult Terrain @ N/A Impassible Terrain @ N/A	N/A
WHEELED	1 1/2 x Rate	3	Normal Rate	3 x Rate	2	Difficult Terrain @ 1/2 Rate, Requires Spin Out Test Very Difficult Terrain @ N/A Impassible Terrain @ N/A	Pass on a 5+
TRACKED	1 1/2 x Rate	4	Normal Rate	2 x Rate	3	Difficult Terrain @ 1/2 Rate Very Difficult Terrain @ 1/2 Rate, Requires Spin Out Test Impassible Terrain @ N/A	Pass on a 4+
SKIMMER	Normal Rate	4	1/2 x Rate	2 x Rate	2	Difficult Terrain @ Normal Rate Very Difficult Terrain @ 1/2 Rate Impassible Terrain @ 1/2 Rate, Requires Spin Out Test	Pass on a 6+

ARMOUR OPTIONS

	Toughness	Armour Save	Damage	Cover for Passengers
NONE	As Vehicle	As Vehicle	As Vehicle	None
LIGHT	As Vehicle	6+	As Vehicle +1	Partial
MEDIUM	As Vehicle +1	5+	As Vehicle +2	Full
HEAVY	As Vehicle +2	4+	As Vehicle +3	Passengers may not be targeted



Sometimes, there's just no room for a vehicle! Vehicles may not be used on Underhive tables

INCIDENT AT GATE 6

The guys were tormenting the new lad about the damned reek that had come the day he started here at Gate 6. He chuckled, fat belly wobbling, at the prospect of the abuse the lad would endure until someone younger joined up.

*Muggo shifted in his uncomfortable plastic seat and hit the transmit button on the barely functioning cogitator. With a stuttering *ting* it indicated that the curt message, the fourth this week to the Guild of Sanitation, had been sent.*

Still, if all he had to deal with as a Gate Control Supervisor was an old cogitator and a bad smell then long may it continue. Cushy, he thought. Cushy. He stuffed another fistful of salty grox scratchings into his mouth and chomped them down, dribbling fat and crumbs over his ill-fitting grey and orange uniform.

Outside the stained windows of the hut stood the colossal gate to his left, and the road into Fury's Rest on the right. The gate was his responsibility from early morning to late evening when he would be relieved by his opposite number Gandy. Not that it was much responsibility. He'd never once in twenty-two years thrown the lever which would, in theory, shut the gate. Neither had Gandy. Every year some red-robed clickety-men came to inspect the mechanism, and every year left without doing very much, satisfied that all was in good order.

There wasn't much traffic at Gate 6, and even that was handled by his deputies Freg and Hakesell. And now Frenser, the new lad.

Hakesell and Frenser were standing across the road. Hakesell 'inspected' Frenser's shotgun, he was actually replacing the shells with "specials" for the laugh they were about to have at the lad's expense. Freg was nowhere to be seen. Muggo grinned, the oldest trick in the book, he thought.

Hakesell handed the weapon back to Frenser, who cradled it through the crook of his arm as though it were a child. Muggo strolled outside, hands in pockets. The smell was worse out here.

A groan echoed from a few buildings down, then a scabby figure shambled out from behind a burned-out cargo hauler that. Muggo tried not to laugh.

Hakesell jumped to action. He pointed at the "Zombie" and dashed into the office to report. Frenser racked his shotgun and shouted a trembled warning. It shambled on regardless, groaning with greater urgency. Freg was really going for it.

The lad bellowed a final warning, his face ashen. Muggo did his part and aimed his old stub gun at the zombie. It wasn't even loaded. It never was.

Now only a few metres away, it broke into a sprint and the lad fired the shotgun. POOM! It should have vaporised Freg's head instead a sparkling cloud of glitter sprinkled the air by the muzzle. POOM! POOM! The lad fired two more clouds of glitter. Muggo burst out laughing.

Freg charged headlong onto the screaming boy, fists flailing. Through tears of laughter, Mugo saw blood coming from Frenser's face. Freg was going too far, clawing and biting at the screaming lad. He bellowed at him to stop. Freg looked directly at him, his eyes were yellow and wild. There was a shot from behind him. He hoped no do-gooder passer-by had shot Freg as he looked around. Hakesell was standing there. Muggo frowned at him, and Hakesell dropped face first, hitting the floor so hard his cheekbones shattered.

What in the Emperor's holy arse-cheeks was going on? Someone was running up the street. Muggo turned to shout at them to halt. It was Freg.

Realisation struck Mugo like an icy shard. He dropped the useless stub gun and sprinted as fast as his slovenly frame could to the booth. He snatched up his own properly loaded shotgun and racked it. The new lad was clearly dead. He fired a man-stopper shell through the zombie's chest.

Pain seared Muggo's shoulder as bullets shattered the window behind him. He fell against the wall. The stench was getting unbearable. A scarred head full of weeping boils leered at him over the windowsill. He blew it apart with the shotgun.

Something landed beside him with a heavy thunk. It was a rusted cylinder, six inches long and three in diameter. Twine and filthy cloth wrapped it and a couple of nails and copper wire poked out the top. It was hissing.

Muggo leapt to his feet. Bullets immediately raked his back, but they couldn't stop him. His fist closed around the lever under a hail of fire, he pulled with all his might. The lever fell into position. He slumped to the ground as the wail of sirens and the flashing of long-dormant warning lights began. The booth vibrated as the gates began to move.

The old cogitator ping a message received tone. About damn time, Mugo thought.

The grenade went off.

PLAYING A CAMPAIGN GAME

The Fury's Rest campaign is similar to any other campaign as described in the Necromunda Community Edition rulebook, however there are a few differences to fit in with the campaign theme. Only the scenarios in this campaign booklet may be used in this campaign.

PRE-BATTLE SEQUENCE

Before the battle can begin the players work their way through the following pre-battle sequence:

1. The player with the lowest gang rating rolls on the Scenario Table to determine which scenario will be played. If the scenario has an attacker and a defender, then the player who picks the scenario must attack.
2. Roll for fighters with Old Battle Wounds or Head Wounds to see what part they play in the battle.
3. Set up the terrain and gangs according to the rules for the scenario you are playing.

SCENARIO TABLE

2D6 Result

- | | |
|-------|--|
| 2 | The player whose gang has the highest gang rating may choose which scenario is played. This is also a grudge match, so any Experience earned from causing wounding hits is doubled. In addition, if any fighters taken out of action roll a Full Recovery result then it is treated as a Bitter Enmity result instead. |
| 3 | The player with the higher gang rating roll a D6 and play the corresponding scenario. |
| 5-7 | Play the Scavengers scenario. |
| 8 | Play the hoard scenario. The player with the higher gang rating is the defender. |
| 9 | Play the Food Parcel scenario. The player with the higher gang rating is the defender. |
| 10-11 | The player with the lower gang rating roll a D6 and play the corresponding scenario. |
| 12 | The player with the lower gang rating may choose which scenario is played. In addition, this is a grudge match as outlined in the 2 roll. |

Scenario modifiers. Sometimes a gang may be able to modify the Scenario Table roll. If both gangs are able to modify the roll then each point will nullify each other's bonus. For example, if a gang hires a Ratskin Scout (+/-1) while the opposing gang is using a worn and incomplete Ratskin Map (+/-2) then he will only be able to modify the Scenario Table roll by 1 point.

WOUNDING HIT AWARDS

Gang fighters earn +5 Experience points for inflicting an unsaved wounding hit on an enemy model.

Fighters don't receive this award if the hit roll failed or if the target has zero Wounds. For example, blasts that scattered or shooting down models won't count.

If a model with at least 1 Wounds is 'finished off' in base contact, such as a webbed model, then it will confer a wounding hit award. If a template weapon hits, then all models wounded in the blast confer wounding hit awards. Weapons that inflict multiple Damage score an award for each wound inflicted until the model is reduced to zero Wounds.

In hand-to-hand combat each wound inflicted confers an award until the model is reduced to zero wounds.

POST BATTLE SEQUENCE

After the battle is over the players work their way through the following sequence. You do not have to work through the entire sequence at once, as you may wish to consider further purchases, but any dice rolls required must be observed by both players or a neutral third party. It is convenient to complete up to Section 4 (Collecting Income) straight after the game.

1. Determine the extent of any injuries for each gang fighter out of action at the end of the game. See the Serious Injuries section for full details.
2. Re-allocate territory. Gangs must move to a new territory after every battle.
3. Collect income from territory, foraging, food crates, etc. Then work out the gangs upkeep costs and add any profit to the gang's stash.
4. Recruit new fighters, buy/sell/reallocate weapons and equipment and pay hired guns as described in the Trading Post section.
5. Update your total gang rating and you are ready to fight again.

Where did they come from?

Word on the street is that the influx of Plague Zombies is the direct result of the corrupt Mayor of Mega Dome 1 and his efforts to secure all the Belvenie Wildsnake in the dome.

FORAGING

Anyone who wasn't taken out of action in the game can go foraging. Juves, Gangers, Heavies and even Gang Leaders can all forage, though if they forage, they can't perform any special tasks such as visiting the trading post or working the gang's territory. Each forager collects D6 credits worth of stuff from the wastes. Hired guns and special characters never forage, that isn't what they're paid for. Note you must declare all the fighters being sent to forage before rolling for any of their income. You cannot wait to see how much the foraging fighters earn before sending more out to forage further!

SO MANY MOUTHS TO FEED

Unfortunately, the gang needs to be fed and supplied one way or another. After each game, once the gang's income has been generated, each member of the gang will need 3 credits worth of supplies to keep him going. If the gang's income isn't enough to cover the cost of the fighter's upkeep, then credits from the gang's stash must be used for the remainder. You don't need to pay for captured gang members or paid hired guns (you do have to pay for free ones, that's why they are there!) Any cash left over is put into the gang's stash.

STARVING

If the gang can't pay out 3 credits for each gang member either from their stash (2 for Scavvies) or from generated income they are in danger of starving to death. Any model that isn't fed after a game suffers a -1 penalty to their Strength and Toughness characteristics until they do. Any ranged weapons they carry also suffer a -1 Ammo Roll penalty if applicable, to a minimum of 6+.

Penalties for starving accumulate from game to game. Any models reduced to Strength or Toughness 0 starve to death and are removed from the gang roster. And yes, you can keep the equipment of someone who has starved to death.

HE LOOKS TASTY....

A gang that can't afford to feed its members, rather than suffering the effects of starvation, a gang may eat one of their own members. This happens in one of two ways:

- **Chuck him in the pot!** The leader elects to eat a member of the gang. Choose a gang member and strike them off the roster (keep a note of any cannibalised gang members on your roster), you keep their equipment.

- **We're too hungry boss!** If the leader elects not to eat a gang member, the gang may decide they've had enough and just eat one anyway. If the leader decides not to eat a gang member, he must pass a Ld test or the decision is taken out of his hands. Choose a gang member and strike them off the roster (keep a note of any cannibalised gang members on your roster), you keep their equipment.

Eating a gang member counts as all of the gang being fed, however, the *'They're Cannibals!'* Rules apply from now on. Note, Redemptionists and Cawdors will never resort to cannibalism.

THEY'RE CANNIBALS!

- **Priests.** Once you have resorted to cannibalism, a priest will no longer join your gang and any priests already in the gang will leave.
- **Recruiting.** You cannot recruit another gang member in the same post battle sequence as you put a member of the gang in the pot. Furthermore, once word of your shenanigans gets out, people are much more reluctant to join. After every battle roll a D6 – you must roll above the number of gang members you have eaten otherwise you may not recruit this time, try again after your next battle. Note, this rule does not apply to Scavvy gangs, they are used to eating their own!
- **Zombies.** The offal left behind after eating their first victim attracts a flock of plague zombies like seagulls to a trawler. The gang generates D6 plague zombies every game, modified by + 1 for every gang member and captive they have eaten. These zombies behave as described under the Food Crates rules on page 25.

CAPTURED

If a fighter is captured the capturing gang has the following 2 options:

The wheel of doom. The captured fighter must take one spin on the wheel of doom to learn their fate. The decision of the wheel is final and cannot be re-spun or modified in any way.

Chuck him in the pot! The capturing gang eats their victim. All gang members count as being fed, the creds raised from foraging go in to the gang's stash. Each time you eat a captive, roll a D6. If the score is higher than the number of captives you have eaten there is no effect. If the dice roll is lower, then the word is out and the gang must follow the rules under *'They're Cannibals!'*

FOOD CRATES

Food crates are available in a number of the campaign scenarios. Food crates count as loot counters in all respect (i.e. D6x5 creds value). Roll all crates together. If you roll multiple 1s or 6s you attract a companion (or group of companions) for the next game. Consult the table below.:

Multiple	1s	6s
2	1 Zombie	Underhive Scum
3	D2 Zombies	Ratskin Scout
4	D3 Zombies	Pitslave
5	D6 Zombies	Wyrd
6	2D6 Zombies	Bounty Hunter

Zombies. Zombies are not considered part of the gang for the purposes of bottle rolls, escaping from pinning etc, although their value is added to your gang rating at 10 per zombie. All zombies deploy from tunnels and vents at the end of the player's first turn.

Hired Guns. Any Hired Guns recruited through Food Crates are not actually hired, they are hungry desperados that offer their services for free in exchange for a share of the food in your crate. No upkeep is charged by the hired gun, they owe the gang an honour debt after being fed from the food crates. After each battle, roll a D6. On a roll of 2-6 the hired gun remains a part of the gang and must be fed or suffer the effects of starvation. On a roll of 1 they consider their debt now paid and leave the gang for good.

Food fight

The smell that came from ration box as he opened the lid was unmistakeable– A stash of freshly prepared Hive Guys grox burgers. The was a mass intake of breath.

"Tonight boys, we eat like kings!" Griff shouted to the cheers of his men.

There was a deliberate cough from the back of the hut as the din faded, a stranger stepped out from the shadows to the rattle of a room full of weapons being cocked and pointed in her direction. She stepped into the light, two swords strapped to her back, a bolt pistol to each thigh and a gleaming plasma gun slung by her side. But it was the melta-bomb in her hand that stopped everyone shooting, her thumb hovered tantalisingly over the arming switch.

"Let's make a deal over dinner" the bounty huntress said, "I'm starving, and you lot look like you could use someone with my skills."

She ignored the sniggering. Griff smiled and handed her a burger. "Welcome Aboard" he said with a grin.

DISBANDING GANGS

You may choose to disband your gang at the end of any game and start again with a new one. All of the old gang's territories are lost, but gang fighters may be hired for the new gang if you wish. Gang fighters who are 're-hired' have a cost equal to the value listed for them in the gang list plus their equipment, plus 1 credit per Experience point. Note the normal fighter cost is still used for purposes of the gang rating. The leader of a disbanded gang, if he is still alive, may not be hired into the new gang. He wanders alone into the wastes never to be seen again. Fighters currently captured by the disbanded gang are returned.



Even pit slaves need to eat sometimes..

[illegible]

1. GANG FIGHT

Gangs run the risk of encountering rivals as they scavenge the Underhive looking for food. In this time of deprivation, every scrap of food is beyond value so most encounters end in bloody fire-fights with neither side prepared to give way. Ultimately, every gang must be prepared to defend itself, to protect the dwindling food supplies of friends or family in the wastes, or simply to maintain the respect of its trading contacts and rivals.

The Gang Fight scenario represents one such encounter. Two rival gangs meet while travelling through a ruined dome. Both gang leaders are looking for trouble – neither is prepared to turn his back and let his opponent get away without a fight. They yell insults and test each other's nerve until finally gunfire echoes through the dome.

TERRAIN

The players roll-off. Starting with the highest scorer each player takes it in turn to place a piece of terrain, either a ruined building structure, a connecting walkway, barricade, etc. It is suggested that the terrain is set up within an area 4' x 4' or slightly smaller so that the gangs start off a reasonable distance apart.

GANGS

Each player rolls-off. The low scorer chooses which table edge he wishes to set up on, and places all of his gang fighters within 8" of that edge. His opponent then sets up within 8" of the opposite table edge.

STARTING THE GAME

Both players roll-off. The highest scoring player takes the first turn.

ENDING THE GAME

The Gang Fight has no specific objective other than to drive off the enemy gang.

If a gang fails a Bottle roll the game ends immediately. The gang that bottles out loses the game and the other gang wins.

EXPERIENCE

Fighters earn Experience points as noted below.

+D6 Survives: If a fighter takes part in the game (i.e. was deployed on the table) and survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.

+5 Per Wounding Hit: A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time this happens as described in the Playing A Campaign Game section.

+10 Winning Gang Leader: The Gang Leader of the winning side earns +10 Experience points.

SPECIAL

Food crates. The winning gang finds a food crate. If the winning gang takes at least three enemy models taken out of action and inflicts three times as many casualties out of action as the opposing gang, then the winners find an additional D6 food crates.

Toll Bridge. If the losing gang holds a Toll Bridge, that territory is passed to the winning gang.



Attracted by spilled entrails, (and burning Belvenie Wildsnake) plague zombies overwhelm the dome

2. SCAVENGERS

In this time of scarcity, gangs are reduced to scavenging whatever loot and food supplies they can lay their hands on. This isn't without risk however, as often the food crates and influx of scavengers attracts plague zombies hungry for human flesh.

In this scenario two gangs encounter each other while scavenging and each tries to drive the other off and grab the loot for itself.

TERRAIN

The players roll-off. Starting with the highest scorer each player takes it in turn to place a piece of terrain, either a ruined building, walkway, barricade, etc. It is suggested that the terrain is set up within an area 4' x 4' so the gangs start off a reasonable distance apart.

Once you have placed the terrain you must place a number of Loot counters on the table to represent food crates. Roll a D6 to see how many counters there are. Each player takes it in turn to place a counter. Roll a D6 to see which player goes first. Loot counters must be placed more than 8" from the edge of the table and at least 4" away from each other. Note that the counters are placed before deciding which edge the gangs will play from, so it is a good idea to put the counters towards the middle of the table.

GANGS

Each player rolls-off. The low scorer chooses which table edge he wishes to set up on, and places all of his gang within 8" of that edge. His opponent then sets up within 8" of the opposite table edge.

STARTING THE GAME

Both players roll-off. The highest scoring player takes the first turn.

THE ZOMBIE ROLL

Each player rolls a D6 at the start of the opposing player's turn. On a roll of 1-4 nothing happens. On a roll of 5 or 6, D6 zombies emerge from unseen vents or tunnels and launch straight into combat with a member of the opponent's gang. These zombies are under the control of the player that generated them but do not count towards the gang number for the purposes of bottle rolls, escaping pinning etc. They are for all purposes a separate 'gang' under the control of the player. At the end of the game, the zombies are removed.

The fighter who is attacked is always the one furthest from any other models (friend or foe). If there are several fighters equally isolated, then the one closest to the edge of the table is attacked.

PICKING UP CRATES

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.



Danger hides around every corner in Fury's Rest

ENDING THE GAME

The fight continues until one of the gangs is driven off or until one gang has all of the food crates in its possession as described below.

- If a gang fails a Bottle roll then the game ends immediately. The gang that bottles out loses the game and the other side wins and is left in possession of the battlefield.
- If a gang succeeds in capturing all the Loot counters, and the fighters carrying them are within 8" of their own table edge at the start of their turn, then the game ends and that gang has won.

The winner of the scenario can claim any Loot counters which are loose on the table when the game ends.



EXPERIENCE

Fighters earn Experience points as noted below:

+D6 Survives: If a fighter takes part in the game (i.e. was deployed on the table) and survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.

+1 Food Crate: If a fighter is carrying a Food Crate at the end of the game, he receives +1 Experience point per counter.

+5 Per Wounding Hit: A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time this happens as described in the Playing A Campaign Game section.

+10 Winning Gang Leader: The Gang Leader of the winning side earns an extra 10 Experience points.

SPECIAL

After the game is over each gang is allowed to open up their food crates, see the rules on page 25 for details.



Ratskins are expert scavengers

3. HIT & RUN

More than ever, gangs have come to rely upon isolated hideouts where they keep stocks of supplies, emergency rations, spare ammo and the like. Sometimes they hole up in lone slime farms or mines run by friends or family. Rumours that a gang is holding stocks of food often spark rival gangs to attack the hideout!

The Hit and Run scenario represents a daring raid on a rival gang's hideout. The aim isn't to destroy the hideout, just to do enough damage to cause a distraction so that any food stocks can be plundered.

In this game the player who picked the scenario is the attacker and the other player is the defender.

TERRAIN

The players roll-off. Starting with the highest scorer each player takes it in turn to place a piece of terrain, either a ruined building, a connecting walkway, barricade, etc. It is suggested that the terrain is set up within an area of roughly 4' x 4'.

Once the terrain is set up the defender places a Loot counter to represent a hoard which the gang has collected ready to take back to their main settlement.

The defender can place the loot anywhere on the table and can place the water still on the top surface level of any building. He must place the loot and water still at least 12" apart and at least 12" away from the table edges. These are not necessarily going to play an important part in the game depending on which mission the attackers roll.

THE MISSION

The Hit and Run scenario can be played with any of the mission objectives described below. After all the terrain is placed, the attacker rolls a D6 to determine which mission he undertakes. The defender shouldn't know what the result of the D6 roll was, it's up to him to guess the raider's intentions. For this reason, it's recommended the attacker rolls the D6 in secret and notes down the mission which can then be later revealed at the appropriate time.



Ambitious Eschers attempt to scrag a Spyrer

Mission Table

1 Blitz: The attackers try to wreck the water still vapour collecting vanes. The water still has a Toughness of 6 and the raiders win if it's damaged by sustaining 1 or more 'wounds'.

2 Bushwhack: The raiders try to gun down the opposing Gang Leader. They win if the Gang Leader is taken out of action. If the Gang Leader is unable to take part in the game, such as due to an Old Battle Wound, then re-roll this result.

3 Scrag: The attackers aim to ambush and 'scrag' an enemy gang fighter who they have a personal grudge against. The target is chosen randomly from the initially deployed defenders before the attackers are set up. The raiders win by putting the target fighter out of action in hand-to-hand combat. If the target is taken out of action before being scragged then the attackers fail the mission.

4 Shoot Up: The raiders plan to make a pass through the area, firing weapons in the air, whooping and yelling, and generally scaring the hell out of everyone. They win by setting up within 12" of one table edge and exiting at least one model from the opposite edge.

5 Stick Up: The raiders try to steal the opposing gang's food stash. They win if a raider leaves the table with it. The Loot counter can be picked up and moved exactly as described in the Scavenger scenario. If successful, the raiders gain 2 food crates as described on page 25.

6 Choose: The attacker can choose a mission from an of the five above.

The worst ever blitz

The Goliath gang "Skull-Munchers" embarked on the worst blitz mission in history when they tried to make a statement by taking on the Delaque Gang "Solid Snakes". After skilfully evading a plethora of booby traps and sentries, Gusto rested against a promethium tank to steady a krak missile shot at the water still. The hapless heavy unfortunately failed to notice the breach safety cap stuffed down the barrel. The resultant misfire instantly wiped him and his entire gang out in one screaming fireball. To add insult to ignominy, investigators found the explosion to be an accident due to a faulty regulator valve rather than any kind of deliberate action!

GANGS

The defender sets up first. He deploys D6 of his gang to represent fighters in the immediate area around the gang's camp. The defender chooses which fighters he wishes to deploy and may place them anywhere on the table but must be placed at least 12" away from the table edges. Special deployment rules cannot be used by the defenders – e.g. Infiltration, Vents etc.

The attacker then deploys his gang anywhere on the table but not within 12" of an enemy fighter. However, note that in the Shoot Up mission attackers must be placed within 12" of one table edge.

The attacker has a randomly determined number of gang fighters taking part in the Hit and Run. Roll a D6: 1-2 = 4 fighters, 3-4 = 5 fighters, 5-6 = 6 fighters. The remaining fighters are not available as they have been left behind so as not to draw attention to the raiding party and to protect the gang's own territory against reprisals. The attacker can choose which of his fighters he will commit to the hit and run.

STARTING THE GAME

Both players roll-off. The highest scoring player takes the first turn.

REINFORCEMENTS

At the start of each of his turns after his first the defender can bring reinforcements onto the table. Roll a D6 at the start of each turn after the first: 1-2 = up to 1 fighter, 3-4 = up to 2 fighters, 5-6 up to 3 fighters. The fighters all arrive on the same table edge. To see what table edge they appear on, first nominate a number for each of the table sides, then roll a D6. On a roll of 1-4 the reinforcements arrive on the table edge that corresponds with the nominated number. On a roll of 5-6 the attackers can choose which table edge they appear on. Defenders arriving at the start of the turn are deployed anywhere along the table edge and may move and fight normally that turn.

Mission Complete. If the raiders successfully achieve their mission, or in the case of a 'Scrag' fail the mission, then they must then attempt to escape the area before they are outgunned by the enemy reinforcements. Escaping raiders may move off any table edge, as explained in the Leaving The Table section of the Movement rules. Note raiders cannot leave the table in this way until the mission is complete or in the case of 'Scrag' failed.

ENDING THE GAME

The game ends once all the attackers are down, taken out of action, or have moved off a table edge. The game also ends if the attacker bottles out. If the game ends without the attackers fulfilling their objective, then the defending gang wins.

As the attackers have so few raiders and because they are hyped up for the attack, the gang does not have to take Bottle rolls until it has lost 50% of its fighters rather than the usual 25%.

The defender is protecting his gang's family, friends or vital possessions, and so doesn't have to take Bottle tests at all. The defender won't bottle out in this scenario and cannot bottle out voluntarily.

EXPERIENCE

Fighters who take part in the game – i.e. are deployed on the table – earn Experience points as noted below.

+D6 Survives: If a fighter survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.

+5 Per Wounding Hit: A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time this happens as described in the Playing A Campaign Game section.

+10 Winning Raider: Each surviving raider earns an extra 10 Experience points if the attackers win.



Scavvies have made raiding a fine art

4. THE HOARD

The Fury's Rest settlements are full of gangers keeping their ears to the ground. They wait for rumours of ration deliveries and food stockpiles that might allow them to feed their gangs and their families. Rumours, real or false, spread faster than rat pox and when news of a newly discovered food cache becomes common knowledge it's a race against time to secure the hoard before rival gangs can seize control.

The Hoard scenario represents one gang's lucrative discovery being attacked by a rival gang before reinforcements have arrived to secure the hoard.

In this game the player who picked the scenario is the attacker and the other player is the defender.

TERRAIN

Firstly, the defender must choose a table edge and places a loot counter to represent the hoard 18" away from that edge in the middle. The players roll-off. Starting with the highest scorer each player then takes it in turn to place a piece of terrain, either a ruined building, walkway, barricade, etc. It is suggested that the terrain is set up within an area roughly 4' x 4'.

GANGS

The defender has a randomly determined number of gang fighters initially protecting the hoard. Roll a D6 to see how many models this is: 1-2 = 3 fighters, 3-4 = 4 fighters, 5-6 = 5 fighters. The chosen gang members are placed anywhere on the table but must be within 6" of the loot counter. The defenders can also choose to start the game on overwatch.

The attacker then sets up his entire gang within 8" of the opposite table edge.

STARTING THE GAME

The attacker takes the first turn of the game.

REINFORCEMENTS

After the defender's first turn there is a chance the rest of the gang will show up to help defend the hoard. At the start of each of the defender's subsequent turns, roll a D6. On the first roll, a score of 6 will result in the reinforcements arriving. The remainder of the gang are deployed anywhere along the defender's table edge and can move and fight normally from that turn onwards. If the reinforcements don't show up, then each subsequent roll receives a cumulative +1 modifier. So, for example, if the reinforcements fail to show up the first time then they will show up at the start of the following turn on a roll of 5+, and a roll of 4+ on the turn after that, and so on.

THE HOARD

The hoard is represented by a loot counter, though it is recommended you model your own gleaming treasure trove to represent it! The hoard cannot be picked up, destroyed or affected in any way. Fighters close to the hoard are naturally emboldened by its presence and are much more willing to fight on to secure its contents. To reflect this, any models within 6" of the hoard temporarily gain the Iron Will and Nerves of Steel skills.

ENDING THE GAME

If a gang fails a Bottle roll then the game ends immediately. The gang that bottles out loses and the other gang wins the fight. However, the defenders don't have to start taking Bottle tests until their reinforcements have arrived.

EXPERIENCE

Fighters earn Experience points as noted below.

+D6 Survives: If a fighter takes part in the game (i.e. was deployed on the table) and survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.

+5 Per Wounding Hit: A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time this happens as described in the Playing A Campaign Game section.

+10 Successful Defence: If the defender wins then their Gang Leader earns 10 Experience points.

SPECIAL

The winning gang takes control of the valuable hoard which is worth 3 food crates. See the rules on page 25 for details.

5. PACKAGE RUN

The food shortage has led to many Underhive denizens joining gangs in order to find a source of food for them and their families. On the rare occasion a food stock is discovered, gangs often send food parcels back to their starving families in their own settlements. Occasionally a rival is tipped off about a planned package run and ambush the package run to either ransack its contents or keep the food for their own stocks.

The Package Run scenario represents a group of gangers hoping to ambush the package runners and attempt to steal the wares for themselves.

In this game the player who picked the scenario is the attacker and the other player is the defender.

TERRAIN

The players roll-off. Starting with the highest scorer each player takes it in turn to place a piece of terrain, either a ruined building, a connecting walkway, barricade, etc. It is suggested that the terrain is set up within an area of roughly 4' x 4'.

GANGS

The attacker has a randomly determined number of gang fighters taking part. Roll a D6: 1-2 = 4 fighters, 3-4 = 5 fighters, 5-6 = 6 fighters. The attacker can choose which fighters to commit and are deployed within 24" of a chosen table edge. They must start the game behind cover and in hiding.

A randomly determined number of defending fighters are attempting to deliver the package. Roll a D6: 1 = 3 fighters, 2-3 = 4 fighters, 4-5 = 5 fighters, 6 = 6 fighters. The defender chooses which gang fighters will take part and deploys them within 8" of the opposite table edge. Special deployment rules cannot be used by the defenders – e.g. Infiltration, Vents etc.

Before the game starts the defender must give each of his fighters a loot counter. One of these loot counters is the real package, the rest are decoys.

STARTING THE GAME

The defender takes the first turn of the game.

The Package. The real package is well concealed by the runners, so the attacking gang has no way of knowing which of the defenders has it until they are searched. Both the package and decoys follow all of the usual rules for loot counters (refer to the Scavengers scenario for details). Only when an attacking fighter picks up a loot counter can it be flipped over to find out whether it's the real package or a decoy. Decoys are removed from the game when found. Once the real package is found all decoys are also removed.

ENDING THE GAME

The game ends if a gang member holding the package moves off the attacker's table edge. The gang in possession of the package wins and the opposing gang loses. The game also ends if a gang bottles out. The bottled gang loses and the opposing gang wins.

The defenders are eager to hang on to the vital food package to send back to their settlements so do not start taking Bottle rolls until at least 50% of the gang have gone down or out of action. The gang currently in possession of the package then that gang does not take any Bottle rolls and cannot bottle out voluntarily.



EXPERIENCE

Fighters who take part in the game – i.e. are deployed on the table – earn Experience points as noted below.

+D6 Survives: If a fighter survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.

+5 Per Wounding Hit: A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time this happens as described in the Playing A Campaign Game section.

+10 Successful Delivery: If a defender with the package moves off the attacker's table edge then the fighter earns 10 Experience points.

SPECIAL

The winning gang can ransack or deliver the food package which is worth 3 food crates. See page 25 for details.

6. THE HEIST

To survive in the forbidding darkness of Fury's Reach a gang must constantly find sources of food. Occasionally a gang will be so desperate it will attack a storage facility belonging to guilders or renegade gunrunners. One gang is attempting to make off with the food while the other has been hired to stand watch and guard their stash of rations before they are shipped out to the starving settlements.

In this game the player who picked the scenario is the attacker and the other player is the defender.

TERRAIN

The players roll-off. Starting with the highest scorer each player takes it in turn to place a piece of terrain, either a ruined building, walkway, barricade, etc. It is suggested that the terrain is set up within an area 4' x 4' so the gangs start off a reasonable distance apart.

When all of the terrain has been placed, the defender places 2D6 loot counters anywhere on the table but no closer than 8" to a table edge and no closer than 4" to another counter. Loot counters follow the rules as described in the Scavengers scenario, however, only the attackers can interact with them. The defenders dare not handle them.

GANGS

The defender sets up first deploying his gang as he wishes, as long as each model is 8" or more from any table edge. The attacker then randomly selects a table edge and deploy his gang within 4" of that edge.

STARTING THE GAME

The attacker takes the first turn of the game.

BOOBY TRAPS

The proprietors often booby trap their wares as much to discourage the guards as anything else. If a fighter picks up a loot counter or a model that is already carrying loot suffers a hit, roll a D6. On a roll of 1 the jostling has set off a booby trap! Roll a further D6.

1 Frag: The trap explodes, just as if the model is hit by a frag grenade. Additionally, the loot is now worthless and is removed from play.

2 Choke Gas: The trap releases a plume of gas, just as if the model is hit by a choke grenade.

3 Flash Flare: The trap releases a burst of light, just as if the model is hit by a photon flash flare.

4-6 Screamer: The trap emits an incredibly loud ultrasonic scream. Any models within 2D6" must pass an Initiative test otherwise they are pinned. Note once a loot counter has set off a booby trap it has been disarmed and so will not set off any more.

ENDING THE GAME

If a gang fails a Bottle roll then the game ends and the gang loses. If the attackers capture all the loot counters and the fighters carrying them are within 8" of their own table edge at the start of their turn, then the game also ends and the attackers win.

The defenders are unlikely to get similar employment in the future if they desert their posts. For this reason, the defending gang does not have to start making Bottle rolls until it has suffered 50% casualties, rather than 25%. If the defender bottles out, then the attackers gain possession of all the loot.



EXPERIENCE

Fighters earn Experience points as noted below.

+D6 Survives: If a fighter takes part in the game (i.e. was deployed on the table) then D6 points are earned. Even fighters who are taken out of action receive experience for taking part.

+5 Per Wounding Hit: A fighter earns 5 points for each wounding hit he inflicts. Make a note every time this happens as described in the Playing A Campaign Game section.

+1 Loot Carrier: Any fighters carrying loot at the end of the game gains +1 point per counter.

+10 Successful Defence: If the defending gang wins then the Gang Leader earns +10 points.

SPECIAL

Each Loot counter the attackers capture is worth 1 food crate. See page 25 for details.

The defending gang gets paid 10 credits for each loot counter that the attackers fail to make off with. This is added to gang's income as normal.



The THUNDERCUBE finale was still incredibly popular despite the troubles



The mad-cap troll critters thrive in the chaos, bringing an orange tide to Fury's Rest.

ROLL OF HONOUR

This event, and publication could not have happened without the kind support of the following legends of the Yaktribe!

Attending:

Ardavion

Azzabat

Bastion

Fat Charlie

ClockworkOrange

DarkNwss

Edelweiss

Galtarr

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And special thanks to:

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