

OUTLANDERS

Community Edition - draft

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INTRODUCTION

Out amongst the badzones the only laws are those enforced at the point of a gun. The worst scum from the settlements wind up here, driven out for real or imagined crimes by other gangs, irate settlers or vengeful guilders. They fight constantly with the rats, mutants, plague zombies and scavies that populate the reeking acidic marshes and waste pits of the hive bottom. Every day is a nightmare struggle for survival which makes settlement life look an offworld holiday.

Renegade ratskins, escaped pit slaves and mad wyrds wander the wastes and may help or hinder other outlaws as the mood takes them. Crazy bands of Redemptionists mount crusades against the forces of darkness who are in plentiful supply downhive, though fanatic zeal of the red brethren normally makes them outlaws too. But though the Redemption are far from kindly in their ministrations the outlaw scum of the badzones dread the spyrers more than anything else. Every outlaw's greatest fear is to be hunted down and slain like an animal, to be mutilated for trophies and dismembered for sport by the spyrers.

Illegal trade posts and bandit strongholds are scattered throughout the badzones amongst the sumps and mounds of refuse and slag. Here the dregs of the Underhive rub shoulders, fight and kill one another while they trade their hard-won spoils for women, drink, guns, drugs and information. The night trains travel areas too polluted to be settled and these heavily armed caravans will trade with mutants or ratskins as readily as anyone. Everyone in the badzones is fighting to keep what they have and claw as much as they can from those about them. Enslavement, disease, misery, madness and death lurk in the shadows to seize anyone too weak, stupid or alone to survive.

The further you travel downhive, the harsher it gets. This maxim is well known through the hab-zones, and is a rule that many people live by - it gives a real meaning to the idea of "moving up in the world". Needless to say, moving down the hive isn't usually a good thing, though for some it's that or the wrong end of a rope, so the choice is easy. Eventually, you move so far down the hive that you go beyond the reach of the law. Of course, this may be the whole point of your exodus in the first place.

Out in these desperate deadzones life is cheap, and generally short, but if you can carve yourself a reputation there is a living to be made.



WHAT IS THE COMMUNITY EDITION

OCE is not an attempt to overhaul or hugely expand the Necromunda game, instead it should be seen as a fan update to an already solid set of rules.

The main aims are to balance the variety of Outlander gangs using minimal rewrites where possible and to fully incorporate the NCE ruleset. Also to clarify ambiguities, patch up rule holes and make minor tweaks and additions to improve general gameplay.

The OCE is based on the rules from the Necromunda: Outlanders supplement published in 1996. It does not include the Leadership of the Gang nor The Arbitrator Campaign sections, but does include The Heist scenario and Pit Slave Gang rules which were first published in White Dwarf. All changes to these original rules are marked in red.

OUTLAWS

No-one sets out to become an outlaw, it just works out that way. Of course, the Redemptionists know that they will place themselves beyond the laws of House and Hive when they don that red robe and mask but they don't care, they refuse to even acknowledge the simple rules of the settlements. Ratskins can't help being born ratskins and scavvies can't help being the twisted scumsuckers that they are. Spyrers don't think that any Underhive law applies to them on principle, and they're probably right. But the real outlaws, the Underhive gangs that have been driven out of the guilder settlements into the badzones are just unlucky. They got caught.

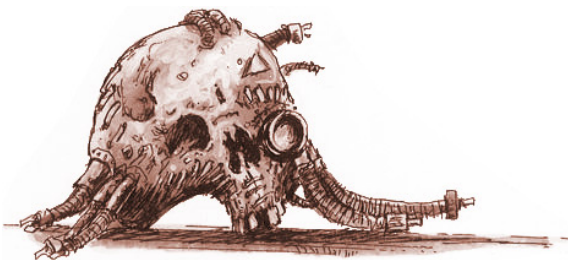
BECOMING AN OUTLAW

After every gang fight there's always a chance that a gang will be declared 'outlaw' by the Guilders. A gang may not have committed any crime at all and be outlawed anyway because they have been falsely accused by someone who's scared of them or jealous of their status. Far more likely is that the gang has broken the law and just had the misfortune to be caught and punished. The law is uncompromising in the Underhive and anyone who is outlawed will have to get out of the settlements very quickly or get used to their head adorning a pole as a warning to others.

Whenever two players fight out a game of Necromunda either player can decide to report the incident to the Guilders' Watchmen afterwards. This accusation may cause the other gang to be outlawed, particularly if the opposing gang has been engaging in nefarious activities of some sort or is particularly large and well known.

There is nothing to prevent both players reporting to the Watchmen; indeed such acrimonious counter-allegations are very common. Naturally outlaw gangs can't report other gangs to the Watchmen, they would just shoot them on sight or imprison anyone who was sent by them.

In the post battle sequence, after rolling for income, skills etc. each accused player must roll 2D6 to see whether the accusations against his gang come to the attention of the Guilder courts. The rolls must be witnessed by the opposing player and are modified as noted. Note that it is possible for both gangs to be outlawed if each reports the other to the Watchmen.



OUTLAW TABLE

2D6	Result
2	Outlawed: Time to get out of town, your gang has been outlawed!
3-6	Clean: You're a clean citizen, move along.
7-11	Black Mark: You're a clean lawful citizen. In addition, the Guilders are unimpressed with the reporting gang wasting their time. They suffer an extra -1 modifier the next time they are reported to the Watchmen.
12	Deputised: The Guilders are so impressed (or fooled) by your lawabiding manner that you are given the chance to become Watchmen and help keep the peace. If you accept you gain an income bonus of 25 credits each time you play a game against Outlaws from now on, and you can inflict a -1 modifier on another gang when it rolls on the Outlaw Table after a game with you. Mark your new Watchman status on your gang roster so you can show your credentials. You can decide to stop your gang being Watchmen at any time by crossing it off your roster.

MODIFIERS

-1 For each additional enemy fighter taken out of action of which died from a Dead serious injury that game (e.g. 3 Dead models confers a -2 mod).

-3 If the scenario you just played was an Outlaw scenario and you were attacking.

-1 For each Wyrd or Pit Slave in your gang.

+1 If your gang rating is under 1,000.

-1/+1 If your gang rating is **between 2000-3000** (roll a D6 each game 1-3 = -1, 4-6 = +1).

-2/+2 If your gang rating is over 3,000 (roll a D6 each game 1-3 = -2, 4-6 = +2).

+1 If none of the **negative** modifiers above have ever applied to your gang **when ever reported**.

BEING AN OUTLAW

Being an outlaw makes life very different. Food has to be scavenged from the tumbled rocks and rusting pipes of the wastes, be it rats, snakes, edible fungus or nutritious slime. Even getting enough food to stay alive can be problematic. Trading has to be done in notorious outlaw trading posts or with the night trains where a ready gun serves better than bargaining techniques. On the bright side there are plenty of hired guns in the badzones who never show their faces in the settlements.

Some outlaw gangs succeed in setting up small kingdoms of their own in the badzones, a few square kilometres where the gang leader is lord of all he surveys. Others pay off their guild-debt and return to the settlements to take back their old territory. Others make vast fortunes and disappear up the hive, some are even rumoured to end up in the Spire serving the great families. Others just disappear without trace.

TERRITORY

A gang is allowed to keep one piece of their territory when they are outlawed; the rest of their territory is taken over by the guilders. Even if the territory the gang keeps was in a settlement it is assumed that the gang leader had enough warning to move the important parts out into the wastes before the Watchmen turned up. Once set up again in the wastes the territory forms the hideout or base camp for the outlaw gang.

The outlaw gang can end up losing its one remaining territory to another gang. Perhaps because it was heavily defeated in a Gang Fight **or their territory is a Mineral Vein which becomes depleted**. If this happens the outlaws are forced to move on and look for another hideout. **At the end of the post game sequence** roll on the Outlaw Territory Table to see what charming new abode they find for themselves.

COLLECTING INCOME

The gang's territory still supplies income if it is worked by a Ganger. Unfortunately the income is halved because of the innumerable difficulties of functioning out in the badzones without the support of the guilders. This penalty doesn't apply to territory generated from the Outlaw Territory Chart because the territory is already so bad it doesn't get any worse!

The income the gang collects from their territory and foraging is not cross referenced with the size of the gang on the Income Table as it would be for a normal gang. However, the gang will need to be given supplies of some sort as explained later.

OUTLANDER 'GANGERS'

Outlander gangs don't have 'Gangers' as such, but an equivalent is still needed to work territories, search for rare trade, etc. The following Outlander fighters are classed as 'Gangers' for these purposes:

Scavvies (Scavvy), Redemptionists (Brother, Zealot), Ratskins (Ratskin), Pit Slaves (Pit Slave, Pit Fighter).

GAINING TERRITORY

An outlaw gang cannot hold more than one piece of territory at a time because in the badzones a gang can't risk splitting up to protect more than one piece of territory. This means an outlaw gang that captures additional territory has two choices:

OCCUPY: The gang takes the new territory and abandons their old hideout (delete it from the roster).

LOOT: The gang loots the new territory of anything valuable, destroying it in the process.

If you loot a territory you gain double the basic income value of the territory. In the case of a territory with a variable income its value is always double the maximum. **Note only the basic income is used, special income rules are ignored.** For example, looting an Archeotech Hoard would yield 240 credits. This income is not halved as it is for working territory out in the badzones.

ABANDONING TERRITORY

An outlaw gang can choose to abandon their hideout and move to a new area of the badzones, usually in the hope of stumbling upon a more profitable domain. A player can elect to do this after any game at the end of the post game sequence, but only if the gang hasn't already changed territories that game (e.g. due to the gang's old hideout being captured) and the territory must not have been worked that game. The old hideout is struck from the gang roster and a new one rolled on the Outlaw Territory Table.

FORAGING

Anyone who wasn't seriously injured 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 outlaw 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.

SO MANY MOUTHS TO FEED

Unfortunately, the gang needs to be fed and supplied one way or another. After a game, once foraging and the income from territory have been generated, each member of the gang will need 3 credits worth of supplies to keep him going. Hired guns and special characters don't need to be given supplies, it is assumed that their pay is more than enough to keep them in rat burgers. 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 or from generated income they are in danger of starving to death.

Any model that doesn't have 3 credits spent on them 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+.**

These penalties will accumulate from game to game and any models that are reduced to a Strength or Toughness value of 0 starve to death and should be removed from the gang roster. And yes, you can keep the equipment of someone who has starved to death. **If at the end of the post game sequence the gang has enough credits in its stash to supply a starving fighter then you must do so – ie you cannot voluntarily choose to starve a fighter.**

CAPTURED

If an outlaw is captured the gang can ransom or exchange him as normal (something which happens more often than you would think).

Alternatively, outlaws generally have a bounty on their heads, that's why there are bounty hunters after all. **If the outlaw isn't rescued then they can be sold to the Guilder courts for the usual D6x5 credits, plus they can claim his bounty for handing him over alive. An outlaw's bounty is equal to his total Experience points. The gang may also keep any of his equipment.** Naturally outlaws can't collect bounty on other outlaws, more because they would be shot for trying than for ethical reasons.

Outlaws have the normal options with gangers that they capture - exchange or ransom them back to their gang or sell them into slavery on the night trains for D6x5 credits while keeping their equipment.

GUILD PRICE

An outlawed gang can buy off its outlaw status by paying a guild price for hivers they have killed and property they have destroyed. The guild price levied against an outlaw gang to buy back their freedom is a tenth (10%) of their gang rating, rounding up to the nearest 10 creds.

For example, the outlawed Dog Soldiers gang have a rating of 2,788, so the guild price to lose their Outlaw status is $(2,788/10=278.8)$. Rounding up to 280 credits.

It is important to note that a gang's guild price is set when they become outlaws and uses their gang rating at that time. Make a note of the gang's guild price when they are outlawed to avoid any confusion later.

Once a gang has gathered enough credits to buy their way out of being outlaws they can become clean, upstanding citizens simply by scrubbing the appropriate amount of cash off their stash.

When an outlaw gang pays off its guild price it is free to move back into the settlements and re-establish its old contacts, muscle in on some business and get back to normal again. To represent the gang re-establishing itself generate five new pieces of territory for the gang on the normal Territory Table. The gang's old hideout may be discarded or kept as one of the five territories.

PERSISTENT OFFENDERS

Unfortunately the guild price for outlaw gangs is increased every time they commit another crime. **If an outlaw gang plays as the attackers in an outlaw scenario and the defenders are not outlaws too, add another D6x10 credits onto the outlaws' guild price.** Note down the increase in price after each game and keep a running total.

If an outlaw gang ever attacks or harms a guildier in any way it loses its chance to pay off its guild price forever. The Merchant Guild will do its best to ensure the perpetrators of such a crime are hounded to the darkest depths of the badzones.

Incidentally, real hardened outlaws don't give a damn about paying off their guild price anyway, and should complain loudly that it's far too low!

OUTLAW TERRITORY TABLE

D66	Territory	Income
11-14	Scrofulous Wastes	0
The gang finds nothing but a putrefying refuse dome to hole up in. Any gang fighters sent foraging will only find D3 credits worth of stuff instead of the usual D6 credits.		
15-16	Collapsed Dome	0
A model can scavenge the ruins earning 2D6 credits. However, on any roll of 1 the dome caves-in completely and is crossed off the roster. The model working the territory must also take an Initiative test. If failed he is crushed by the falling debris, the fighter and his equipment are crossed off the roster and he collects no income .		
21-24	Wastes	0
25-26	Fungus Grotto	0
Any starving fighters can eat fungus to avoid the effects of starvation. However, on a D6 roll of 1 a random fighter selected from those that have eaten the fungus dies from eating a poisonous patch. You may keep his equipment .		
31-34	Rad Zone	0
A model can scavenge the irradiated dome earning 2D6 credits. However, on a double the fighter is hideously scarred from radiation poisoning. The model causes fear from now on and no income is collected.		
35-36	Sump Spillage	5
41-42	Sludge Sea	0
A model can dive into the sludge to try and drag up valuable artefacts that have sunk to the bottom. Roll a D6.		
1	The fighter is attacked by some horribly mutated monster or swims into a highly toxic area of sludge. The model suffers a serious injury treating any Bitter Emnity and Captured results as a Full Recovery.	
2-3	The model finds nothing of value.	
4-5	The model discovers an artefact worth 3D6 credits.	
6	The model discovers an artefact worth D6x10 credits.	
43-44	Power Cable Tap	5
Roll a D6. On a roll of 6 the tap provides D6x5 credits worth of energy instead of the usual 5 credits.		
45-46	Scrap Yard	5
If the gang recovers loot during a Scavengers, The Hoard or a Package Run scenario then they can stripped and sold for parts. Each loot counter is worth an additional +5 credits of income.		
51-52	Ruins	10
53-54	Mineral Vein	3D6
A model can mine the ore vein earning 3D6 credits. However, if any doubles or a triple is rolled then the mineral deposit is exhausted and must be struck from the gang roster.		
55-56	Recycling Dump	0
The old disused resync machinery provides distilled water and limited food chips. Each gang member requires 1 less credits worth of supplies to avoid starvation (e.g. 2 credits instead of 3).		
61-62	Slag Heap	15
63-64	Outpost	15
After each game roll a D6. On a roll of 6 you overhear vital information about the activities of gangs in the local area. You may add or subtract up to 2 from the Scenario Table roll when fighting the next game.		
65-66	Toll Blockade	2D6x2
A model can set a blockade to toll travellers earning 2D6x2 credits. You can increase the toll's cost, but there is a chance of the travellers revolting. You may choose to earn 3D6x2, 4D6x2, 5D6x2 or 6D6x2 credits, but if you roll any doubles an angry mob forces the gang on. You still collect the toll but the territory is crossed off the roster.		

OUTLAW TRADING POST

Outlaw trading posts are scattered unevenly throughout the badzones. The most famous is Heretic Hole, which is so well established that the guilders turn a blind eye to its activities and even use it for occasional illicit dealings of their own. Other infamous outlaw trading posts include Blood Spill, Hellhole, Sump Town, Black Crack and Widow's Pipe, many of which are actually settlements ruled by outlaw bosses. Small, heavily armed caravans of illegal traders ply the desolate areas between the outlaw posts to supply booze and guns to scavvies and ratskins.

Helmawr and the Imperial authorities have a less sanguine view of the outlaw posts than the Guild. Spies lurk everywhere and sporadic expeditions are undertaken to eradicate outlaw holes situated too close to bona-fide settlements. The inhabitants are normally long gone by the time the authorities arrive but surprise attacks have resulted in some bloody conflicts. Heretics Hole has been destroyed (and rebuilt) many times over and the Blood Spill massacre is still remembered as a day of infamy.

SPENDING CREDITS

After every game an outlaw gang can collect income from its one piece of territory and by foraging, as described earlier. Cash can be spent on recruiting new fighters and on new equipment for the gang. Spending cash must be done at the outlaw trading post – the legal trading post is off limits to outlaws.

New Recruits

The outlaw trading posts are full of young punks and old soaks so new fighters are recruited in the same way as the original gang. Refer to the appropriate Recruiting a Gang section of the Necromunda rulebook. New recruits may be armed with any of the weapons described in the Gang Recruitment List, but cannot be given other equipment until they have fought at least one battle.

Gangs can recruit whatever type of fighter the player wishes, but the usual restrictions apply regarding the number of leaders, heavies and so on.

Recruiting Hired Guns

Players may hire mercenary fighters for the gang if they wish. Refer to the Hired Guns sections of Necromunda and Outlanders for details. Hired guns in outlaw gangs are criminals, outcasts and wanderers who are willing to sell their skills to anyone prepared to pay. Obviously, Bounty Hunters won't hire out to outlaw gangs.

Weapons

If players want to buy new weapons or other equipment for existing gang fighters then refer to the trading charts below. The charts list all the weapons and equipment available at an outlaw trading post, though many items are not always available and vary in price.

TRADING

Common items can normally be found quite readily among the noisy stalls and bazaars of an outlaw trade post. Players can usually purchase as many of these items as they want. The price for common items is fixed, so players always pay the same price for them.

Rare items are hard or even impossible to find. Only occasionally do such items turn for sale and the price asked is often way and above their true value. Players must be prepared to snap up useful items as they are offered, especially the really hard-to-get weapons and equipment.

To represent the scarcity of rare items each player makes a dice roll at the start of his trading session to determine what goods are offered to him. To determine how many rare items are offered roll a D3 (ie, a D6 counting 1-2 as 1, 3-4 as 2 and 5-6 as 3). This is the number of items offered to the **gang by their dealer contacts, night traders and local merchants.**

Roll a D66 for each item and consult the Outlaw Rare Trade Chart to discover what is on offer. The player may buy any of the items offered, but only one of each item unless the same result is rolled more than once.

Note that each player rolls separately for his trading; even if they are both outlaws the gangs don't necessarily hide out in the same place nor have the same contacts. One player cannot buy goods offered to another.

Gangers and Trading

If a player wishes he can use extra gangers to search around the trade post and make enquiries about further rare items which might be for sale. A ganger who does **must not have gone out of action and** cannot collect income from the gang's territory nor forage, searching out rare items is an alternative to collecting income. Each ganger employed in this fashion adds a further +1 randomly generated rare items to those offered for sale.

Rare Trade Chart

The following chart is used to determine what rare trade items are offered for sale to the gang leader. D3 items are offered automatically and a further +1 for each ganger sent to search them out. The prices of rare items are given on the main trade charts.

OUTLAW RARE TRADE

- | | |
|-------|---|
| 11 | Archeotech |
| 12 | Sump Dynamo |
| 13 | Stinger Mould Patch |
| 14 | Spook |
| 15-16 | Bottle of Wild Snake |
| 21 | Gas Grenades: Roll again
1-2: Choke, 3-4: Scare, 5-6: Hallucinogen |
| 22 | Grenades: Roll again
1: Melta Bombs, 2-3: Photon Flash Flares
4: Plasma Grenades, 5-6: Smoke Bombs |
| 23 | Ammo: Roll again
1-2: Hotshot Laser Power Packs
3-5: Drum Magazine, 6: Hellfire Bolts |
| 24 | Gunsight: Roll again
1-2: Red-dot Laser, 3: Mono-sight
4-5: Telescopic Sight, 6: Infra-red Sight |
| 25 | Armour: Roll again
1-3: Flak, 4-5: Mesh, 6: Carapace |
| 26 | Stinger Pouch |
| 31 | Concealed Blade |
| 32 | Blade Venom |
| 33 | Blindsnake Pouch |
| 34 | Berserker Chip |
| 35 | Infra-red Goggles |
| 36 | Icrotic Slime |
| 41 | Rad Counter |
| 42 | Ratskin Map |
| 43 | Shock Maul |
| 44 | Grapnel |
| 45 | Photo-visior |
| 46 | Respirator |
| 51-53 | Raid Gear: Roll again
1-3: Silencer
4-6: Choose one of the following:
Screamers or Stummers |
| 54-56 | Drugs Fixer: Roll again
1-3: Kalma, 4-5: 'Slaughter, 6: Spur |
| 61 | Special: Cheated |
| 62 | Special: Rumour |
| 63 | Special: Gamble |
| 64 | Special: Fighting Pit |
| 65 | Special: Inside Information |
| 66 | Special: Merchant Contact |

SPECIAL RESULTS

Special results represent chance encounters and events which take place during your time in the outlaw hole. Each of these events is a one-off, so if you roll the same result twice in the same trading session re-roll the dice. In some cases the gang might lose credits which are taken from the gang's stash. If there isn't enough credits in the stash then the remainder is ignored and won't have to be paid.

Cheated: You trade for a bargain piece that seems sound at first but is in fact flawed, damaged, badly-made or counterfeit and basically useless. Lose D6x5 credits and look a bit closer next time.

Rumour: A contact hears rumours about what's going on in the wastes, which gangs are going where and what they're looking for. If you pay the contact D6 credits you may modify the next dice roll on the Scenario Table by +1 or -1. However, roll a D6. If the roll is more than the number of credits paid then the rumour is false and your opponent may modify the Scenario roll by +1 or -1 instead.

Gamble: You have to gamble at an outlaw trading post, though it's not a law (because there aren't any). But most of the business is conducted around the gambling tables and it's considered a character flaw not to gamble – it implies you're not prepared to take risks, and that makes you an easy roll. Roll a D6. On a 4+ you gamble away a pile of credits but then luck smiles on you and you win it back with interest, gaining 3D6 credits. On a 1-3 you lose 3D6 credits and come away a little wiser.

Fighting Pit: A random gang member becomes embroiled in a pit fight gaining +D6 Experience. The fighter will also earn himself 2D6 credits in winnings if he passes a Strength test. However, if a 1 is rolled then he gets smacked around like a rag scav and suffers a serious injury (treat any Bitter Emnity and Captured results as a Full Recovery).

Inside Information: An informant offers to sell you vital information for 10 credits. If you pay up then instead of the usual Scenario Table roll your gang leader must take a Leadership test. If the test is passed then the information is good and you may choose which scenario to play. If the test is failed then you're double-crossed and your opponent can choose the scenario instead. If both gangs paid for Inside Information then both leaders are conned and a Scenario Table roll is made as normal.

Merchant Contact: You make contact with a trader from a local Guild settlement who is prepared to sell on goods for a little extra in exchange for contacts with illicit dealers. Make D3 rolls on the normal Rare Trade Chart to see what items are offered, however, their rarity cost is doubled.

PRICE CHART

The following charts indicate the cost of items available for sale at the outlaw trading post. The cost of rare items is included, but such items cannot be bought unless they are offered for sale as already described. In some cases the cost of an item is variable, and includes a base cost plus a variable extra amount, for example 40+3D6 credits. In these instances the extra variable cost is the additional rarity value of the item – the premium which must be paid to own it. Likewise, the cost of all common items is included, though are restricted to the particular gangs who have them listed on their weapon lists.

Hand-to-Hand Weapons	Cost	Availability
Knife (1st knife is free)	5	Common
Chain or Flail	10	Common
Club, Maul or Bludgeon	10	Common
Massive Axe, Sword or Club	15	Common
Sword	15	Common
Chainsword	25	Common
Shock Maul	35+3D6	Rare

Pistols	Cost	Availability
Stub Gun	10	Common
Autopistol	15	Common
Laspistol	15	Common
Hand Flamer	20	Common
Bolt Pistol	25	Common
Plasma Pistol	30	Common

Basic Weapons	Cost	Availability
Autogun	20	Common
Shotgun (+Solid, Scatter)	20	Common
Hunting Rifle	25	Common
Lasgun	25	Common
Boltgun	35	Common

Special Weapons	Cost	Availability
Flamer	40	Common
Autosluggger	45	Common
Grenade Launcher	60	Common
Plasma Gun	80	Common
Meltagun	95	Common

Grenades	Cost	Availability
Smoke Bombs	10+3D6	Rare
Choke Grenades	15+2D6	Rare
Scare Grenades	20+2D6	Rare
Photon Flash Flares	20+2D6	Rare
Frag Grenades	25	Common
Plasma Grenades	35+3D6	Rare
Krak Grenades	40	Common
Melta Bombs	40+3D6	Rare
Hallucinogen Grenades	40+4D6	Rare

Ammo	Cost	Availability
Dum-dum Bullets	5	Common
Manstopper Shells	5	Common
Hot Shot Shells	5	Common
Bolt Shells	15	Common
Hotshot Laser Power Packs	15+2D6	Rare
Hellfire Bolts	20+3D6	Rare

Sights	Cost	Availability
Infra-red Sight	30+3D6	Rare
Telescopic Sight	30+3D6	Rare
Mono Sight	40+3D6	Rare
Red-dot Laser Sight	40+3D6	Rare

Armour	Cost	Availability
Flak Armour	10+2D6	Rare
Mesh Armour	25+2D6	Rare
Carapace Armour	60+3D6	Rare

OUTLANDERS

Miscellaneous	Cost	Availability
Kalma (per dose)	5+D6	Rare
'Slaughter (per dose)	5+3D6	Rare
Spur (per dose)	5+3D6	Rare
Clip Harness	10	Common
Filter Plugs	10	Common
Blade Venom	10+D6	Rare
Bottle of Wildsnake	10+D6	Rare
Concealed Blade	10+D6	Rare
Silencer	10+2D6	Rare
Rad Counter	10+3D6	Rare
Stinger Pouch	10+3D6	Rare
Screamers	10+3D6	Rare
Stummers	10+3D6	Rare
Photo Contacts	15	Rare
Drum Magazine	15+2D6	Rare
Respirator	15+2D6	Rare
Spook	15+3D6	Rare
Lobo-chip	20	Common
Stinger Mould Patch	20+3D6	Rare
Photo-visor	25+2D6	Rare
Berserker Chip	25+3D6	Rare
Blindsnake Pouch	30+2D6	Rare
Infra-red Goggles	30+3D6	Rare
Grapnel	30+4D6	Rare
Sump Dynamo	40+4D6	Rare
Icrotic Slime	50+3D6	Rare
Archeotech	D6x10	Rare
Ratskin Map	D6x10	Rare
Weapon Reload	Weapon ÷ 2	Common



ARCHEOTECH

All sorts of ancient technology turns up in the Underhive, from corroded junk dredged out of pollutant pools to shining artefacts unearthed in forgotten treasure domes dating back to the first colonisation. By law, all archeotech must be sold to the Merchant Guild as soon as it's discovered, but odd pieces do find their way to outlaw trading posts to be sold illegally.

The problem with buying archeotech is that all the well understood or recognisable artefacts are snapped up long before they reach the open market. The remainder is impossible to understand without a lot of examination and experimentation. Often archeotech like this will be a sealed casket or an enigmatic chrome sphere, a mysterious black box or a wafer of shifting crystal. Most people don't dare to mess around with these things so they are sold comparatively cheaply, but you don't know whether you're getting a fine example of lost technologies or an interesting paperweight.

If you decide to buy a piece of archeotech then roll on the Archeotech Table to see what the miraculous device can do. Once an archeotech's true purpose has been discovered it's considerably easier to sell on too. The value of the archeotech is equal to the D66 rolled multiplied by 2. For example, if a 45 is rolled (Lifter) then the value of the archeotech becomes 90.

ARCHEOTECH TABLE

D66 Result

- 11-16 Dangerous:** The device is accidentally triggered as it's being messed about with and is reduced to a pile of worthless molten slag. The archeotech is crossed from the gang roster. In addition, a random gang member must take an Initiative test. If the test is failed then he suffers a Hand Injury as a result of his meddling.
- 21-23 Cutting Beam:** The device can focus a cutting beam of great power on a stationary object. Unfortunately it's useless as a weapon because both the target and the operator have to be perfectly still for the beam to focus, but it makes a good can opener. The device can be used following the usual Attacking Terrain rules though the model must not have moved that turn. It inflicts a S6 hit on the first turn of use, increasing to S7 on the second turn, S8 on the third, and so on up to S10.
- 24-26 Viewer:** The operator can use the device to view different places, shifting his perspective to almost any point even if it's beyond closed doors and solid walls. If the operator doesn't move then he can use the device instead of attacking normally in the shooting phase to spot any hidden fighter on the tabletop. If the model is on sentry duty roll a D6 for him each turn: on a roll of 6 he automatically sounds the alarm as he spots the enemy sneaking around.
- 31-33 Servojigger:** The device is a compact industrial tool which can activate a series of lasers and grisly mechanical apparatus. It can be used in hand-to-hand combat but cannot be combined with another weapon. If used the model rolls an extra +D3 Attack dice and any hits struck by the device are at D6 Strength (roll separately for each hit).
- 34-36 Panoply:** The device can create an aura that shifts and splits light waves to create a dazzling visual display. The operator can choose to turn the device on or off at the start of his turn. When activated any ranged attacks against the model suffers a -1 penalty if the weapon firing is at long range. However, the impressive light display means the model cannot hide when the device is on.
- 41-43 Lifter:** The device is a sophisticated suspensor which can negate or lessen gravity for its bearer, allowing him to float up or down for a limited period. The operator is allowed to move up or down even if there is no ladder for him to climb and he will never suffer damage from falling so he can simply step off a walkway and drop down without harm. The movement is quite slow however, so the movement up or down does count against the model's total movement for the turn.
- 44-46 Graviton:** The device fires a stream of particles that affect local gravitational fields. A fighter can use the device against an enemy fighter instead of attacking normally in the shooting phase. It has a range of 16" and automatically hits but follows the usual targeting rules. The target is unharmed but is pinned as he struggles against the magnetic shifts.
- 51-53 Holo Projector:** The device functions as a basic holo projector and can be used to make the fighter appear a short distance away from where he really is. This gives the fighter a 4+ special save against any hits from shooting. As soon as the saving throw is failed the projector stops working for the rest of the game. Note the device is useless against close combat attacks and weapons that use a template.
- 54-56 Weapon:** The device is a powerful weapon. Roll a D6 to find out what its profile resembles:
1-2: Autoslugger 3: Flamer 4: Meltagun 5: Plasma Gun 6: Grenade launcher +Frag grenades
 The weapon has the standard profile for a weapon of its type but because it's self maintaining it can be used by anyone, not just Heavies or Gang Leaders. However, the device's unique design means it cannot be modified or given additional ammo (i.e. a scope cannot be fitted to it). For the purpose of skills and hand-to-hand combat it still counts as a special weapon.
- 61-66 Arcana:** The mysterious device is barely fathomable. Roll on the Wyrd Minor Power table to see what strange purpose it has, re-rolling any None, Multiple Minor Powers and Extra Primary Power results. The device can be used following the usual Wyrd rules except ignores the Perils of the Warp rules. However, if the Leadership test is failed then the temperamental device refuses to work for the remainder of the game.

BLADE VENOM

Many mutant fungi strains found at Hive Bottom are deadly poisonous, such as Widowmaker, Scarlet Feng and Grey Lattice. Some, like the notorious Black Death, have even developed coatings which are lethal to the touch, and can kill creatures that brush against them.

Blade venom is brewed from a variety of natural poisons to produce a viscous purple substance which will kill a man in seconds. Ratskins are experts in the use of blade venom, but they normally only use it to kill large and dangerous mutants or other beasts which are almost immune to normal weapons. Other outlaws are rather less moralistic and will cheerfully coat swords and knives with venom if they think it will give them an edge in combat. The only problem is that a clumsy fighter with a poisoned weapon is as great a danger to himself as anyone else.

Doses of blade venom are kept in the gang's stash and distributed before the start of a game to fighters who will use them. A dose of blade venom will envenom one weapon for one game, after which the venom loses its potency. Blade venom can only be usefully applied to knives, **Chains or Flails, Clubs, Mauls or Bludgeons, Massive Weapons and Swords**. Any hits inflicted by a weapon coated in blade venom causes D3 wounds instead of 1 and **counts as high impact**. However, the model suffers a S1 hit for every fumble it rolls **which also count as high impact**.

BOTTLE OF WILDSNAKE

Wildsnake is a rare and potent liquor brewed out in the badzones where it commands a price to match. If they can find some it's common for an outlaw gang to get tanked up on Wildsnake before a fight - "Snake Courage" as it's called.

If you send any gangers to look for rare items for trade and you roll a bottle of Wildsnake then you have to buy it **assuming you have enough credits in the gang's stash**, the gangers just can't resist good liquor. Fortunately a cunning leader can still use the Wildsnake to instil a bit of "Snake Courage" into their gang by giving it to them to drink before a game. The bottle of Wildsnake is used up and the whole gang's Leadership is increased by +1, up to a maximum of 9. Sadly their inebriation also reduces their Initiative characteristic by -2 as well. Once the game is over the gang's characteristics are returned to normal with accompanying blistering headaches.

ICROTIC SLIME

Icrotic slime is a rare and dangerous Underhive organism - a living transparent blob about the size of a man's fist. A mature slime seeks out a living creature and positions itself on top of the creature's head where it is slowly absorbed through the flesh into the host's brain. As slimes aren't very fast or agile they rely on catching their victims asleep. Whilst they invade their host they protect themselves by releasing psycho-chemical stimulants which seriously affect the host's mind and body. So euphoric is the effect, and so great the sense of power, that the victim makes no attempt to remove the slime.

Once inside the host's brain the slime encysts and reproduces in the manner of common amoebic parasites. As the amoeba divides it becomes millions of tiny babies, which break out from their shells and begin to consume the host's brain from which they derive vital psychic as well as physical nutrition. Soon the host turns into a gibbering wreck as his brain is consumed from within. Within hours the pressure of the feeding, growing baby slimes is so great that the victim's skull cracks open and millions of tiny Icrotic Slimes slither out. These are only a millimetre or so across, but they grow quickly by enveloping and digesting increasingly large creatures.

So great is the physical and mental enhancement and general sense of euphoria induced by Icrotic slime that some people use it as a drug. They avoid death either by ensuring there is somebody ready to scrape off the slime at the last minute, or by use of anti-parasite drugs that kill the Icrotic slime before it has a chance to encyst. Once encysted the tough outer shell makes the slime immune to all but physical removal involving major surgery.

The risks of using icrotic slime are considerable, even when using drugs. The efficacy and potency of antidotes vary tremendously, especially in the dangerous, sleazy environments where these are often used. Amongst the wealthy decadent elite who indulge in this practice the risks are less because they can afford good quality antidotes, but even so success is not certain. There are even strains of Icrotic slime that have become immune to the anti-parasite drugs.

Effect: Icrotic slime has a potent effect on the user: the chemicals it releases make him stronger, more agile, improve his reflexes and nullify the effects of shock and trauma so that he can fight on and survive terrible wounds. It is thought these effects are produced in the host to ensure it survives long enough for the icrotic slime to reproduce successfully.

If a fighter uses the icrotic slime, then at the start of the game roll a D6 on the table below for each of the user's characteristics except Wounds and Leadership.

D6	Result
1	The characteristic is unaffected.
2-3	Increase the characteristic by +1 points.
4-5	Increase the characteristic by +2 point.
6	Increase the characteristic by +3 points.

The model's Wounds and Leadership characteristics are both doubled up, to a maximum of 10 each. In addition, the character is so deranged by the slime that he is never pinned by **any hits**.

Duration: Icrotic slime has an effect for the whole game, after which it must be removed or the recipient will die. The slime is destroyed by removal so it may only be used once.

Side-effects: Roll 2D6 at the end of the game. If the roll is a 2 the Icrotic slime encysted before the fighter's comrades could remove it, he dies screaming in agony. **On the plus side you get to keep his equipment and all these valuable baby icrotic slimes are scooped up and sold on for 4D6 credits.** On a 3-11 the slime is successfully removed. On a 12 the slime is removed plus the fighter gained some benefit from his slime time and has all of his serious injuries removed (including the good ones like scars). If he had no injuries the fighter gets a free roll on the Advance Table instead.

RAD COUNTER

A rad counter is a piece of technology often found in the form of an amulet or bracelet. It warns of dangerous emissions of radiation which would normally be invisible and undetectable with a change of colour or a loud clicking noise. A fighter equipped with a rad counter can move around the Underhive in greater safety and explore its more heavily contaminated areas by using the rad counter to warn him of the radioactive hot spots.

A fighter equipped with a rad counter can roll 2D6 instead of 1D6 when foraging in the wastes. If a ganger with a rad counter is used to work a Rad Zone territory he can re-roll the dice for the amount of income he collects and will only suffer radiation poisoning on a roll of double 1.

KALMA

Kalma is the hive name for a general group of euphoric sedatives which lower the state of consciousness and induce a state of well being. Such drugs are often ground up and used in small quantities in food. A tablet of kalma renders the individual docile and compliant. A 'kalmed' character can be led about and will remain passive while unattended.

Fixer: The 'Kalma' result on the Outlaw Rare Trade chart indicates you have contacted an individual who can supply you with kalma whenever you trade from now on. This means that even though kalma is listed as a rare item on the price chart you now treat it as 'common'.

Effect: Kalma can be used in one of two ways. Kalma can be ingested by a downed fighter to alleviate pain, or it can be fed to a captured fighter if a rescue attempt is made.

If a down fighter consumes kalma then when he's required to roll on the Injury chart the Flesh Wound bracket is increased to 1-3. However, once the effects of the kalma have worn off the sudden overload of pain means he's automatically taken out of action.

If the kalma is fed to a **captive** then he is treated in the same way as a down model throughout the scenario (i.e. they are placed face down and can only move 2" per turn), though they don't make recovery rolls.

In either case, the sedative effects of the kalma means that a fighter which consumes it has his Initiative reduced to 1 and follows the rules for stupidity until its effects wear off.

Duration: Roll 2D6 in each recovery phase and add the model's Toughness characteristic to the result. If the total is greater than 12 then the effects of the kalma wears off; if the total is 12 or less the fighter is still affected and grinning beatifically. **Note if the kalma is fed to a captive then this test is only rolled once the captive is freed or the alarm is sounded.**

Side-effects: There are no long-term side-effects to using kalma.

One Use: Once a dose of kalma has been used it must be struck from the gang roster.

'SLAUGHT

'Slaughter is officially known as Onslaught and it is a crude combat drug made from a dangerous combination of mutant rat glands and a number of synthetic adrenalin compounds. 'Slaughter enhances an individual's fighting abilities: increasing alertness and speed, apparently slowing down the world by increasing a person's mental awareness. If it weren't for its unfortunate side-effects it would be an ideal combat drug.

Fixer: Like kalma, the 'Slaughter' result on the Outlaw Rare Trade chart indicates you have contacted an individual who can usually supply you with 'slaughter whenever you trade from now on. Roll a D6 in each trading session: on a 2+ 'slaughter is available and on any other roll it isn't.

Effect: A model may take a dose of 'slaughter before the start of a game. 'Slaughter increases the user's Initiative and Weapon Skill by D3 points each; Ballistic Skill isn't affected. When the effects wear off, fighting abilities return to normal.

Duration: Roll 2D6 in each recovery phase and add the model's Toughness characteristic to the result. If the total is 12 or less the model is still affected by the dose. If the total is greater than 12 the dose wears off, the model collapses in a heap, counting as being pinned, and is no longer under the drug's influence. Only a single dose of 'slaughter may be taken in a game or the cumulative effects would kill the user.

Side-effects: There are dangers associated with long-term use of 'slaughter. Each time the 2D6 roll is made for duration there is a chance that the model will become addicted. On a roll of double 1 the model has become dependent upon it. A dependent character no longer derives any benefit from the drug but must continue taking it in the future or he will suffer detrimental effects.

If denied access to the drug a dependent character loses -D3 points from his Initiative and from his Weapon Skill until he receives his next dose. If either characteristic is reduced to 0 the model cannot fight. Long-term users of 'slaughter are called 'slaughters. As 'slaughters get older they become 'slaughtered, and gradually lose mental coherency if the drug is denied them. These drooling, jerky-limbed madmen roam the Underhive, no longer able to tell friend from foe or man from monster.

One Use: Once a dose of 'slaughter has been used it must be struck from the gang roster.

SPOOK

Spook is extracted from certain decayed synthidiet deposits or 'raw spook'. The decayed synthidiet was dumped many thousands of years ago and stashes are sometimes discovered in the Underhive or ash wastes by scavvies and ratskins. The original synthidiet was probably recycled from the bodies of dead hivers in times of food shortages and so may act as a medium for carrying race-memories locked in chemical form or DNA.

Over the millennia the decaying synthidiet was acted upon by the mutant fungi spores that made up an important component of it, turning the stuff into a potent and dangerous powdery green scum. This is drunk in a frothing liquid form by those foolish enough to use it. A tiny glass phial contains a standard dose.

Spook enhances any latent psychic awareness in the human mind. Most spook-induced wyrds will be devoid of any inherent mental strength (otherwise latent wyrd powers would have developed and manifested themselves naturally). They are psychically vulnerable and consequently prone to daemonic attack in all its forms, as indeed are many wyrds.

Effect: A dose of spook will temporarily give a model a minor Wyrd power. Generate the power by rolling D66 on the Wyrd Minor Powers table at the start of the game. This may result in a power which is useless on its own, or indeed no power at all. **A roll of 61-66 is treated as a None result instead.** Taking spook is not what you'd call exact science. Even if the same model takes spook twice in a row it will not get the same power.

Duration: A single dose of spook lasts for the duration of the game.

Side-effects: Just like Wyrds, daemonic attacks can occur whenever the spooker uses their power following the Perils of the Warp rules found in the Wyrd section. **However, to reflect that the spooker has no inherent mental defences, when attempting to use the power he must roll for Perils of the Warp if any double is rolled.**

One Use: Once a dose of spook has been used it must be struck from the gang roster.

SPUR

The name spur is given to a number of similar stimulants. Spur has some unusual side-effects which discourage most individuals from using it. Taking spur involves extra risks because not all spur is the same, and so the potency of any side-effect cannot be judged accurately. All types stimulate the nervous system, improving the senses, muscle reaction and speed of thought. However an old, adulterated or badly made batch may be ineffective.

Fixer: Like kalma, the 'Spur' result on the Outlaw Rare Trade chart indicates you have contacted an individual who can occasionally supply you with spur whenever you trade from now on. Roll a D6 in each Trading session: on a 4+ spur is available and on any other roll it isn't.

Effect: A model may take a dose of spur before the start of a game. Roll a D6 on the table below to determine its effects.

D6	Result
1	The batch is old or bad and has no effect.
2-3	Increases Movement and Initiative by +D3.
4-5	Increases Movement and Initiative by +3 points, but sensitises the character's nervous system so that a sudden physical shock may render him unconscious. To represent this the model's Toughness is reduced by -1 point as long as the spur lasts.
6	Increases the character's Initiative and Weapon Skill by +D6 points each, Ballistic Skill and Movement by +D3 points each. As a result of the character's hyperactive nervous condition, he goes down for one whole turn as soon as the drug wears off, after which he recovers automatically.

Duration: Roll 2D6 in each recovery phase and add the model's Toughness characteristic to the result. If the total is 12 or less the model is still affected by the dose. If the total is greater than 12 the dose wears off and the model is no longer under the drug's influence. Only a single dose of spur may be taken in a game or the cumulative effects would kill the user.

Side-effects: There are no long-term side-effects to using spur.

One Use: Once a dose of spur has been used it must be struck from the gang roster.

STINGER MOULD PATCH

Stinger mould is a rare and precious fungi that can only be found in areas where radioactive waste mixes with organic sewage at a certain temperature. The mould blooms in a matter of hours, swells and then explodes to scatter its dangerous poison spores into the air currents. The mould then shrivels and dies. If the mould is harvested before it matures its spores can be rendered into a curative paste which vastly stimulates a body's healing rate. The recuperative effects of stinger are renowned and is heavily harvested for use in The Spire and even offworld.

A stinger mould patch can be used in one of two ways. It can be used to re-roll a result on the Serious Injury Chart ~~apart from Dead, Captured or Multiple Injuries results~~. Alternatively it can heal an existing serious injury, ~~though its curative powers are no miracle cure~~. If the patch is used in this way then roll a D6. On a roll 4+ the injury is fully healed and is crossed from the roster. On any other roll the extent of the injury is too significant and the serious injury remains, but further attempts to heal it can still be made.

Stinger moulds are kept in the gang's stash until used, after which it's struck from the gang roster.

SUMP DYNAMO

The sump dynamo covers a variety of ramshackle clunkers designed to produce a limited supply of power by transmuting waste. Unfortunately their crude designs aren't an exact science so a gang can never be certain of how reliable it will be.

If a gang chooses to abandon their hideout then instead of rolling on the Outlaw Territory Table it can instead activate the sump dynamo. Roll a D6:

- 1 The contraption explodes spewing effluent. The gang's hideout is now Scrofulous Wastes.
- 2 The gang's hideout is now a Power Cable Tap.
- 3-5 The gang's hideout is now an Outpost.
- 6 The gang sets up an Outlaw Settlement. This behaves like a regular Settlement but outlaws generate the full 30 credits if worked. Note if a 6 is rolled Outlanders treat the following fighters as a Juve: Scavvies (Scavvy), Ratskin Renegade (Brave), Pit Slaves (Pit Slave).

Sump dynamos are kept in the gang's stash until used, after which it's struck from the gang roster.

HIRED GUNS

This section of the Outlanders rules introduces some new hired guns: freed Pit Slaves and pysbic Wyrds, each of whom will fight for a fistful of credits, no questions asked. They follow the usual rules for Hired Guns as outlined in the Necromunda rulebook.

PIT SLAVE

Pit slaves are the unfortunates that end up being sold to the guilders by gangs or Watchmen and are kept in the Underhive to work in mines, as pack slaves or as pit fighters. Some are dangerous criminals who deserve nothing better, others have just been unlucky enough to have kin that couldn't raise a ransom when they got dragged off by some unfriendly gang.

The Guilders usually 'modify' their new acquisitions for whatever tasks they have in mind for them: arms are lopped off and replaced with rock drills or buzz saws for those going to the mines, pack slaves get hooks and claws instead of hands and feet for better grip and pit fighters can end up like some nightmare mannikin of steel and flesh. The slaves are implanted with ownership studs to show that they're the legal property of a Guilder and set to work for the rest of their lives.

A few pit slaves, the toughest and most determined ones, escape by stealth, accidents or by killing their guards. Escaped pit slaves are wanted by the law in theory and if they go strolling down main street they'll get caught. But the Watchmen don't go out of their way looking for every slave that takes a hike and most pit slaves wind up running with the gangs.

RECRUITING PIT SLAVES

Outlaw gangs will find escaped pit slaves at any Outlaw trade post, often pit fighting for themselves to earn a few credits. Other gangs may well come across escaped slaves in the wastes or near holesteads where they try to find some sympathy and a little food.

Any gang can hire Pit Slaves, though there may be a risk of being outlawed if they are reported to the Watchmen. If a player wants to hire a Pit Slave he must pay the standard hire fee, which is 10 credits. A gang can have any number of Pit Slaves. The profile and skills for a Pit Slave are worked out only after they are hired.

For purposes of calculating the gang rating each Pit Slave has a value of 50 (ie, his hire fee of 10x5).



PIT SLAVE PROFILE

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

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	7

RECRUITING PIT SLAVES

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

D6 Advance

1	+1 Weapon Skill
2	+1 Attacks
3-4	Roll a further D6: 1-3: +1 Strength 4-6: +1 Toughness
5	Roll a further D6: 1-2: +1 Wounds 3-4: +1 Initiative 5-6: +1 Leadership
6	Roll a further D6: 1: Juggernaught (Muscle) 2: Iron Jaw (Muscle) 3: True Grit (Ferocity) 4: Impetuous (Ferocity) 5: Parry (Combat) 6: Step Aside (Combat)

PIT SLAVE GEAR

Pit Slaves fight with their own built-in weapons as described below, plus they usually carry a pistol which they have stolen or traded from somewhere. Pit Slaves cannot buy or use other weaponry or equipment (they spend all their money on good food, chrome polish and other half-forgotten luxuries).

Pit Slaves are equipped with a **Knife** and one of the following pit slave weapons:

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

Plus one of the following pistols:

- Stub Gun with Dum-dum Bullets
- Autopistol
- Laspistol



WYRD

Wyrds are individuals with raw, untutored and very varied mental powers. In fact a significant proportion of Necromundans, maybe as high as 10% or so, have minor abilities which they don't even consider to be psychic mutations - they may be lucky at cards, or very good at guessing what is on another person's mind, but only so that others think that they were born lucky or are very perceptive rather than mutants. Wyrds have far more effective powers than this, but they are still very different from the highly trained psykers of the Adeptus Astra Telepathica. This is because wyrds almost always develop their abilities in an undisciplined, self-taught way.

The powers displayed by wyrds are highly varied, and it is extremely rare for two wyrds to have exactly the same abilities. However it is possible to divide wyrds into a number of very broad types. For example, a significant proportion of wyrds are telepaths, whose powers allow them to affect the mind of another person. The way this power manifests itself varies from one telepathic wyrd to the next: some can take control of another person's mind, others can induce terrifying mental illusions, and so forth. This situation is made even more complex because most wyrds have one or more additional minor abilities.

Wyrds that hide their powers are fairly safe, though there is always a risk of discovery. Sometimes as a wyrd grows older and more confident they will start to flaunt their superhuman abilities. Few wyrds truly appreciate the danger they are in when they reveal their powers in this way and many are either burnt as a witch, or captured by Scholastica Psykana because they over-estimate their own abilities. For this reason many wyrds choose to live in the Underhive, where for the most part mutants are tolerated so long as they are not grossly mutated or afflicted with a dangerous power. Wyrds whose powers become impossible to hide have no choice but to escape downhive or face almost certain death or capture.

RECRUITING WYRDS

Once in the Underhive Wyrds are forced to rely on their powers in order to survive. Some Wyrds use their powers to help others, especially those who have purely beneficial abilities that allow them to heal physical injuries or help those in mental turmoil. These individuals are often harboured and protected by Underhive communities who value their powers and respect their wisdom. More often than not, however, a Wyrd that is forced to live in the Underhive will follow a more practical and mercenary path and offer his services to the highest bidder. Although hiring a known psyker is a felony on Necromunda, there are many who are willing to take the risk in order to gain the services of one of these powerful individuals. In any case, many Outlaw gangs are happy to employ Wyrds as they have nothing to lose by breaking the law again.

Any gang except a Redemption Crusade can hire a Wyrd, though there is an increased chance of being outlawed if reported to the Watchmen. A player hiring a Wyrd must pay the hire fee of 25 credits.

A gang can hire no more than one Wyrd at a time. Wyrds belong to one of four basic types: Telekinetic, Pyro, Telepath and Beastmaster. A player is allowed to choose what type of Wyrd he wants, but the exact powers are only worked out after the Wyrd is hired.

For purposes of calculating the gang rating a Wyrd has a value of 125 (ie, his hire fee of 25x5).

WYRD PROFILE

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

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	4	1	4	1	7

WYRD GEAR

Wyrds are not noted for their ability as fighters, preferring to rely on their mental powers instead. None the less no-one travels in the Underhive unarmed, and so Wyrds are armed with a **Knife** and up to two weapons from the following list:

- Stub Gun with Dum-dum Bullets
- Autopistol
- Laspistol
- Sword
- Chain or Flail
- Club, Maul or Bludgeon
- **Massive Axe, Sword or Club**

WYRD POWERS

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

USING WYRD POWERS

It requires intense concentration and inner calm for a Wyrd to use one of his powers, not always easy in the middle of an Underhive firefight! In order to use one of his powers the Wyrd must first **take a Leadership test**. If this test is failed the Wyrd's concentration has been broken and he may not use a power that turn. If the test is passed the power may be used as described below. Note that a Wyrd may not attempt to use more than one power per player turn.

Wyrd powers are subject to the usual targeting restrictions just as if they were shooting attacks, so the Wyrd must normally attack the closest enemy. This is because even telepathic Wyrds find that only the minds of their closest opponents stand out with any clarity; those further away blur and merge into one another in a confusing swirl.

PERILS OF THE WARP

Although most Wyrds are only dimly aware of the fact, in order to use their mental powers they draw deeply on the power of an alternate realm of pure energy called The Warp. This is a risky and very dangerous thing to do, for The Warp is inhabited by those strange and unearthly creatures that are known to humanity as daemons. If one of these creatures is nearby when a wyrd draws on the energies of The Warp to use one of his mental powers it will often attack the wyrd, attempt to possess him or draw him into The Warp to be dealt with at the daemon's leisure. Under such circumstances the wyrd has to quickly cut his mental link with The Warp or suffer a fate far worse than death.

In order to represent the chance of a daemonic attack, if a Wyrd rolls a 2 or a 12 when he takes the Leadership test in order to use his powers then he must roll a D6 on the Perils of the Warp table below. Note that on a roll of 2 the Wyrd is allowed to use the power he was testing for before rolling on the Perils of the Warp Table.

PERILS OF THE WARP

2D6 Result

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

DAEMONIC POSSESSION

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

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

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

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

If by some miracle a fighter manages to kill a possessed Wyrd they earn a bonus +20 Experience points. If the fighter is from a Redemption Crusade this is doubled to +40 Experience points.

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

Finally, a possessed Wyrd causes **terror**.



BEASTMASTER PRIMARY POWER

A Beastmaster's primary power is not generated randomly. Instead, he will be accompanied by D3 creatures, or 'pets', chosen from the following:

- Giant Rats
- Milliasaurs
- Ripper Jacks

The number of pets the Wyrd has available is re-rolled at the start of every game. **The pets are deployed together with the Wyrd and must start within 2". Pets don't count as gang fighters for the purposes of pinning, nerve tests, Bottle rolls, etc.**

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

GIANT RAT

The Underhive contains a warren of disused and decaying tunnels and sewers infested by swarms of rats. Giant rats can grow anywhere up to 4 feet long (not including their tail), while the huge razor-sharp fangs of some can reach to well over a foot. Rats exhibit a form of low animal cunning and have incredibly fast natural reactions. These combine to give them an almost supernatural ability to dodge any attack that is aimed at them.

M	WS	BS	S	T	W	I	A	Ld
6	3	-	3	2	1	5	1	4

Dodge: Giant rats receive a 4+ **special save**.

MILLIASAUR

Milliasaurs are hideously mutated and enlarged centipedes which can reach up to two metres in length. They normally live in the darkened recesses and sump-holes that abound in the Underhive. Here they lurk in the moist darkness, waiting for an unsuspecting creature to venture nearby. When their prey is close enough the Milliasaur will dart from cover and sink its poisonous fangs into its prey. The milliasaur's quick-acting poison will quickly reduce all but the largest creature to a helpless state, so the predator can drag its unresisting victim down into its lair and feast on the body at its leisure.

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

Climb: Milliasaurs can move up and down slopes and vertical surfaces as if they were open ground.

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

- 1-2 No Effect:** The milliasaur's venom fails to paralyse its victim. The model continues to fight just as if he'd suffered a flesh wound, except that he suffers no penalties to WS/BS.
- 3-6 Out of Action:** The victim is paralysed and is severely chewed up by the milliasaur. The model may survive the experience if it's lucky but it certainly won't be fighting any further. The model is taken out of action.

RIPPER JACK

Ripper jacks are bat-like creatures that normally inhabit large abandoned domes. They hang from the roofs in their dark domains, swooping down on unsuspecting creatures that venture below. Ripper jacks attack by enveloping the head of their prey with their leathery wings. They then bite and gouge at their victim's eyes, face and neck while maintaining a vice-like grip with their wings. Unless the ripper jack is speedily removed its victim will quickly suffocate or bleed to death

M	WS	BS	S	T	W	I	A	Ld
8	2	-	1	2	1	4	1	4

Fly: Ripper jacks can **move in any direction and are immune from terrain penalties**, but they must land at the end of their move. Flying upwards counts as 2" for every 1" moved; flying downwards counts as 1/2" for every 1" moved.

Envelop: Ripper jacks never fight in hand-to-hand combat, even if charged by an enemy model it's assumed they simply flit out of the way. Instead, a ripper jack in base contact with an enemy model during the hand-to-hand phase can attempt to envelop the opposing model's head.

Roll a D6 for each ripper jack that is attacking an enemy model. If the roll is greater than the victim's Initiative, or a roll of 6 under any circumstances, then the ripper jack has enveloped its target. Models may only be enveloped by one ripper jack at a time, though several ripper jacks can attempt to envelop a victim - the rest would have to go and find another victim. An enveloped victim falls to the ground and cannot move **or do anything else** until he dies or the ripper jack is pulled off. If the victim is engaged in hand-to-hand combat **then treat him as if he was down**.

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

Any friendly fighters in base contact with an enveloped model **at the start of their turn** can help remove the ripper jack. **The model cannot do anything else that turn**. If the fighter helps out in this way then his Strength characteristic is added to that of his companion when working out if the ripper jack is removed.

Serious Injuries: If a model is taken out of action by a ripper jack do not roll on the usual Serious Injuries Table, instead roll on the table below.

D66 Serious Injury

11-16	Dead
21-23	Head Wound
24-26	Blinded In One Eye
31-36	Old Battle Wound
41-46	Full Recovery
51-56	Impressive Scars
61-66	Horrible Scars

PYROMANIAC PRIMARY POWER

1: Molten Man

The Pyro can make his body white hot so that anything that comes near him is burnt to a crisp. The Pyro may attempt to use this power at any time during his turn. The effects last for the remainder of his turn and all of the opponent's turn too. While the Pyro's body is white hot he becomes immune to attacks made by any type of flamer or melta weapon. He also gains a 4+ **special save** against any other form of attack. Any opponent fighting a white hot Pyro in hand-to-hand combat suffers an automatic Strength 8 hit with a -5 save modifier at the start of each and every round of combat. ~~In addition, any close combat weapons that hit the Pyro are destroyed if he makes his saving throw.~~

2: Spontaneous Combustion

The Pyro is able to cause an enemy's body to suddenly catch fire and burn up! The Pyro may attempt to use this power instead of attacking normally in the shooting phase and has a range of 12". If the power works then the victim must take a Leadership test. If the test is passed they survive the attack unscathed but are pinned. If the test is failed then they spontaneously combust, suffering D3 wounds with no armour save allowed.

3: Fireball

The Pyro can create a ball of flame out of thin air. He may attempt to create the fireball instead of attacking normally in the shooting phase and has a range of 24". If the power works then the fireball is represented by the **blast** template and follows the usual template rules for determining which models are hit. Fighters hit suffer damage exactly as if they had been hit by a Flamer.

4: Wall of Flame

The Pyro can generate a barrier of flame several metres long. The Pyro may attempt to produce the wall of flame at any point during his turn. The effects last for the remainder of his turn and all of the opponent's turn too. If the power works the wall of flame is represented by placing **an 18" straight piece of string** on the tabletop so that the entire length of the ruler is within 24" of the Pyro and at least part of it is in sight of the Pyro model. The ruler must be placed on ground level - it can't be balanced precariously halfway up a building.

Any models crossed over by the **string** must be moved up to 1" by the owning player so that they are out of the way, representing the models diving for cover. As long as the **string** remains in play no model may shoot or move across it. Note that as flames and smoke are assumed to go straight up to the ceiling the ruler can't be crossed at any level. The Pyro can choose to 'turn off' the wall of flame at the end of any of his turns.

5: Flame Blast

The Pyro is able to generate a bolt of flame that springs from his pointed finger. The Pyro may attempt to use this power instead of attacking normally in the shooting phase. If the power works it creates a bolt of flame exactly as if the Pyro were armed with a Flamer, except the attack never runs out of ammo or malfunctions.

6: Melta

The Pyro is able to agitate the molecules of anything he concentrates on, creating a deadly microwave effect. The Pyro may attempt to use this power instead of attacking normally in the shooting phase and has a range of 24". Roll the Artillery dice to see whether the attack hits (the one numbered 2, 4, 6, 8, 10 and misfire). If a number is rolled the attack hits with a Strength equal to the roll of the dice, causing D3 wounds and with **an appropriate save modifier**. If a misfire is rolled the attack makes the target break out in a hot flush which will pin but has no other effect.

TELEPATH PRIMARY POWER

1: Mind Control

The Telepath is able to take control of another person's mind, forcing them to do what he desires. Although the victim will not act in a suicidal manner, they will carry out almost any other action no matter how depraved or evil.

The Telepath may attempt to use this power at any time during an enemy turn. If the power works he may try to take over the mind of any single enemy model within 24". He does not need a line of sight, but he does have to pick the closest target. The victim must take a Leadership test. If the test is passed then he fights off the mental assault, **but is pinned**.

If the test is failed then he is taken over by the Telepath who may decide what the model will do for the rest of the turn (ie, he can decide where it moves, who it shoots at etc.). At the end of the turn the model returns to normal. Remember that the model is not allowed to act suicidally, so you can't make it jump off a ledge or shoot itself, etc. This calls for a certain amount of common sense on the part of both players.

2: Terrify

The Telepath is able to conjure up terrifying mental illusions of an opponent's very worst fear. The Telepath may attempt to use this power at any time during an enemy turn. If the power works he may try to conjure illusions in the mind of any single enemy model within 24". The target need not to be in sight, but does have to be the closest target. The victim is automatically broken (no Leadership roll is taken) and must flee 2D6" to cover as described in the Leadership section in the Necromunda rulebook. The model must recover its nerve using the normal rules.

3: Invisibility

The Telepath can affect an enemy's mind so that he only sees what the Telepath wants him to see. The Telepath may attempt to use this power at any time during an enemy turn. If the power works he may affect the mind of the closest enemy model within 24" even if they are out of sight of the Wyrd. The victim is unable to see any members of the gang that the Telepath belongs to. He is not allowed to make any shooting attacks, and if engaged in hand-to-hand combat his **Weapon Skill is reduced to 1**. If the victim is a sentry he has no chance of raising the alarm. At the end of the turn the victim returns to normal.

4: Mental Assault

The Telepath is able to launch a deadly mental assault which can cause a victim to drop dead from a stroke. The Telepath may attempt to use this power instead of attacking normally in his shooting phase. If the power works he may attack the mind of the nearest enemy model within 24" even if they are out of sight. The victim must take a Leadership test. If the test is failed then the model suffers a single wound with no armour saving throw allowed.

5: Hallucinations

The Telepath is able to affect an opponent's mind and conjure up horrible hallucinations. The Telepath may attempt to use this power at any time during an enemy turn. If the power works he may place a **gas cloud** template over the nearest enemy model within 24" even if they are out of sight. Models follow the usual template rules for determining which are hit. Any models hit are affected exactly as if they had inhaled gas from a Hallucinogen grenade. Roll immediately on the Hallucination Table to see how any affected models behave for the rest of the turn. Note unlike Hallucinogen Grenades the template is removed after the attack has been resolved.

6: Mental Strength

The Telepath is able to enhance either his own or a companion's physical abilities by drawing on the hidden resources of the mind. The Telepath may attempt to use this power at any time during his turn. If the power works he may affect either his own mind or the mind of any single friendly model within 24". The model chosen immediately has one of the following characteristics increased by D3 points up to a maximum of 10 (the player may choose which is affected): Weapon Skill, Ballistic Skill, Strength, Toughness, Initiative or Attacks. The model's characteristics remain at this higher level for the remainder of this turn and all of the opponent's turn, then returns to normal.

TELEKINETIC PRIMARY POWER

1: Assail

The Wyrd can batter an enemy with a succession of mental blows as if from an invisible assailant. The Wyrd may attempt to use this power instead of attacking normally in the shooting phase and has a range of 24". The player can move the victim D3" in any direction, even into hand-to-hand combat, on to blast templates or over a ledge (provided the terrain doesn't entirely block movement). The victim **is pinned** and you can even choose its facing.

2: Hail Storm

The Wyrd is able to use his telekinetic powers to gather together some of the detritus that litters the Underhive floor such as rubble or shards of metal. and then hurl them against an opponent. The Wyrd may attempt to use this power instead of attacking normally in the shooting phase. If the power works he may attack as if he were armed with a ranged weapon with the characteristics shown below. Note the attack hits automatically. If a jam is rolled on the Sustained Fire dice then no hits are scored, but the Wyrd doesn't need to make any kind of Ammo roll. Roll the Strength for each attack separately.

Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-12	12-24	-	-	D6	1	-	-

Sustained Fire: 1 dice.

3: Crush

The Wyrd is able to use his telekinetic powers to crush the life out of a victim. The Wyrd may attempt to use this power instead of attacking normally in the shooting phase and has a range of 24". If the power works then roll 2D6 for the Wyrd, and 1D6 plus the model's Strength for the victim. If the victim's score is equal to or higher than the Wyrd's, then the attack has no effect **but is still pinned**. If the Wyrd's score is higher then 1 wound is inflicted on the victim per point of difference between the two scores (eg, Wyrd scores 8, victim scores 6 equals 2 wounds for the victim). Armour saves may be taken as normal.

4: Force Field

The Wyrd is able to generate a force field to protect himself and nearby companions. Unlike most Wyrd powers the force field may be used any number of times per turn. If the Wyrd or any friendly model within 2" of him suffers damage, then the Wyrd can attempt to use his force field as a special form of saving throw. The Wyrd must take a Leadership test to see whether he is able to activate the power. If the test is passed then any damage is saved **and the hit is ignored so won't pin either**. If the test is failed then the damage is inflicted as normal.

5: Displacement

The Wyrd is able to transport a single friendly model across the battlefield. The affected model is swathed in energy and disappears, reappearing seconds later at its new location. The Wyrd can attempt to use this power in his own movement phase instead of making a normal move. If the power works he can move either himself or a friendly model that he can see up to 3D6", ignoring intervening models or any other obstacles or scenery and moving up or down levels if desired. This move is made instead of the model's normal move. Displacement may be used to move into hand-to-hand combat, in which case the model counts as charging.

6: Fists of Fury

The Wyrd is able to turn his fists in to deadly weapons encased in glowing mental energy that can punch through the thickest armour. A Wyrd with this power adds +1 to his Attacks characteristic and has his Weapon Skill increased by D3 points permanently (this is not a mental power, it simply represents the fact that a Wyrd with this ability will have honed his skill at hand-to-hand combat to a higher level). The Wyrd can attempt to use this power at the start of any hand-to-hand combat phase. If he succeeds he is treated as being armed with **two** close combat weapons with the profile shown below. If he fails then **he must fight the hand-to-hand phase with his knife alone**.

Range	Strength	Damage	Save Mod.
Close Combat	8	1	-5

WYRD MINOR POWER

11-16: None

The Wyrd does not have a minor power at all and must rely only on his primary power.

21: You Can Fly

The Wyrd may attempt to use this power instead of attacking normally in the shooting phase. If the power works he may affect the mind of any single enemy model he can see within 16" and that is also within 1" of the edge of a walkway or structure. The unfortunate target attempts to prove he can fly by jumping off over the ledge! Sadly, their delusion is shortlived as they plummet to the ground, suffering damage for falling following the usual rules.

22: Float

The Wyrd may attempt to use this power at any time during his movement phase. If the power works either the Wyrd or one friendly model within 12" can move as if they had a Grav Chute.

23: Weapon Jinx

The Wyrd may attempt to use this power if an enemy model makes a ranged attack at him. If the power works then the attacking model must make an Ammo roll for the weapon used no matter what it rolled to hit.

24: Fearful Aura

The Wyrd causes fear. This power always works - the Wyrd does not have to take a Leadership test to create the aura.

25: Freeze Time

The Wyrd can freeze time while he carries on moving. To other models it appears that the Wyrd is able to move incredibly quickly. The Wyrd may attempt to use this power just before he moves. If the power works he may add D6" to his basic move, which can then be doubled for running or charging as normal. In addition the Wyrd can attempt to use this power if he is involved in a fast draw. If it works he always fires first!

26: Nullify Power

The Wyrd may attempt to use this power if an enemy Wyrd that is within sight and 24" succeeds in making a Leadership test to use a power. If Nullify Power works then the enemy Wyrd's power is negated and cannot be used this turn.

31: Banshee Howl

The Wyrd may attempt to use this power at any time against an enemy model it can see within 24" that is in overwatch. If the power works it distracts the model knocking it out of overwatch.

32: Jog Trigger Finger

The Wyrd may attempt to use this power instead of attacking normally in the shooting phase and has a range of 24". If the power works then the victim accidentally fires one **random** weapon he is holding. Roll the Scatter dice to see what direction the shot goes off in. The closest model along this line off fire (at any height level) may be hit. Roll to hit and wound normally, just as if the victim had fired the shot on purpose! If there are no models along the line of fire the shot automatically misses, but make a to hit roll anyway in case an Ammo roll is required.

33: Trip Up

The Wyrd may attempt to use this power if he is charged by an enemy model. If the power works the enemy model is tripped up 1" away from the Wyrd and is pinned.

34: Sense Presence

The Wyrd can sense the presence of any enemy model that is within 12", even if the Wyrd couldn't normally see them. This power always works - the Wyrd does not have to take a Leadership test to sense a presence. This means that enemy models can't hide from the Wyrd, and if he is on sentry duty in a Raid scenario he will always spot enemy models that are within 12" in his turn.

35: Spider Man

The Wyrd is able to generate a telekinetic energy field around his hands and feet which lets him climb up walls and flat surfaces. The Wyrd may attempt to use this power just before he moves. If it works he can climb any surface as if there were a ladder there.

36: Zen Shootist

The Wyrd concentrates his mind so that he becomes one with any ranged weapon he uses. The Wyrd may use this power just before he makes a shooting attack. If the power works then he will automatically hit any target that he can see and which is within the weapon range. Even though no to hit roll is needed you should still make one in case an Ammo roll is required.

41: Walk Through Walls

The Wyrd is able to make a small rent in the fabric of reality which allows him to walk through walls and other obstacles. The Wyrd may attempt to use this power just before he moves. If the power works he may walk through walls or other obstacles less than 1" thick that he encounters as he moves. The Wyrd may also use this power to drop through a floor **following the usual jumping down rules**.

42: Chameleon

The Wyrd may attempt to use this power **at any time during his turn. If the power works then any enemy fighters shooting at the Wyrd suffer a -1 to hit penalty if he is within the weapon's Short Range or a -2 penalty if within Long Range.**

43: Mirror Image

The Wyrd may use this power if he wants to break from hand-to-hand combat. If the power works he is able to create a mirror image of himself which so confuses his opponent that the Wyrd can break from the combat without being hit.

44: Throw Voice

The Wyrd may use this power if he can see a friendly pinned model that is on its own at the start of the turn. Normally this model would not be allowed to recover from pinning, but if the Wyrd succeeds in throwing his voice the model may attempt to do so, just as if there were a friendly model within 2".

45: Bang-Flash

The Wyrd may attempt to produce a small ball of glowing kinetic energy which explodes with a blinding flash. The Wyrd may attempt to use this power instead of attacking normally in the shooting phase. If the power works he may make an attack exactly as if he were throwing a Photon Flash flare.

46: Lucky Aura

The Wyrd is simply very, very lucky. Once per turn the Wyrd can force a re-roll of one dice roll that affected the Wyrd directly. For example, he could force an opponent to re-roll to hit if firing at the Wyrd. The Wyrd must accept the result of the re-roll, even if it is worse than the first roll. This power always works - the Wyrd does not have to take a Leadership test to create the aura.

51: Healing Hands

The Wyrd may attempt to use this power upon a friend who is down if he is in base contact with them in the recovery phase. If the power works the fighter automatically recovers to a flesh wound and doesn't have to make a Recovery roll.

52: Remove Pain

A Wyrd with this power may attempt to use it on any gang fighters who will miss the battle because of an Old Battle Wound. If the power works the fighter can take part in the battle normally. The Wyrd can attempt to help any number of gang fighters in this way, but must make a separate Leadership roll for each. If he became possessed while attempting this, he is assumed to have killed the person he was trying to help and then burnt up!

53: Cause Pain

A Wyrd with this power may attempt to use it instead of attacking normally in the shooting phase and has a range of 24". If the victim has an Old Battle Wound then they immediately go out of action as an old wound suddenly flares up. Remove the model from play but don't roll on the Serious Injury Table for them after the battle.

54: Stop Bleeding

The Wyrd may attempt to use this power upon a friend who has suffered one or more flesh wounds if he is in base-to-base contact with them in the recovery phase. If the power works all the flesh wounds are healed immediately, restoring lost points of Weapon Skill and Ballistic skill.

55: Precognition

The Wyrd is able to see dimly into the future, and can often warn the gang leader if he is heading into trouble. If the Wyrd is a member of a gang then the player can force the result rolled on the Scenario Table to be re-rolled. He must accept the result of the second roll, even if the first was better. If both gangs involved in the scenario have Precog's then they cancel each other out and nobody gets a re-roll. This power always works - the Wyrd does not have to take a Leadership test to use this power.

56: Cannot Be Possessed

This Wyrd is immensely strong-willed and cannot be possessed by daemons. Treat any 'Possessed' results on the Perils of the Warp Table as having no effect. This power always works - the Wyrd does not have to take a Leadership test to use it.

61-64: Multiple Minor Powers

The Wyrd has D3+1 minor powers rather than just one. Roll for each power on this table, re-rolling any duplicates or rolls of 11-16 or 61-64.

65-66: Extra Primary Power

The Wyrd has an extra primary power. Roll on the Wyrd's appropriate Primary Power table, re-rolling a duplicate. If the Wyrd is a Beastmaster then he brings D6 creatures instead of D3 each battle.

OUTLAW SCENARIOS

Outlaws roll on the Outlaw Scenario Table opposite rather than the standard one, while other gangs must roll on the standard table.

If an outlaw gang gets to choose a scenario it can pick either one of the standard scenarios or one of the outlaw scenarios. Non-outlaw gangs can also choose an outlaw scenario, but there's a good chance of them being outlawed if they are reported to the Watchmen.



OUTLAW SCENARIO TABLE

2D6 Result

- | 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 chooses. |
| 4 | Play the Hit & Run scenario. The player with lower gang rating is the attacker. The attacker has been hired by a rival to make the hit and is paid D6x10 credits whether he wins or loses. |
| 5 | Play the Scavengers scenario. |
| 6 | Play the Hunters scenario. |
| 7-11 | The player with the lower gang rating chooses. |
| 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. |

CARAVAN

Guilders caravans make tempting targets for outlaws. The penalties for attacking guilders are draconian but outlaws are desperate, hunted men and the guilders caravans carry a small fortune in credits alone. Guilders hire focal gangs to protect their caravans as they pass through their territory, but bitter experience has taught the guilders not to let the guards come near the caravan itself in case the temptation proves too much. Hence the gangs act as vanguards and flankers, fighting off mutants and outlaws that come anywhere near the caravan.

TERRAIN

The terrain represents an area of ruins in the badzones. Each player takes it in turn to place a piece of terrain, either a ruined building structure or a connecting walkway. 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

Important: In this scenario the defenders cannot be an outlaw gang. Naturally the Merchant Guild would never pay or entrust a bunch of scumsucking mutant outlaws to protect their wares.

Both sides roll a D6, the highest roller can pick which table edge to deploy on. The lowest roller deploys on the opposite table edge.

The defending player sets up first, deploying **2D6 models from his gang within 16" of his table edge. Any remaining gang members are busy protecting other key sections of the caravan's route.**

The attacking player then sets up **2D6 models from his gang within 16" of his table edge. The remaining attacking gang members have been split up to either scout for other potential weak spots along the caravan's perimeter or to set up a diversion. Either way they take no part in this game.**

STARTING THE GAME

Both sides roll a D6. The player with the highest score takes the first turn.

GETTING TO THE CARAVAN

The caravan is only a few hundred metres beyond the defending gang's table edge so the attacker only needs to get some of his fighters past the guards. Once the attackers get through they can pick off a few pack slaves and loot the caravan at their leisure. Whenever the attacker manages to move any of his models off the defender's table edge place the models to one side until the end of the game. They play no further part in the game.

REINFORCEMENTS

At the start of each of the defender's turns there is a chance some of the remaining gang members will recognise their vanguard is vulnerable and show up to bolster it. Roll 2D6. If the number is greater than the current number of active defenders (i.e. defenders that aren't down or out of action) then the defending player may choose to bring on 1 gang member of his choice, which is deployed anywhere along a random flank table edge (i.e. one of the edges that neither gang deployed along). If the roll is at least double the number of active defenders then the defending player can choose to bring on up to 2, or 3 if the roll is triple the number of active defenders.

ENDING THE GAME

The game ends if all the attackers are either down, out of action or have left the table. It also ends if the attackers fail a Bottle roll, or volunteer to bottle out. The attacking gang is making a determined raid so he doesn't have to start making Bottle rolls until he has suffered 50% casualties rather than 25% as normal. Note that models which have left the table do not count as casualties for the purposes of the Bottle roll.

The defenders are protecting the caravan as it passes through their home ground and will suffer a major loss of face if the guilders are attacked. This means they do not have to make Bottle rolls and cannot bottle out voluntarily.

LOOTING THE CARAVAN

Once the game is over total up the number of attacking models that broke through to the caravan. **If at least one fighter made it through**, roll a D6 and add the number of models to the dice roll to find out what they managed to rip off from the guilders.

- 1-3 The attackers are miserably unsuccessful. Each model picks up D6 credits worth of stuff, but on a roll of 1 they get shot and suffer a serious injury.
- 4-5 The attackers scavenge a few bundles dropped by the pack slaves as they flee **worth D6x5 credits**.
- 6-7 The attackers bring down several pack slaves and escape with **3D6x5 credits**.
- 8-10 The attackers nail a guilder and strip his corpse gaining **2D6x10 credits**. In addition the guilder was holding a rare item (roll on the normal Rare Trade Chart to see what item you steal).
- 11+ The attackers gun down several pack slaves and a guilder hauling in **3D6x10 credits** and **D3 rare items** (rolled for on the normal Rare Trade Chart).

WRATH OF THE GUILDERS

The guilders really don't appreciate people attacking their caravans, even less so if guilders get killed in the process. Being the attackers in this scenario means being automatically outlawed and the guild price on the Outlaw gang is doubled. If any guilders were killed (result 8+ above) the gang is permanently outlawed, so it may no longer pay off its guild price.

GUARD PAYMENT

The gang guarding the caravan may collect income as usual and is also paid 10 credits per fighter by the guilders. However, the guilders will deduct 20 credits from the payment for each attacker that gets through to the caravan and they won't pay anything if a guilder is killed. No matter what happens though, the gang doesn't have to pay the guilders anything.

EXPERIENCE

Fighters who take part in the game 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**.
- +5 Attacked Caravan:** Each model which moves off the defender's table edge gains +5 points.
- +10 Defending Leader:** If the attacker's don't get any men through to attack the caravan the defending leader earns +10 Experience points.

THE HIT

Underhive rivalries frequently explode into violence and ambitious gang leaders are often the targets of assassination attempts. The crudest example of this is when one gang tries to maim or injure the leader of an opposing gang from ambush. In this scenario the attacking gang has trailed their target carefully and plans to blast him as he emerges from a local settlement, drinking hole or gambling den.

TERRAIN

Starting with the attacker, each player takes it in turn to place a piece of terrain, either a ruined building structure, a connecting walkway or a barricade. 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

Before setting up, the defender splits his gang into one or more groups each comprising two or three models. The defending player takes the group that includes his leader and places it in the **approximate centre of the table**.

The attacker then sets up 2D6 of his models, choosing which of his fighters he wishes to make the hit. All the attacking fighters must be set up behind cover and hiding more than 16" away from the opposing leader; D3 of the attackers may start the game in overwatch.

Once the attackers are set up roll a D6 for each of the defending groups on the table below.

- 1-3 The group is not set up at the start of the game. Roll a D6 for the group at the start of each defender's turn: on a 6 they may enter play on a random table edge (determined in the same way as in the Hit & Run scenario).
- 4-5 The group must be set up more than 12" away from either the attackers or the gang leader.
- 6 The group is set up within 6" of the gang leader.

STARTING THE GAME

Roll a D6: on a 1-3 the attacker starts the game with the first turn, usually with a poignant quotation like "Varsqua, you scumbag! Ya goin'down!!!!" On a 4-6 the defending leader senses something's wrong and comes out blasting so the defender gets the first turn instead.

ENDING THE GAME

If the defending gang leader goes out of action or the attacking player bottles out, the game ends immediately. The attacking player can also end the game by moving all of his models which are not down or out of action off any table edge.

The defending player is very much fighting for his life so he will not bottle out voluntarily or otherwise. The attacking player is determined and out for blood so he does not have to start making Bottle rolls until he's suffered 50% casualties.

EXPERIENCE

Fighters who take part in the game earn Experience points as noted below.

- +D6 Survives:** Surviving fighters earn +D6 points. Even fighters who are wounded and taken out of action receive experience for taking part.
- +5 Wounding Hit:** Fighters earn 5 points for each wounding hit they inflict **as described in the Playing A Campaign Game section**.
- +10 Defending Leader:** If the defender's leader doesn't go down or out of action he earns +10 Experience points and a considerable bolstering of his reputation.

SPECIAL

If the attacking gang manages to take the opposing gang's leader out of action then roll a D6 and consult the chart below. Note that this scenario doesn't yield much cash if the defending gang are outlaws, unless the attackers manage to net some bounty of course.

- 1-5** The attackers extort money out of the defending gang's territory while their leader is out of the picture. **The attacking gang can 'work' one of defender's territories of his choosing, just as if they themselves had the territory. Note the income is not halved as it usually is when an outlaw works a territory drawn from the regular Territory Table. The chosen territory also cannot be worked by the defenders that game and confers no bonuses.**
- 6** The attackers move in and take over one randomly selected piece of the defender's territory while their leader is recovering from his injuries, or being put in a hole in the ground as the case may be.

LOOT & PILLAGE

Outlaws will often attack a piece of lightly guarded territory in the hopes of driving off the guards and ransacking it before reinforcements arrive. An attack like this can virtually destroy a homestead or a small settlement as the thieves descend on it and loot anything of value, and it's one of the reasons bivers seek protection from local gangs. Of course local gangs sometimes do exactly the same thing and blame it on the outlaws.

TERRAIN

Starting with the attacker, each player takes it in turn to place a piece of terrain, either a ruined building structure or a connecting walkway. Once all the other pieces of terrain have been placed the defender may place up to five barricades and the watch-tower. It is suggested that the terrain is set up within an area 4' x 4' or slightly smaller.

Once you have placed the terrain the defender places **D6** Loot counters. The Loot counters may be placed anywhere on the tabletop (not on the upper levels of buildings or walkways) at least 8" away from any table edge and with each counter within 8" of another one. These Loot counters represent the valuable pieces of equipment and stores of food, ammunition, raw materials, etc, which the attackers are trying to rip off. Loot counters may be picked up by any **attacking** fighters as described in the Scavengers scenario.

GANGS

The defender sets up first. He deploys up to D6 of his gang as guards, choosing which fighters he wishes to put on guard duty. Guards may be placed anywhere on the table at least 8" away from any table edge. The attacker then deploys **2D6** from his gang within 4" of a randomly selected table edge.

STARTING THE GAME

It's assumed the guards have just spotted the attackers and are in the process of raising the alarm. To represent this point of inevitable confusion both sides roll a D6 and the one that rolls highest goes first.

REINFORCEMENTS

At the start of the game the defender divides any fighters not deployed as guards into groups of one or more models as he sees fit. These fighters are not set up on the table, but may enter as reinforcements.

The defender may attempt to bring on one group of reinforcements per turn, including his first. Nominate a group you wish to bring on and roll a D6. If the dice roll equals or beats the number of fighters in the group, or on the roll of a 6, then the group may enter the table. If the dice roll is less than the size of the group then no reinforcements enter that turn. As you can see, the larger the group is the less likely it is to enter, so the defender must try to enter as many models as he dares each turn.

Reinforcements enter together on a table edge. Roll a D6 to see which edge they enter from as shown on the diagram below. Reinforcements cannot be placed within 8" of an attacking model. Reinforcements may move and fire normally the turn they are placed.



ENDING THE GAME

If the attacker bottles the game ends. If the attacker collects all the loot counters and the models carrying them are within 8" of their table edge at the start of his turn then the game ends and the attacker wins. The defenders are protecting their **territory so doesn't have to start taking Bottle rolls until he has suffered 50% casualties**. The attackers are also making a determined raid so likewise don't have to start taking Bottle rolls until he has suffered 50% casualties.

EXPERIENCE

Fighters who take part in the game earn Experience points as noted below.

- +D6 Survives:** Surviving fighters earn +D6 points. Even fighters who are wounded and taken out of action receive experience for taking part.
- +5 Wounding Hit:** Fighters earn 5 points for each wounding hit they inflict **as described in the Playing A Campaign Game section**.
- +10 Defending Leader:** If the attackers don't get away with any loot the defending leader earns +10 Experience points.

SPECIAL

Each Loot counter the attackers capture is worth D6x5 credits. Whatever profit the attackers make from loot is deducted from the defender's income after the game. If the gang doesn't generate enough income to pay for the loot the extra is paid out of the gang's stash **if possible. Note the attackers will still get the full Loot counter's worth even if the defenders can't afford to cover the cost from their income and stash.**

THE HUNTERS

When an Outlaw gang enjoys some successes they can expect to be hunted down by Watchmen or old enemies. The hunters know they can find news of the Outlaws at one illegal trading post or another. In this scenario they have got more than they bargained for and actually run into the men they're hunting outside a trade post. As they catch sight of each other both sides stand their ground, hands hovering over gun butts and eyes narrowed menacingly. The hunters savour their moment of victory but the Outlaws know their comrades are sneaking around behind their opponents and should be in position to open up on them... any... second... now!

TERRAIN

The terrain represents a small wastezone settlement. Each player takes it in turn to place a piece of terrain, either a ruined building structure, a connecting walkway or barricade. **Terrain that blocks line of sight cannot be placed in between the two gangs.** It is suggested that the terrain is set up within an area of 4' x 4' or thereabouts.

GANGS

The defending player rolls a D6 to see how many of his gang are facing down the hunters. These fighters are randomly selected from the gang, they are not chosen by the defending player. The hunting player uses his entire gang.

The hunters and the defending fighters taking part in the face down are set up roughly in the middle of the table. They are deployed 16" apart with all models at ground level and in a position where they are in full view of each other. Roll a dice to see who sets up first. Each gang must set up in a line with no model more than 1" away from any other model. The rest of the defending gang can set up anywhere on the table but not within 16" of the hunters. They must start the game hidden. **Special deployment rules cannot be used by either gang – eg Infiltration, Vents etc.**

All the fighters facing off are assumed to have their weapons holstered or slung at the start of the game. Until a weapon is drawn a special build-up and fast draw sequence of play is used.

THE BUILD UP

Each turn of build-up has its own sequence of play. First the hunters move, then both sides test to keep their nerve. If both sides pass this test then proceed to the next turn, and so on, until one side loses its nerve, at which point the shooting starts!

During the build-up the hunters walk slowly towards the defenders until somebody's nerve fails and guns are drawn. To represent this, the hunters may move up to 2" per turn. They must move towards the enemy and may not move into cover. The defenders must stay where they are and sweat it out as their attackers approach. Once the hunters are within 4" of the defenders they stop.

The defenders in cover can move at their normal rate but must remain in cover and end each turn hidden. If any of the hidden gang fighters is spotted by the hunters they will realise they are being trapped and draw immediately.

After the hunters have moved each player must make a Nerve roll which is worked out in exactly the same as The Build Up during the Shoot Out scenario. However, the defenders are so nervous they must roll 2D6 instead of the usual D6. Once a player's score goes over 15 his gang's nerve has cracked and they go for their guns.

THE FAST DRAW

Once a fighter goes for his gun everyone draws their weapons and the shooting starts. For a second or two all hell breaks loose as guns are drawn and shots are fired. This is called the fast draw and is worked out in exactly the same as a fast draw during the Shoot Out scenario. Note the defenders in cover may not fire during the fast draw, though can act as normal after the initial barrage is over.

ENDING THE GAME

The game ends if one side fails a Bottle roll, or volunteers to bottle out. The other side automatically wins the game and the side which bottled out loses.

EXPERIENCE

Fighters who take part in the game 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 Leader:** The leader of the winning gang earns +10 Experience points.

HEIST

To survive in the forbidding darkness of the Underhive a gang must constantly find sources of food, ammunition and weapons. Occasionally a gang will be so desperate and short of creds it will attack a storage facility belonging to vengeful guilders or renegade gunrunners. One gang is attempting to make off with valuable arms and equipment while the other gang has been hired to stand watch and guard their stash of goods before they are shipped out to other settlements.

TERRAIN

Starting with the attacker, each player takes it in turn to place a piece of terrain, either a ruined building structure or walkway. It is suggested that the terrain is set up within an area 4' x 4' or slightly smaller.

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 for fear of damaging the goods.

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 attackers always go first, smashing through the warehouse doors shouting "Nobody moves an' nobody gets hurt!" or similar...

BOOBY TRAPS

The proprietors are nobody's fool and often include small booby traps amongst 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.

Once a loot counter has set off a booby trap it has been disarmed so will not set off any more.

ENDING THE GAME

If a gang fails a Bottle roll, or one player voluntarily bottles 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 who take part in the game 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.
- +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 D6x5 credits. However, this is not added to the gang's income, instead the total must be spent on weapons, ammo and other items representing the haul of gear found in the warehouse crates. All equipment bought must be of the 'common' type found in the normal Trading Post, not rare items, but can be of any other kind, including weapons not found on your gang's weapon list. Any unused credits are wasted.

The defending gang gets paid 5 credits for each **loot counter** that the attackers fail to make off with. This is added to gang's income as normal.

TREACHEROUS CONDITIONS

The Underhive is an ever changing environment: sludge flows and sump overflows can turn dry ground into swamp in hours, lighting failures can plunge whole areas of the hive bottom into darkness and the ground can suddenly fall away into a bottomless pit. Worst of all, terrifying hive quakes shake the whole area as the massive structure of the hive above slowly settles on its foundations.

The Treacherous Conditions rules below bring just some of the many dangers of the Underhive into your games of Necromunda. Treacherous conditions can be used in almost all of the scenarios. The one exception we came across is the Shoot Out scenario which takes place inside a settlement or a drinking hole, where the only really treacherous conditions are in the ghastly kitchens.

Both players can agree not to roll for treacherous conditions if they want to (wimps!) but otherwise they must be rolled for even if only one player wants to use them.

Roll for treacherous conditions after the scenario has been chosen and the terrain has been placed but before players set up their gangs. The Treacherous Conditions table uses a D66 roll.

BUBBLING SLIME

Something extremely nasty has bubbled up from the noxious depths of The Sump...

11: Sea of Goo

A thick layer of stinking black slime covers the whole of the dome floor. Models have to wade through this disgusting gunge if they want to reach another gantry or walkway and moving is extremely difficult in this glutinous slime. The entire tabletop counts as Very Difficult Ground. All terrain above ground level, such as gantries and walkways aren't slimy, so models on them aren't affected by this rule. In addition, gang fighters cannot be deployed using the Tunnels territory special rules.

12: Sludgy Surface

A thin layer of luminous green slime covers the dome floor. Models may move as normal but if they want to double their movement by running or charging in these conditions they must pass an Initiative test or they will slip over instead and count as being pinned. All terrain above ground level, such as gantries and walkways, aren't slimy so models on them aren't affected by this rule. In addition, gang fighters cannot be deployed using the Tunnels territory special rules.

13: Slimy Film

The whole area is covered with a horrible thin film of slime but it is nothing more than an annoyance. Continue the fight as normal.

14: Old Gunk Outlet

Sludge-dripping pipes and slimy grates indicate that this area was once a huge gunk tank of some kind but has long since been drained. Carry on with your fight as normal.

15: Old Gunk Tank

Sludge-dripping pipes and slimy grates indicate that this area was once... Oh dear, it's filling up! Set up the gangs and then roll a D6 for each model to see who gets gunked as the pipes and grates spew up the disgusting slime. Models get gunked on a 1, 2 or 3 and count as being pinned at the start of the game, they may also fall if they're within 1" of a ledge. Just roll once for each model to see whether they are 'gunked', from then on the slime has no effect. In addition, gang fighters cannot be deployed using the Tunnels territory special rules.

16: Pit of Despair

The entire level of the tabletop is covered with a seemingly bottomless layer of toxic sludge. The whole game must be fought on the higher levels. Any gang fighters that fall into the thick sludge are automatically taken out of action, they are far too busy trying not to be swallowed by the suffocating gloop to take any further action in the game. Naturally, gang fighters cannot be deployed using the Tunnels territory special rules.

HIGH WINDS

Your fight is taking place near an intersection of gigantic air tunnels that feed cleaner air around the hive. Large domes can also generate their own micro-climates which create powerful air vortices in the right conditions. These swirling winds can make conditions on the gantries and walkways extremely dangerous.

21: Howling Winds

The winds are so powerful that no-one will climb onto a gantry or walkway. The game must take place entirely on the tabletop where there is more shelter. Players may not use vents to work their way around their opponent in howling winds.

22: Blustery Conditions

Shooting is extremely difficult in such blustery conditions, especially over longer ranges. Because of the difficulties in holding a bead on their target, anyone firing a weapon at long range suffers an extra -1 to hit penalty. ~~Models may not use the shooting skills Fast Shot, Rapid Fire and Marksman.~~ In addition, gang fighters cannot be deployed using the Vents territory special rules.

23: Steady Air Flow

It's jolly windy, but the hardened gang fighters are used to such difficult conditions and can fight on without ill effects.

24: Fans Down

The gigantic fans that drive the air around the wind tunnels are either switched off or just not working, at present. Continue the fight as normal.

25: Blown Away

Winds are high today, making high walkways and gantries dangerous. Any model on a gantry or connecting walkway or on the top level of any structure must **pass a Strength test** at the beginning of each of their turns to remain standing. If the roll is failed the model is pinned and may fall if it is within 1" of a ledge. ~~In addition, gang fighters cannot be deployed using the Vents territory special rules.~~

26: Hang onto Your Hoods

Powerful, blustery winds make shooting especially difficult. Because of the difficulties in holding a bead on their target, models shooting at short range suffer an extra -1 to hit penalty and models shooting at long range suffer a -2 to hit penalty. ~~Models may not use the shooting skills Fast Shot, Rapid Fire and Marksman.~~ In addition, gang fighters cannot be deployed using the Vents territory special rules.

TOXIC FOG

The heavy industry, squalid living conditions and Sump fumes combine to create clouds of noxious fog that slowly drift throughout the domes.

Special: Equipment such as respirators and filter plugs will protect against toxic fog if a Toughness test is required following the usual rules.

31: Psychotropic Fog

Oddly coloured clouds rise from mingling waste chemicals. All models must take a Toughness test once they have been set up. If the test is failed then the fighter inhales the mind-bending gases and must roll on the Hallucinogen table to see how they behave that turn.

32: Toxic Fog

Clouds of foul noxious fog drift through the dome. All models must take a Toughness test once they have been set up. If the test is failed then the fighter inhales a lungful of toxic gas. The model's Strength and Toughness characteristics are reduced by -1 for the remainder of the game.

33: Clearing Fog

The fog appears to clear for a while enabling you to continue your fight as normal.

34: Fog Pocket

The fog has drifted to another area of the dome and won't affect your fight.

35: Patchy Clouds

Drifting fog hampers your fight. Vision range is reduced to a maximum of 18". ~~Targets appear and disappear so quickly that models may not use the shooting skills Fast Shot, Rapid Fire and Marksman.~~

36: Charge!

Both gangs were ready for a scrap but a thick orange fog has descended. The gangs are about to retreat when the fog suddenly lifts. One gang leader takes advantage of the situation by quickly advancing on the enemy.

Both gang leaders must take a Leadership test. The player who passes by the most can **move his whole gang, just as if they all had the Quick Witted skill.** Note fighters who already have the Quick Witted skill won't benefit further. Re-roll in the case of a draw. If both players fail their tests, they miss their chance to take advantage of the situation and proceed with the game as normal.

BAD LIGHT

The Underhive is a dark and dingy place at the best of times, and the variable lighting conditions can greatly affect the fighting.

41: Pitch Black

This section of the Underhive is so badly lit that fighters **can barely see their hands in front of their faces**. The game follows all of the Blind Fight scenario special rules.

42: Grim Darkness

A dreary shade envelops the dome. The game follows the Vision special rules as described in the Blind Fight scenario, however, all vision ranges are doubled.

43: Gloomy

You can see well enough to fight on as normal.

44: Shadowy

The lighting is poor but you fight on as normal.

45: 12 O'clock High

Extremely bright lights shine from one side of the battleground. Models that are facing into this light when they shoot will suffer an extra -1 to hit penalty. Roll a D6 to randomly determine which is the brightly lit table edge. **Any gang fighters equipped with photo-contacts or a photo-visor ignore this penalty.**

46: Long Shadows

Plenty of hiding places amongst the long shadows means that all **gang fighters count as having the Dive skill.**

SWARMS

The Underhive is prime breeding ground for all sorts of nasty life-forms: insects and rats do particularly well in the squalid conditions. Underhive fighters are used to avoiding or killing dangerous creatures most of the time but some areas are literally teeming with life.

Special: Beastmaster Wyrds are never affected by any Swarms results.

51: Carrion Bats

Clouds of carrion bats fly through the area at the start of the game. They whirl around fighters' heads making all but the most hardened duck and flinch. Roll a Leadership test for each model once they have been set up. If a model fails the test it is pinned at the start of the game and may fall if it is within 1" of a ledge.

52: Plague of Flies

There are so many flies swarming through the air and crawling over the gangers that it makes it difficult to concentrate and see other targets. The distraction caused by the flies means that all model that shoot suffer a -1 to hit penalty for the whole game. **~~Models may not use the shooting skills Fast Shot, Rapid Fire and Marksman.~~**

53: Cockroaches

A carpet of scuttling red cockroaches covers the ground but they don't affect the fight.

54: Insects

Small insects flutter through the air, but other than that there's nothing nasty in the area. The fight continues as normal.

55: Rats

Hordes of rats charge across the battleground during the fight. Rats are particularly troublesome as they get under your feet and give a nasty bite. The distraction caused by the rats means that any models in hand-to-hand combat count rolls of both 1 and 2 as fumbles. **In addition, if a fighter must test to see if they fall off a ledge then their Initiative characteristic is halved.**

56: Lash Worms

The dome is infested with vicious lash worms, hungry for their pound of human flesh. At the start of each of their turns the player must roll a D6. On a roll of 1 **a random model from their gang** gets attacked and suffers an automatic flesh wound. Reduce the model's BS and WS by 1 for the duration of the game.

SPECIAL CONDITIONS

Some of the most dangerous hive conditions occur quite rarely, making them all the more deadly because fighters aren't ready for them.

61: Acid Rain

This isn't ordinary rain that's slightly acidic, but pure acid falling from a broken silo many levels above. Roll a D6 for **each model** at the start of the game. On a roll of 1 the model is burnt by acid and must pass a **Toughness** test otherwise he is taken out of action. **If a score of 1 is rolled when taking the test then he fights** on valiantly and gains the Impressive Scars injury. The acid rain slows to a trickle as the game begins and has no further effect on play.

62: Methane Gas

Rotting sewage, fungi and carrion can all create pockets of highly explosive methane gas just waiting for a spark (or gunshot) to trigger them. Any model ~~in-cover~~ who shoots and rolls a 1 on their dice to hit **can potentially** set off a gas pocket. Roll a D6. **If the roll is equal to or less than the Strength of the shooting weapon then the gas explodes** with the same effect as a Frag grenade centred on the firing model. ~~Models out in the open will not trigger gas pockets.~~

63: There's Something Out There

An ominous stillness hangs over the dome.... until the silence is shattered by a lone gunshot and shriek that echoes in the gloom. The game uses The Monster Roll special rules as described in the Scavengers scenario. However, the roll must always be made every turn, the players have no choice but to see if the monster strikes.

64: Ash Layer

A thick layer of choking ash and clinker from the forges above **covers every inch of the dome**. The ash layer counts as Difficult Ground restricting **all** movement on **every level**.

65: Massive Electrical Discharge

The gigantic hives on Necromunda have to be well protected from external weather conditions. Lightning poses a big threat as raging storms that can last for weeks circle the hives. Huge lightning conductors on the exterior of the hive feed the lightning efficiently through the higher levels. But this is not always the case in the lower levels of the hive where the lightning becomes less controlled and finds its own way to ground.

Roll a D6 for each model once both gangs have set up. On a roll of 1 the model is hit by a huge electrical discharge that arcs to him from the nearest bit of metal. Any models affected take D6 S6 hits **with no armour save allowed**.

66: Hive Quake

The Underhive domes are unstable places and many gang fighters end their careers under piles of falling rubble.

Roll a D6 for each model once both gangs have set up. On a roll of 1 the model is buried under a pile of rubble **suffering D3 hits at D6 Strength**. Roll the Strength separately for each hit. Whether a fighter is struck by debris or not, all models are pinned as they brace against the shuddering.

What's more, a hive quake will often cause all kinds of secondary problems as it throws up clouds of toxic fog, disturbs swarms of creatures, throws up sludge flows and so on. Because of this make a second treacherous conditions roll once the hive quake itself has been resolved.

SCAVVIES

Scavvies are the very dregs of humanity, though they are so devolved and twisted that they can be hardly considered human any more. They are severely deformed and often mutated by the toxic environment they live in. Scavvies dress in rags and are caked in the most indescribable foulness. Their skin is a disgusting mass of sores, warts and blisters and their limbs so withered that crude hooks and peg legs are common. Any Scavvy too crippled to defend himself is easy prey for his fellows.

Scavvies scratch out an existence in the most foul and polluted wastelands of the Underhive, hungrily watching for an opportunity to murder, rob and pillage anyone and anything nearby. Scavvies have to band together to survive and a typical band will be made up of several extended and severely inbred families. The dominant male in the band rules through brute strength, low cunning and having as many siblings as possible to exert his will. Though individual scavvies pose little threat to a well-armed gang they are cunning enough to use traps, ambushes and weight of numbers to even the odds.

Occasionally a scavvy king will arise and unite several Scavvy bands together into a ramshackle tribe. Such coalitions can create a ragged horde of scavvies big enough to overrun settlements and trading holes. The excesses of King Blacknose the 81st are still remembered with a shudder in the Underhive and the settlement of Downtown has yet to recover from its period of rulership by the so called Beggar King.

Fortunately scawy kings are usually more concerned with avoiding the attention of the authorities than conquest. They are far more likely to use fear, intimidation and extortion to get what they want. Their scrofulous subjects move in to blockade vital resources and charge Underhive dwellers "tolls" and "taxes" whenever they have the numbers to get away with it. At times like these the honest, hard-working settlers will look to gangs and bounty hunters to run the scavvies off until life gets back to normal again.

SPECIAL RULES

Outlanders

Scavvies are an outlaw gang and as such all of the outlaw rules apply to them unless stated otherwise. As outlanders, Scavvies do not have a guild price and so cannot ever pay off their outlaw status.

Scrofulous

Scavvies always start with the Scrofulous Wastes territory. If they lose their hideout then they will quickly find another place to defile and are given another Scrofulous Wastes. Note this is instead of rolling on the Outlaw Territory Table and Scavvies cannot choose to abandon their hideout.

If Scavvies capture additional territory then their disgusting and degenerate way of life quickly reduces even the finest of territories to a similar level of degradation as their former home. To reflect this Scavvies cannot occupy captured territories and instead must always be looted.

So Many Mutated Mouths To Feed

Scavvies need to eat like everyone else, though they are infamously broad-minded when it comes to deciding what counts as food. Each fighter only needs 2 credits worth of supplies to keep him going instead of the usual 3.

Cannibal Stew

Scavvies aren't above cannibalism when starvation looms. Instead of supplying Scavvy gang members as normal you can choose to feed them on gang members or prisoners that aren't rescued. If this foul practice is observed then each model in the pot will feed a number equal to:

Victim's Strength x Toughness + Wounds

For example, if a normal Scavvy is put into the pot he will feed 10 members of the gang.

Unreliable Weapons

Scavvy guns are shabby, rusty and generally badly treated. Because of this, Scavvies must make an Ammo roll if they get a natural 1 or 6 on their to hit roll. ~~This does not apply to Scaly weapons.~~

CHOOSING THE HORDE

You have 1000 credits to spend on recruiting and arming the Scavvy Horde. Just like a House gang it must have at least three models and all fighters come with a free knife. The Horde also abides by the house weapon list rules except they use the Scavvy Weapon List.

Scavvy Boss: A gang must have one Boss.

Scalies: A gang can have up to 2 Scalies.

Scavvies: At least 50% of the gang must be Scavvies (not mutants). If the number falls below this then only Scavvies can be recruited.

SCAVVY BOSS

Cost to recruit: 100 credits

M	WS	BS	S	T	W	I	A	Ld
4	4	3	3	3	1	4	1	7

Weapons: The Scavvy Boss may be given equipment chosen from the **Leader Only**, **Hand-to-Hand**, **Pistols**, **Basic** and **Extras** sections of the Scavvy Weapon List.

Leader: A Scavvy Boss commands fear and respect from his followers and they are emboldened by his presence. The Scavvy Boss counts as the Gang Leader and as such has the Leader special rule as detailed in the Gang Recruitment section of the Necromunda Community Edition.

Mutant: The Boss can be purchased as a mutant as explained below. However, to reflect the rarity of this the cost of the mutation is doubled.

SCAVVY

Cost to recruit: 25 credits

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

Weapons: Scavvies may be given equipment chosen from the **Hand-to-Hand Weapons**, **Pistols**, **Basic Weapons** and **Extras** sections of the Weapon List.

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

Any Scavvy may be purchased as a mutant when he is recruited, by choosing a mutation from the Mutations list. A mutant may only have one mutation and it is rare for mutations to be duplicated within the same gang. To represent this the first mutant to take a mutation pays the cost shown for it. The second mutant to take the same mutation must pay double the cost shown, the third one to take the same mutation pays triple the cost and so on. **Note the normal cost is still used when working out the fighter's value for the gang rating.**

MUTATIONS

Note the rules effect of a mutation only extends to that written below. Although it's logical to think a Two Heads mutation would have many other ramifications, such as Head Wounds being treated differently, for the purpose of rule simplicity they are treated like a regular fighter.

Claw (5cr): The mutant's hand is a huge claw. It can be used as a hand-to-hand weapon instead of holding a regular weapon, in which case it counts as having User+2 Strength.

Suckers (5cr): The mutant treats any sloping or vertical surfaces as if it was open ground allowing it to freely move up and down terrain.

Eyestalks (10cr): The mutant gains a 180° fire and vision arc and can squeeze behind cover better. Count an extra -1 to hit modifier when the mutant is behind cover or partial cover.

Extra Arm (10cr): The mutant may use up to three pistols and/or hand-to-hand weapons in hand-to-hand combat (+2 attack dice), or hold a basic weapon with one hand and still use 2 close combat weapons with the others (+1 attack dice).

Forearm Spikes (10cr): The mutant gains a 6+ armour save against any hand-to-hand combat hits and allows the mutant to make a parry.

Tentacle (10cr): The mutant may re-roll Initiative tests for falling and in hand-to-hand combat may grapple his opponent to reduce his number of Attack dice by 1, to a minimum of 1.

Long Legs (15cr): The mutant gains a +2 bonus to his Movement characteristic.

Bloated (20cr): The mutant gains a +1 Wounds characteristic bonus, which also increases his maximum characteristic value accordingly.

Two Heads (25cr): Increases model's vision and fire arc to 180°, and allows them to fire two pistol weapons in the same shooting phase.

Spikes (30cr): A mutant with spikes gains an armour save of 5+, but may not wear any other form of armour.

Wings (30cr): The mutant can move in any direction and is immune from terrain penalties, but he must land at the end of his move. Flying upwards counts as 2" for every 1" moved; flying downwards counts as 1/2" for every 1" moved.

SCALY

Cost to recruit: 150 credits

Even in the hellish pit of the Underhive wastes some mutant strains stabilise after a time to form distinct sub-species. The most common human sub-species in the Imperium are the abhuman races of ogyrns, ratlings and squats. The scalies are another such sub-species, though they are still a highly unstable strain compared to normal abhumans. Scalies are massive reptilian mutants almost as broad as they are tall. Their durability and strength are legendary and have a fearsome reputation to match.

Scalies are rarely seen creatures but they are by far the most numerous in the Underhives of Necromunda. They are undoubtedly intelligent but they seldom speak, their altered necks and twisted voice boxes have changed too much to speak human languages any more. This means little is known about their origins and whether hidden clans or tribes of scalies exist in the most severely polluted badzones of Underhive. Why individual scalies choose to ally themselves with scavvies is unknown, but any scavvy boss worth his salt will do everything in his power to recruit and hang on to as many scalies as he can find.

M	WS	BS	S	T	W	I	A	Ld
4	4	3	5	4	2	2	2	6

Weapons: Scalys may be given equipment chosen from the **Hand-to-Hand Weapons** and **Scaly Weapons** sections of the Scavvy Weapon List.

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

Killer Rep': Scalies **have the Killer Reputation skill**.

Regenerate: Scalies can regenerate lost fingers, toes and even whole limbs in time, though the process is painfully slow. Roll a D6 for each serious injury a Scaly has after each game regardless of whether the Scaly fought in it or not. On a roll of a 6 the Scaly has recovered from the effect of the injury, erase it and the effect it has on any statistics from the gang roster. Note that this applies to all injuries, even if they are beneficial (eg, Impressive Scars).

Cold-blooded: If the Scaly needs to take a nerve test, roll 3D6 and choose the two lowest rolls.

Dumb: Scalies are impressive in a fight but aren't smart enough to command a horde. Scalies can't ever take over as the gang's leader.

PLAGUE ZOMBIE

Cost to recruit: 10 credits

Long ago Necromunda was swept by a mysterious neurone plague which boiled up from the Underhive and touched even the highest peaks of the Spire. Victims of the plague fell ill for weeks, days or hours depending on their strength. If they succumbed to the fever their brains were rotted by the terrible disease, all higher reasoning was lost and the victims became little more than beasts.

Unfortunately beasts still need to eat and soon thousands of brainless, half-dead plague victims roamed the boulevards and thoroughfares of the great hives seeking flesh to feast on. Each time they pulled down some luckless citizen and tore into his flesh with teeth and nails another victim was infected and another plague zombie was added to their ranks. Anarchy and chaos swept through the hives as Necromundans struggled to fight off the hordes of plague zombies and drive the surviving ones down into the Underhive.

Zombie plague still breaks out from time to time in the Underhive and packs of plague zombies are yet another of the many dangers in the hive's dark underbelly. Zombies live in wild packs living off what carrion they can find or anything that's stupid enough to let itself be caught. Scavvies often round up packs of zombies and send them against outposts, settlements and rival gangs that they are attacking. In sufficiently large numbers these creatures can be fearsome opponents.

M	WS	BS	S	T	W	I	A	Ld
2D6	2	0	3	3	1	1	1	5

Weapons: Plague Zombies do not have any wargear; they are armed with a variety of spikes, sharpened bones, claws and teeth **but lack the finesse to gain any real benefit from them**.

Recruitment: A Scavvy gang can 'buy' Plague Zombies for a game, the cost representing bits of food which are used to lure the Zombies to the right place. If the Scavvy player pays the 10 credits then the gang will bring D6 Plague Zombies along to fight. **Note the gang cannot lure more than D6 zombies, otherwise they risk becoming overrun themselves!** The Plague Zombies are under the control of the Scavvy player for the entire game but do not join the gang and go back to their wandering existence after the game.

Deployment: Plague Zombies are deployed just like regular gang members and do count towards any scenario fighter limits. They cannot pick up loot counters, do not contribute towards any winning or losing scenario conditions and are ignored for the purposes of the Bottle roll.

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

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

No Pain: Plague Zombies feel no pain whatsoever: you can burn them, shoot them or cut them and they'll just keep trying to bite you until you manage to inflict crippling damage on them. Because of this Plague Zombies ignore being pinned and are not affected by flesh wounds. **If the Zombie is set on fire then the flames cannot be put out and the Zombie behaves as normal, however, if the Zombie 'charges' into base contact with an enemy model then he automatically inflicts a S3 hit and the bases are then separated as per the catching fire rules.**

No Fear: As the reasoning parts of their brains are long gone, Zombies lack the intellect to be afraid of anything. Plague Zombies are immune from **fear**, **terror** and nerve tests. If the gang controlling the Plague Zombies bottles out the zombie pack loses its motivation and scatters as well.

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

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

D6-Modifiers

SCAVVY WEAPON LIST

Leader Only Weapons	Cost
Manstopper Shells	5
Hot Shot Shells	5
Laspistol	15
Lasgun	25
Hand-to-Hand Weapons	
Knife (first knife free)	5
Chain or Flail	10
Club, Maul or Bludgeon	10
Massive Axe, Sword or Club	15
Sword	15
Pistols	
Stub Gun	10
Autopistol	15
Basic Weapons	
Autogun	20
Shotgun	20
Scaly Weapons	
Discus / Throwing Axe	10
Spear Gun	50
Scatter Cannon	50
Extras	
Dum-dum Bullets	5
Tox Bomb	20

EXPERIENCE

Unless stated otherwise, Scavvies gain experience and earn advances just like a regular House gang. Refer to the Experience section of the Necromunda Community Edition for full details.

Fighter Type	Initial Experience
Scavvy	5 + D3
Scaly	60 + 1D6
Scavvy Boss	60 + 1D6

MAXIMUM CHARACTERISTICS

	M	WS	BS	S	T	W	I	A	Id
Scavvy / Boss	4	6	5	4	4	3	6	3	8
Scaly	4	7	6	6	5	4	5	4	8

SKILL TYPES AVAILABLE

Fighter Type	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Scavvies	✓		✓			✓	
Scaly			✓	✓		✓	
Scavvy Boss	✓	✓	✓	✓	✓	✓	

SCAVVY EQUIPMENT

Only scavvy gang members can use the following items as no other gang would want to be associated with the much-loathed scavvy hordes. For the purpose of skills and hand-to-hand combat, Discus and Throwing Axes count as pistols while Spear Guns and Scatter Cannons count as special weapons.

TOX BOMB

A tox bomb is a sealed pot or flask containing some truly noxious toxic waste collected from the wastes. When a tox bomb is thrown it cracks open and the deadly pollutant inside splatters forming puddles of corrosive slime and noisome poisonous gas.

Strength	Damage	Save Mod.	Special
4	1	Special	Gas Cloud

Tox Bomb: The standard grenade rules apply for throwing a tox bomb. Any models at least partially caught under the **gas cloud** template will be hit on a D6 roll of 4+, or 6 if they are wearing a respirator (filter plugs alone won't help), suffering a Strength 4 hit with **no armour save allowed**. Leave the tox marker in place for the rest of the game. Anyone who subsequently moves within range may be hit as above.

Once Per Fight: A fighter can only carry a single tox bomb each game so once thrown cannot throw another. Tox bombs are still replenished after each fight just like normal grenades.

SCATTER CANNON

A scatter cannon is simply an enlarged version of a blunderbuss with a heavy barrel and a fist-sized bore. The greater weight of shrapnel and explosive charge used in a scatter cannon increase its range and make it a lot more deadly in the confined conditions of the Underhive. The recoil of a scatter cannon is so ferocious that only a creature with the massive strength of a scaly can fire it.

Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-8	8-16	+3	-1	4	1	-1	6+

Gas Cloud: The scatter cannon spills its contents over a large area, and so uses the gas cloud template.

DISCUS / THROWING AXE

Scalies sometimes carry huge jagged throwing axes or discus of razor-edged metal. Driven by the powerful muscles of a scaly these primitive missiles are quite lethal, easily capable of lopping limbs or heads off.

Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long				
Sx2	Sx3	-	-1	S	1	-	'Auto'

Strength: This weapon uses the Scaly's own Strength characteristic to determine its profile. For example, if thrown by a Scaly with a Strength of 5 then it has a Short Range of 0-10, a Long Range of 10-15 and will inflict a Strength 5 hit with a -2 Save Modifier.

SPEAR GUN

Spear guns are big, brutal weapons built from several hefty springs scavenged from ancient machines. The gun is loaded using brute strength to compress the springs as it fits a short hafted spear or harpoon into the barrel. The gun fires the spear with tremendous power, enough force for it to go straight through one body and into another even at long range.

Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-12	12-24	-	-	6	D3	-3	6+

Spear: A model wounded by a spear gun is hurled backwards D6". If the model hits another en route, the second model is also skewered and suffers a Strength 5 hit causing 1 wound with a -2 save modifier. The second target is then carried the remaining distance. If by mischance a third model is hit by this flying kebab he will suffer a Strength 4 hit causing 1 wound with a -1 save modifier and so on. Models knocked over a ledge fall as normal.

Reload:

REDEMPTIONISTS

Redemption! Redemption! Through fire and through blood! The cries of the fiery priesthood of the Redemptionist movement resound through the hive in a hot pulse of anger. On street corners and boulevards Redemptionist preachers rally the masses with their clarion call of intolerance and hatred. In packed meeting halls and temples Redemptionist priests lead the populace in prayers of hatred and xenophobia, calling for the Emperor's divine wrath to descend upon the galaxy. For Redemptionists the whole of creation is riven with vile corruption that can only be cleansed through fire, blood and faith.

The creed of the Redemption derives from the mainstream Imperial cult of the Ecclesiarchy. They worship the Emperor as a divine being, the supreme Man whose very existence proves the manifest destiny of mankind to rule the galaxy. The Redemptionists believe that mankind has fallen from the path of righteousness and that the sins of mankind will drown the human race in filth and depravity. As long as mankind is unable to control its sinful nature it will not be able to unite and conquer the stars as the Emperor truly wishes them to. Sin must be purged by fire, blood and faith.

Sin comes in many forms: drinking, gambling, lying, cheating, profanity, lechery, fornication and shooting innocent, hardworking folk like Redemptionists. The worst sinners of all are mutants and witches, the spawn of evil, and the second worst are the heretics who tolerate sin and refuse to heed the word of Redemption. Redemptionists also believe the Spire and Guild are riddled with sinners as there they find little support; with the majority of followers coming from Hive City.

The Redemption has active or covert followers in all of the Hive City Houses. House Cawdor has dedicated itself to the Redemption entirely and is effectively run by the Redemption. There the path of righteousness is at its purest with regular public witch hunts and mass burnings of heretic and mutants. The brethren of Cawdor are so pure that they view even Redemptionists from other Houses as little better than sinners.

Unfortunately sinning is rife on Necromunda, especially in the Underhives. The Redemption councils wage a constant war to bring the word of righteousness to the benighted lower layers. Many devotees from Hive City go down into the Underhive to start a new life and set up holesteads far from the main settlements, which they see as being full of sin and damnation. These isolated communities have little to do with the outside world and only visit trading stations occasionally for supplies.

The Redemption also sends "crusades" of their most dedicated and fanatical brethren into the Underhive to purge it of sin with the holy fires of battle. A crusade is led by a Redemptive Priest who has the blessings of the council and is supplied with weapons and followers. A crusade patrols the Underhive, destroying abominations and battling heretics as they find them.

Due to a number of bloody and well-publicised incidents the Guild has declared that brethren on such crusades are outlanders, much to the ire of the Redemption. If anything, outlawing the crusades has made them all the more savage as they now fight without any rules and, officially at least, beyond the remit of the Redemption itself. This has led to attacks on Guilder caravans, settlements and holesteads whose only crime has been to deal with the Guilders.

A crusade moves constantly through the badzones, stopping off at Redemption settlements and holesteads from time to time in order to reprovision and rearm. The Priest will preach to the settlers and reaffirm their faith while the brethren take a tithe of their produce or make a collection. Then the crusade moves on to battle the forces of darkness, keeping the settlers safe from the mutant devils, witches and gangs of heretics wandering the wastes by shooting them on sight.

SPECIAL RULES

Outlanders

Redemptionists are an outlaw gang and as such all of the outlaw rules apply to them unless stated otherwise. As outlanders, Redemptionists do not have a guild price and may never pay off their outlaw status.

Territory

Redemptionists start with one piece of territory generated on the Redemptionist Territory Table. Any additional captured territory is looted and burned as a matter of course. The Redemptionists move on after each game, spreading the word of righteousness and making their pilgrimage to another location. After collecting any income from the territory it is leaving behind, the Crusade rolls on the Redemptionist Territory Table to see where its path takes it in the next game. Note any income collected from territories is not halved as it is for ordinary outlaws when working non-outlaw territories; the partisan support of Redemptionist settlers means they can collect money far more easily than other outlaws.

Captured Territory

The Crusade may be so heavily defeated that the piece of territory it was moving to is lost to another gang. If this occurs the opposing gang gains the territory as normal and may collect income from it just like any other piece of territory. In the case of holesteads, settlements etc, the people will be sullen, impolite and do their best to make the gang feel unwelcome but they won't cause any trouble. **The only exceptions are the Seminary which is treated as a Settlement instead and weapon caches must be crossed off when the income is collected.**

Trading

The armaments of the Crusade are usually sought out by seemingly harmless Underhivers secretly supporting the Redemption. Because of this, Redemptionists use the normal Trading Post instead of the Outlaw Trading Post.

Hired Guns

Redemptionists would never pay sinners to do the work of salvation, hence they may not use Hired Guns of any kind.

Capture

Gang fighters captured by the Redemptionists have two choices: repent or die. Gangs can get back captured members by playing a Rescue **and fighters will still be exchanged if both gangs have captured models, but Redemptionists will never pay or ask for ransom demands from heretics.** If the enemy gang doesn't attempt a rescue or fails then the Redemptor Priest can try to convert the prisoner as explained below. If a prisoner will not repent or cannot be redeemed then they are burnt **together with their tainted equipment.**

Redeem

If the Crusade captures any enemy fighters who are not a **Wyrld, Ratskin Shaman or a scavvy gang member**, then the Redemptor Priest can try to convert them to the Redemption's cause. The Redemptionist player rolls 2D6 and adds the Priest's Leadership characteristic to the score; the opposing player rolls 2D6 and adds the captured model's Leadership to the score.

If the Redemptor scores highest then the prisoner becomes a faithful convert. Copy his profile, skills, experience, etc, onto the Redemptionist roster. **Note the fighter is now classed as a Brother, meaning he may lose access to skill sets, weaponry and special abilities (e.g. Ratskins lose their Resilient ability).** All of the convert's equipment is also destroyed to cleanse his new enlightened path, but will keep implanted bionic equipment (e.g. Lobo-chip, bionics, etc).

If the prisoner equals or beats the Priest's score then he resists and refuses to repent.

Inspire Hatred

Redemptionists fundamentally believe all mutants and witches are the spawn of evil, so much so that the mere sight can provoke a crusade into a seething hatred. Redemptionists are subject to the rules for hatred against Wyrds, Ratskin Shamans, and all scavvy gang members.

CHOOSING THE CRUSADE

You have 1000 credits to spend on recruiting and arming the Crusade. **Just like a House gang it must have at least three models and all fighters come with a free knife. The Crusade also abides by the house weapon list rules except they use the Redemptionist Weapon List.**

Redemptor Priest: A crusade must have one.

Deacons: A crusade can have up to 2 Deacons.

Zealots: A crusade can have any number.

Novice/Brother: At least 50% of the crusade must be Novices/Brothers. If the number falls below this then only Novices/Brothers can be recruited.

REDEMTOR PRIEST

Cost to recruit: 120 credits

The Redemptor Priest is the lynchpin of any Crusade despatched into the Underhive. He is the inspirational figure the Brethren follow into the depths to test their faith. It is he who is greeted with rapture by the Redemptionist ettlers and who commands their clandestine help. Only the words of a Redemptor can fire the fury in men's hearts or save unbelievers from their sinful existence.

M	WS	BS	S	T	W	I	A	Ld
4	4	4	3	3	1	4	1	8

Weapons: A Redemptor Priest may be given equipment chosen from the **Leader Only**, Hand-to-Hand, Basic, Pistol, Special Weapons and **Extras** sections of the Redemption Weapon List.

Leader: A Redemptor Priest commands absolute obedience from his followers and they are filled with righteous fury in his presence. **The Redemptor Priest counts as the Gang Leader and as such has the Leader special rule as detailed in the Gang Recruitment section of the Necromunda Community Edition.**

DEACON

Cost to recruit: 80 credits

Deacons attend to the secular affairs of the crusade: silencing dissenters, controlling the crowds while the Redeptor preaches, protecting him from defilers and so forth. They are fanatically loyal to the Redemption and completely trustworthy in the Priesthood's eyes. Their faith is rewarded with a position of responsibility and the best weaponry.

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	8

Weapons: A Deacon may be given equipment from the **Leader Only**, Hand-to-Hand, Basic, Pistol, Special Weapons and **Extras** sections of the Weapon List.

BROTHER

Cost to recruit: 50 credits

Brethren form the great mass of supporters dedicated to the holy path of piety, but confirmed brothers are those who have fought in the Underhive before. Many are in fact redeemed ex gang fighters who now deliver their divine faith through fire and blood.

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	7

Weapons: Brothers may be given equipment chosen from the Hand-to-Hand, Pistol, Basic Weapons and **Extras** sections of the Redemption Weapon List.

EXPERIENCE

Unless stated otherwise, Redemptionists gain experience and advances just like a regular House gang. Refer to the Experience section of the Necromunda Community Edition for full details.

Fighter Type	Initial Experience
Novice	0
Brother / Zealot	20 + 1D6
Deacon	40 + 1D6
Priest	60 + 1D6

MAXIMUM CHARACTERISTICS

M	WS	BS	S	T	W	I	A	Ld
4	6	6	4	4	3	6	3	10

NOVICE

Cost to recruit: 25 credits

Novices are often ordinary Hive City workers driven to the path of Redemption by the assuring calls of a charismatic priest. Filled with devout zeal they can be seen launching themselves at the forefront of any fight eager to prove their worthiness.

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

Weapons: Novices may be given equipment chosen from the Hand-to-Hand, Pistols and **Extras** sections of the Redemption Weapon List.

Experience: Once a Novice reaches 21+ Experience points he becomes a fully fledged Brother thus gaining all of the usual benefits a Brother has such as extra skills and better weapons.

ZEALOT

Cost to recruit: 60 credits

Zealots are crazed fanatics touched by the Emperor's fury and are so filled with bile and anger that they are in an almost pennant state of rage. They test their faith by plunging headlong into combat with the greatest sinners they can find. They even lash at themselves to savour the pain of purgation, but they would rather carve the path of redemption into their enemies' hearts. Zealots carry only pistols or close combat weapons, preferring their battle of faith to be fought face to face with the sinners.

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	7

Weapons: A Zealot may be given equipment chosen from the Hand-to-Hand, Pistols and **Extras** sections of the Redemption Weapon List.

Frenzy: Zealots follow the rules for frenzy. Note that frenzy overrides hatred unless the frenzy is kept under control. This means that a Zealot can either be frenzied or suffer hatred in a turn, but not both.

REDEMPTIONIST EQUIPMENT

Only Redemptionists can use the following items as no other gang would want to be associated with the much-loathed and blood-thirsty Redemption crusades.

EVISERATOR

The eviscerator is a huge double-handed chainsaw favoured by Redemptionist fanatics and zealots. An eviscerator's double set of contra-rotating teeth can rip through even the toughest mutant hide and bone, tearing an enemy to pieces with a single slice. The size and weight of the weapon is immense, even when wielded with both hands the operator is limited to making wide swings and heavy, overhead cuts.

Range	Strength	Damage	Save Mod.
Close Combat	6	D3	-4

Two-handed: An eviscerator requires two hands to swing so cannot be used together with another weapon in hand-to-hand combat.

Mighty Blow: The ferocious mass of an eviscerator combined with the momentum of a charge makes it difficult to retaliate against such an onslaught. If you charged into combat that turn then your opponent rolls one less attack dice for the duration of the turn (to a minimum of 1).

Draw: Due to the ponderous lurching swing required to wield an eviscerator your opponent is likely to catch you on the upswing. If the combat ends in a draw then your Initiative is halved when working out which fighter wins.

Noisy: This weapon emits a loud and distinctive sound so must test to sound the alarm when used during scenarios such as The Raid.

EXTERMINATOR

Only fanatics of the Redemption use exterminators, particularly for their untrained brethren whose shooting skills are more enthusiastic than accurate. An exterminator isn't really a weapon as such, it's more like a flamer nozzle attached to a small canister of fuel. This is strapped under a real basic weapon like an autogun or a shotgun to give the fighter carrying it a single-shot burst of flaming chemical, an unstable sticky material that ignites upon contact with air. Used at short distances it is almost impossible to miss and several victims can be claimed from it.

Underslung: An exterminator must be attached to a basic weapon or eviscerator.

Flamer: The model can fire its exterminator instead of the weapon it's fitted to following the usual shooting rules. The effects of an exterminator are identical to a shot from a normal flamer, however, it only carries enough fuel for a single shot, so once the exterminator has been fired it is out of ammo for the rest of the game.

Volatile: Immediately after the exterminator is fired, roll a D6. On a roll of 1 the canister ruptures bathing the Redemptionist in flame alongside his targets, just as if it had exploded from failing an Ammo roll.

REDEMPTION WEAPON LIST

Leader Only Weapons	Cost
Bolt Pistol	25
Chainsword	25
Boltgun	35
Hand-to-Hand Weapons	
Knife (first knife free)	5
Chain or Flail	10
Club, Maul or Bludgeon	10
Massive Axe, Sword or Club	15
Sword	15
Eviscerator	35
Pistols	
Stub Gun	10
Autopistol	15
Laspistol	15
Hand Flamer	20
Basic Weapons	
Autogun	20
Shotgun	20
Lasgun	25
Special Weapons	
Flamer	40
Autoslugger	45
Grenade Launcher	60
Meltagun	95
Extras	
Dum-dum Bullets	5
Manstopper Shells	5
Hot Shot Shells	5
Bolt Shells	15
Exterminator	20
Frag Grenades	25
Krak Grenades	40
Weapon Reload	Weapon ÷ 2

SKILL TYPES AVAILABLE

Fighter Type	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Novice			✓				
Brother			✓		✓		
Zealot		✓	✓	✓			
Deacon			✓	✓	✓		✓
Redemptor Priest	✓	✓	✓	✓	✓		✓

REDEMPTIONIST TERRITORY TABLE

D66	Territory	Income
11-16	Wastes	0
The Crusade can find nothing better than a hole in the wastes to operate from until they move on again.		
21-26	Old Ruins	10
The Crusade stops at a ramshackled Redemptionist hideout in an exposed area of ancient ruins containing scrap pieces of archeotech, bits of old metal and interesting old curios.		
31-36	Slag	15
The Redemptionists visit a small mining outpost out in the wastes who are supporters of the Redemption. Before moving on the Crusade offers prayers to reaffirm their faith and and take a tithe from the occupants.		
41-46	Settlement	30
The Crusade shelters in a settlement with strong ties to the Redemption, strengthening their faith through catechisms and prayers. There's also chance of a fiery young Novice joining the Crusade as detailed in the Settlement territory of the Necromunda Community Edition.		
51-53	Holestead	D6x10
The Crusade stops at a holestead out in the wastes which belongs to Redemptionist settlers. They receive shelter, nourishment and donations to the Redemption cause in return for prayers and teachings.		
54-56	Weapons Cache	2D6x10
The Crusade uncovers one of the Redemption's weapon caches out in the wastes. When a Crusader is sent to retrieve the cache all of the money must be spent immediately on common items available at the Trading Post. It cannot be supplemented from the Crusade's stash or saved for later so any unspent credits are wasted.		
63-64	Seminary	D6x10
The Crusade visits a Redemption school operating under the guise of a settlement where they receive shelter and assistance from the Priests. There's also a chance fiery young Novices will join the Crusade as detailed in the Settlement territory of the Necromunda Community Edition, however, 3D6 are rolled instead of the usual 1D6.		
65-66	Hidden Weapons Cache	3D6x10
The Crusade uncovers a hidden Redemption weapon cache. When a Crusader is sent to retrieve the cache all of the money must be spent immediately on common items available at the Trading Post or can also be used to purchase rare items offered to the Crusade that game. It cannot be supplemented from the Crusade's stash nor saved for later so any unspent credits are wasted.		

RATSKIN RENEGADE

Ratskins are normally a shy, peaceful people who are inclined to avoid the noisy, raucous donwhivers and their settlements. They need nothing from the settlers and stay hidden in small communities far from the hivers and their guns. If hivers start working near the ratskins' settlements they will pack their gear and quietly slip away deeper into the wastes. Ratskins find the hivers strange and bewildering and would rather not have anything to do with them.

Sadly, the ratskins' peaceable ways make them vulnerable to exploitation by unscrupulous Guilders or gangs. Outlaws may run riot and murder a whole ratskin settlement, leaving a few embittered survivors thirsting for vengeance on all hivers. These fierce ratskins turn their backs on their own people and become renegades, hunting and killing the hivers wherever they can to free the Underhive from intruders.

Other ratskins go to the hivers' settlements out of curiosity or to look for work as trappers or guides and become corrupted by contact with the hivers. The ratskins themselves dispossess these individuals and call them badskins. Badskins spend all their money drinking and gambling until they finally get in trouble with the watchmen and are driven out of the settlement for good. There can be no return home for ratskins tainted by their contact with 'civilisation' so they drift from place to place until they can join a renegade band and be with their own people again.

SPECIAL RULES

Outlanders

Ratskin Renegades are an outlander gang so all outlaw rules apply to them unless otherwise stated. As outlanders, Renegades don't have a guild price so cannot pay off their outlaw status.

Captured Territory

If the Renegade captures territory then it must be looted. However, Archeotech sites are sacred to Ratskins and will try to drive Underhivers away from them. If a gang owning an Archeotech Hoard loses a territory to the Ratskins then it will always be an Archeotech Hoard.

Archeotech sites captured by the Ratskins are left unmolested so won't generate income, instead they are hidden to stop greedy hivers disturbing them. They can hold any number of Archeotech Hoards in addition to their camp, using traps and hidden tunnels to keep them safe. Ratskins derive no direct benefit from them, but they do give their shamans the favour of the hive spirits.

Foraging

Ratskins are expert hunters and as such receive a +1 credit bonus when foraging.

Isolationists

Renegades are bitterly distrustful of non-ratskins and rarely venture into trading posts for supplies. Due to this Renegades cannot use hired guns. In addition, usually a gang leader is offered D3 rare items after each game, but a Ratskin Chief is not offered any. Ratskins must be sent in search of rare items following the usual trading post rules.

Scenario Table

Ratskins can rapidly move between domes due to their intimate knowledge of hidden passageways. A Renegade can add or subtract 2 from any Scenario Table rolls. **Note Renegades do not gain any benefit from Ratskin Maps.**

Resilient

Ratskins are remarkably resilient to injury and have incredible survival instincts. They are less likely to get lost or captured than ordinary hivers and, if hurt, are better at hiding from danger. Ratskins who go out of action can re-roll the result when rolling on the Serious Injuries Chart.

Native

Ratskins are utterly at home within Hive Bottom's environments as they are born and bred in unimaginably harsh conditions. Ratskin Renegade members are immune from the effects of Treacherous Conditions with the following exceptions. Ratskins do still go out of action when falling into a Pit of Despair but won't suffer a serious injury unless they were reduced to zero Wounds. The Renegade is always assumed to win the Leadership test from a Charge! result and in Long Shadows only the Renegade gains the skill.

CHOOSING THE RENEGADE

You have 1000 credits to spend on recruiting and arming the Renegade. Just like a House gang it must have at least three models and all fighters come with a free knife. The Renegade also abides by the house weapon list rules except they use the Ratskin Weapon List.

Ratskin Chief: A renegade must have a Chief.

Ratskin Shaman: A renegade can up to one.

Braves/Ratskins: The renegade can have any number of Braves and Ratskins.

RATSKIN CHIEF

Cost to recruit: 140 credits

A ratskin chief is not born to the position but is elected by his elders and his peers. A chief is always a skilled warrior who is an expert in the ways of the Underhive and a natural leader of men. Some renegade chiefs are driven by a passionate hatred of the hivers who desecrate their homeland; others feel sympathy for the deluded settlers and will even help them on occasion though they ultimately want them to leave. The chief's words are always listened to with respect by the ratskins, and even once he has become a renegade, braves and warriors will seek him out to gain the honour of fighting in his warband.

M	WS	BS	S	T	W	I	A	Ld
4	4	4	3	3	1	4	1	8

Weapons: A Ratskin Chief may be given equipment chosen from the **Leader Only**, **Hand-to-Hand**, **Pistols**, **Primitive Weapons**, **Basic Weapons** and **Extras** sections of the Ratskin Weapon List.

Leader: A Ratskin Chief commands respect from his followers and they are heartened by his presence. The Chief counts as **Gang Leader** so has the **Leader** special rule as detailed in the **Gang Recruitment** section of the **Necromunda Community Edition**.

RATSKIN

Cost to recruit: 60 credits

Ratskins are fully fledged fighters and hunters from the ratskin tribes. Many of those who follow a renegade chief are bitter, dispossessed men who have lost friends and family to raiding outlaws or avaricious hivers stealing their territory. Others have become brutalised by working in hiver settlements and suffering the ignorant contempt of the downhivers for their race and culture.

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	7

Weapons: Ratskins may be given equipment chosen from the **Hand-to-Hand**, **Pistols**, **Primitive Weapons**, **Basic Weapons** and **Extras** sections of the weapon list.

RATSKIN SHAMAN

Cost to recruit: 120 credits

Ratskin shamans are mysterious individuals seldom seen outside ratskin enclaves. They are rumoured to dwell in hidden caves filled with archeotech, acting as guardians of these sacred places. Shamans are credited with supernatural powers which they claim come from the hive spirits themselves, a potent form of ritual magic which defies explanation by wyrds. A shaman whose archeotech cave has been desecrated may join a renegade to exact revenge on those responsible, or he might be drawn by visions of another holy place in need of saving.

M	WS	BS	S	T	W	I	A	Ld
4	4	4	3	4	1	4	1	7

Weapons: A Ratskin Shaman may be given equipment chosen from the **Leader Only**, **Hand-to-Hand**, **Pistols**, **Primitive Weapons**, **Basic Weapons** and **Extras** sections of the Ratskin Weapon List.

Spore Lore: The Shaman is in communion with the hive spirits and may call upon them to help him. When the Shaman is recruited roll up one power for him on the Spirit Lore table. Each Archeotech Hoard the Ratskins control will bring the favour of the hive spirits and give the Shaman another spirit power. If an Archeotech Hoard is lost the Shaman will lose a random power as the spirits show their disapproval.

RATSKIN BRAVE

Cost to recruit: 30 credits

Ratskin braves are young warriors who follow the renegades looking for excitement and glory. Ratskin settlements always have a few braves dissatisfied with the quiet, peaceful ways of their elders and they will quickly rally to join a successful chief who fights the hivers. Braves are inexperienced fighters but they are already experts at surviving in the harsh environment of the Underhive. The braves' determination to prove themselves makes them fierce and bloodthirsty warriors, greatly feared by hivers and settlers alike.

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	3	1	3	1	7

Weapons: Braves may be given equipment chosen from the **Hand-to-Hand**, **Pistols**, **Primitive Weapons**, and **Extras** sections of the Ratskin Weapon List.

Experience: Once a Brave reaches 21+ Experience points he becomes a full Ratskin gaining the usual benefits a Ratskin has like better skills and weapons.

RENEGADE EQUIPMENT

Only Ratskin Renegade members can use the following items as no other gang would want to be associated with the much-loathed renegades. For the purpose of skills and hand-to-hand combat, Primitive Weapons count as basic weapons.

Additionally, renegades can craft certain items that other gangs would find hard to find at trading posts. If you roll up Blade Venom, a Blindsnake Pouch or a Ratskin Map when searching for rare trade, re-roll the result. Renegades can buy Blade Venom and Blindsnake Pouches at a reduced cost, though the full cost is still used for gang rating, selling, etc.

BOWGUN

Bowguns come in a variety of sizes, but they are all designed to fire a short, barbed and heavy arrow. The arrow is commonly fired by using scavenged springs and powerful elastics. Bowguns are particularly favoured by ratskins due to their silence and fire ammunition that can be easily collected and reused.

Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-12	12-18	-	-1	3	1	-	6+

Silent: This weapon emits no noise when fired, which may be useful in certain scenarios, such as The Raid.

Envenom: Bowguns can be coated with Blade Venom.

MUSKET

Muskets comprise of a long, narrow barrel strapped to a stock and are usually designed to fire any number of common bullets, though more primitive tribes simply pack the barrel with explosive and fire a projectile made from scrap metals.

Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-8	8-32	-1	-	3	1	-	6+

SPIRIT TOTEM

Spirit totems are axes, clubs or maces that have been decorated with trinkets and markings to attract the spirits of the hive. They are suffused with the fury of these spirits, enabling them to cause enormous amounts of damage in the hands of a noble ratskin.

Range	Strength	Damage	Save Mod.
Close Combat	5	1	-2

Spirit Infused: For each Archeotech Hoard the Renegade has currently captured, the Spirit Totem's Strength and Save Modifier receives a +1 bonus.

SCATTERGUN

A scattergun is a simple weapon made out of one or more short tubular barrels (sometimes with flaring muzzles) strapped onto a crude stock. An explosive charge is loaded before metal fragments, stones and other pieces of shrapnel are packed down on top. When fired it belches out this mass of shards, hopefully into the general vicinity of the target

Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-8	8-12	+3	-1	3	1	-	6+

RATSKIN WEAPON LIST

Leader Only Weapons	Cost
Hot Shot Shells	5
Manstopper Shells	5
Hunting Rifle	25
Hand-to-Hand Weapons	
Knife (first knife free)	5
Chain or Flail	10
Club, Maul or Bludgeon	10
Massive Axe, Sword or Club	15
Sword	15
Spirit Totem	30
Pistols	
Stub Gun	10
Autopistol	15
Basic Weapons	
Autogun	20
Shotgun	20
Primitive Weapons	
Bowgun	10
Musket	10
Scattergun	10
Extras	
Blade Venom	5 (10)
Dum-dum Bullets	5
Blindsnake Pouch	20 (30)

EXPERIENCE

Renegades gain experience and advances like any other gang. Refer to the Experience section of the Necromunda Community Edition for full details.

Fighter Type	Initial Experience
Brave	0
Ratskin	20 + 1D6
Ratskin Shaman	60 + 1D6
Ratskin Chief	60 + 1D6

SKILL TYPES AVAILABLE

Fighter Type	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Brave	✓					✓	
Ratskin	✓	✓				✓	
Ratskin Shaman	✓	✓	✓			✓	
Ratskin Chief	✓	✓	✓	✓	✓	✓	

SPIRIT LORE

D6 Result

- Slime Dance:** The shaman is able to call on the spirits of the hive to summon up fogs, slime, creatures and suchlike... sometimes. When the treacherous conditions are rolled for at the beginning of the game the Shaman can re-roll the dice if he can first pass a Leadership test.
- Curse:** The shaman can call down the curse of the hive spirits on the opposing gang. If the Shaman passes a Leadership test at the start of his turn and then dances and chants for the rest of it (ie doesn't move or do anything else that turn) he can effect a curse that lasts until the end of the opponent's turn. The curse affects the whole enemy gang and makes them automatically fail all **characteristic tests except for the Bottle roll**. If the shaman **suffers a hit** or becomes engaged in hand-to-hand combat, the curse will stop having any effect immediately. **However, if the Leadership test is failed when attempting the curse then the power cannot be used again this game.**
- Ghost Dance:** The shaman can call on the hive spirits to protect the Ratskins. If the Shaman passes a Leadership test at the start of his turn and then dances and chants for the rest of it (ie doesn't move or do anything else that turn) he can weave a protection which will last until the end of the opponent's turn. The protection affects all members of the Renegade giving them a 4+ armour saving throw **which can be combined with any other armour**. If the shaman **suffers a hit** or becomes engaged in hand-to-hand combat, the dance will stop having any effect immediately. **However, if the Leadership test is failed when attempting the dance then the power cannot be used again this game.**
- Blindsnake Ritual:** The Shaman can undertake a blindsnake ritual after each game. If he successfully passes a Leadership test then he creates a Blindsnake Pouch for free which can either be given to a member of the Renegade or sold at an outlaw trade post **for 30 credit**.
- Spirit Walk:** The Shaman can project his spirit from his body by entering a trance. If the Shaman passes a Leadership test at the start of his turn **and doesn't move or do anything else that turn** then he can free his spirit. The spirit can move **4D6"** and ignores all terrain so can freely move up or down without ladders, drift through walls, etc. The spirit causes fear and **cannot be harmed in any way**. **If the spirit moves into base contact with an enemy fighter then it counts as charging and will fight a round of hand-to-hand combat**. The spirit uses the same profile **and skills** as the Shaman himself but is armed only with a knife. Any wounds inflicted are real for the victim but if the Shaman loses the hand-to-hand combat then the spirit is merely sucked back into his body and no real harm is done to him. The spirit instantly returns to the Shaman's body at the end of the Ratskins' turn.
- Steal Prowess:** The Shaman can undertake a slow and painful ritual to steal a victim's prowess and bestow it on the Ratskin Chief. The ritual can be used against a captured fighter **if the opposing gang fails or doesn't attempt a Rescue**. If the Shaman passes a Leadership test it allows him to steal a skill or characteristic advance from the victim and give it to the Ratskin Chief instead. The Chief cannot exceed the normal characteristic maximums and the victim's characteristics cannot be reduced below their starting level. The Chief can even gain skills normally unavailable to Ratskins. **Note the ritual can only be attempted once per game.**

SPYRER HUNTERS

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

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

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

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

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

SPECIAL RULES

Outlanders

Spyrers are an outlawer gang so all outlaw rules apply to them unless stated otherwise. As outlanders, Spyrrers don't have a guild price so cannot pay off their outlaw status.

Vow

A Spyrer team must commit itself to achieving a specific aim during its time in the Underhive. The Spyrrers' vow must be made when the team is started and may be chosen from the following:

- A) To kill **5 enemy gang fighters**. A kill will only count if the model dies from rolling a **Dead serious injury** result or if the Spyrrers capture a fighter and isn't rescued.
- B) To earn a total of **250 Experience points**.
- C) To survive a total of **ten** games.

Once the hunt has achieved its vow they return victorious to the Spire ready to start new lives in the Noble House hierarchy. However, many aspirants develop such a taste for the excitement and bloodletting of the hunt that they often return to the Underhive as part of a new team.

When the Spyrrers return above the wall all serious injuries are removed. You can also replace dead Spyrrers or any you wish to retire with a fresh Spyrer of your choosing. You must then pick a different vow and the hunt heads back down into the gloom of the Underhive.

Alternatively, the hunt can return above the wall early without fulfilling their vow (much to the ire of their families). The normal rules listed above still apply, but each Spyrer must take a Leadership test. If the test is failed then they are removed from the hunt and replaced with a fresh Spyrer. You must then pick the same vow and the hunt heads downhive to try and absolve themselves.

Any Spyrrers that enter the Spire with at least 200 Experience points or a Leadership of 9 must retire as his outstanding qualities earns him a place in a respected house position.

Territory

Spyrer teams have no use for territories and are constantly on the move seeking fresh prey. Spyrrers cannot capture territories from enemy gangs and since they don't start with a territory they have nothing to capture.

Income

Spyrers never collect any income, never trade and can never buy extra gang members after their initial recruitment.

Starvation

Spyrers gain synthesised sustenance from protein packs wired into their suits so they are immune to the effects of starvation.

Hired Guns

For obvious reasons Spyrrers don't use hired guns.

Capture

Gang fighters captured by Spyrrers are liable to be turned into interesting suit ornaments as the Spyrrers have no interest in ransoms or exchanges. The only way a gang can get back captured members is by playing a Rescue scenario against the Spyrrers. The Spyrrers just love using captured prey as bait to get more. Spyrrers captured by gangers can expect only a quick and horrible death. Their companions will make no attempt to rescue them and they can expect no ransom from the Spire. A Spyrrer who is captured is always killed and **stripped of his sophisticated devices which are sold as curios for 3D6x5 credits.**

Leader

Spyrrer teams have no set leader: leadership devolves to whoever has the highest kill score at the time, or the best ideas. In game terms this means that any Bottle rolls are taken using the best Leadership characteristic in the team (assuming that member is present and not down at the time). In some scenarios an Experience point bonus goes to the leader of the winning gang: in a Spyrrer team this will go to the Spyrrer with the best leadership who fought in the game. **If multiple Spyrrers are applicable then randomly choose who gets the bonus that game.**

Independent

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

Scenarios

Spyrrers roll on the normal Scenario Table, not the Outlaw Scenario Table.

Although Spyrrers have no monetary interest in loot, they can still play scenarios such as Scavengers as one of their favourite tactics is to exploit the greed of Underhivers.

Gang Rating

Spyrrer teams have a gang rating of 1000 plus the total Experience points of all the Spyrrers. The Spyrrers low gang rating is a reflection of their skulking behaviour making them difficult to track and predict by other gangs, however, even a lone Spyrrer is a dangerous prospect for most gangs. To reflect this, Spyrrers never gain any bonus Experience points through being an underdog.

Killer Reputation

The Spyrrers' infamy understandably means they start with the Killer Reputation skill.

Equipment

Spyrrer suits are complex pieces of hunting kit that count as having a Bio-booster, Skull Chip, Respirator, Photo-visor and Infra-red Goggles.

Power Boosts

The power boosts for Spyrrer suits begin to kick in once the hunter starts making kills and earning combat experience. They work by increasing the energy feed into weapon systems and making them more powerful, improving cybernetic enhancements to make the wearer stronger or faster, thickening armour cells to increase their protection and so on. These are represented by Power Boosts which can only be earned with Experience points **and behave in exactly the same manner as skills.**

CHOOSING THE HUNT

Spyrer teams always comprise of five Spyres, no more, no less. Each spyrer is recruited with the profile below and you must then choose which type of Spyrer suit the noble will wear. Note Spyres cannot change their suit type once chosen, even if they fulfil their vow and return to the Underhive they must use the same suit.

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

JAKARA

The Jakara is the lightest of all the spyre hunters, emphasising agility and speed over heavy armour. The suit itself is armoured with flexible plates like snake scales which are overlaid with the tubes and cables that feed power to the spyrer's limbs. The Jakara buckler is inset with energy absorbing devices that look like faceted jewels, each one can drain the force from an attack and hurl it back at the aggressor.

Weapons: Jakara Spyres are equipped with the monomolecular sword and mirror shield.

Boosts: The Jakara suit confers a +1 characteristic bonus to Movement, Weapon Skill and Initiative.

Armour: Jakaras have a 5+ armour saving throw.

YELD

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

Weapons: Yeld Spyres are equipped with laser gauntlets and chameleon wings.

Boosts: The Yeld suit confers a +1 characteristic bonus to Movement and Ballistic Skill.

Armour: Yelds have a 5+ armour saving throw.

MALCADON

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

Weapons: Malcadon Spyres are equipped with the web spinner.

Boosts: The Malcadon suit confers a +2 characteristic bonus to Movement and a +1 bonus to Weapon Skill, Initiative and Attacks.

Armour: Malcadons have a 5+ armour saving throw.

ORRUS

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

Weapons: Orrus are equipped with bolt launchers.

Boosts: The Orrus suit confers a +1 characteristic bonus to Weapon Skill, Strength and Attacks.

Armour: Orrus suits have a 4+ armour saving throw and are protected by a force field which confers a 6+ special save.

SPYRER EQUIPMENT

Only Spyrrers of the appropriate type can use the following items and no other gang can use any Spyrrer gear. For the purpose of skills all Spyrrer ranged weapons count as special weapons and so since they have no use for the Gunfighter and Rapid Fire Shooting skills Spyrrers cannot take them.

MONOMOLECULAR SWORD

The monomolecular sword carried by the Jakara is a marvel of molecular engineering. The blade is a living crystalline structure which constantly renews its edge as it is blunted. The sword's edge is only one molecule thick and can slice through any but the densest of matter. As the Jakara's power boosts kick in the sword's edge renews itself more regularly and evenly to make it ever sharper still.

Range	Strength	Damage	Save Mod.
Close Combat	As user +1	1	-

Parry: The monomolecular sword allows the Jakara to make a parry as described in the game rules.

MIRROR SHIELD

The Jakara mirror shield is a complex device that contains an unusual force field generator. The generator sets up a resonant energy vortex across the shield which bleeds off the power it absorbs into one of several containment devices which stud the shield's surface. In turn this stored energy can be channeled back to its source as a brilliant bolt of heat and light.

Range		To Hit		Save		Ammo
Short	Long	Short	Long	Str.	Damage	Mod. Roll
0-8	8-16	+1	-	3	1	- 2+

Parry: The mirror shield allows the Jakara to make a parry as described in the game rules.

Special Save: The mirror shield confers a 5+ special saving throw against all hand-to-hand combat hits and any ranged attacks that originate in the forward 90° arc of the Jakara.

Mirror: If the mirror shield saves against a ranged attack which is energy based (laser, plasma or melta) the shield can absorb its power and fire it back immediately. The blast of energy uses the enemy firing weapon's profile but the Jakara's Ballistic Skill is still used to see if the blast hits. *Note if a mirrored shot causes an Ammo roll then it still uses the mirrored profile's Ammo Roll stat. If the mirror shield fails an Ammo roll then it can no longer fire nor mirror shots, but will still provide its parry and save.*

WEB SPINNER

The spinarets of a Malcadon's web spinner spew out silky threads of gossamer which harden with the strength of steely wires. A victim of the web is left hopelessly ensnared and at the mercy of the Malcadon's ripping claws. The Malcadon can also use its spinner to create threads which it uses to climb vertical surfaces or lower itself down sheer drops.

Range		To Hit		Save		Ammo
Short	Long	Short	Long	Str.	Damage	Mod. Roll
0-6	6-12	+1	-	-	-	- 2+

Entangle: If a Malcadon hits a model with its web spinner then the opposing player **automatically becomes entangled** – there is no roll for wounds and no armour saving throw is allowed.

An entangled model cannot move or do anything else except attempt to struggle free during his recovery phase. If the entangled fighter passes a Strength test then he manages to struggle free and is unharmed, otherwise he remains entangled.

If an entangled model is involved in hand-to-hand combat then treat him as if he was down.

Abseil: The Malcadon can use its spinner threads to help it move **as long it hasn't run out of ammo**. This means it can move up or down even if there is no ladder. The distance moved is counted against the Malcadon's movement that turn and the Spyrrer must end its move on a flat surface, not dangling in mid-air.

LASER GAUNTLETS

The Yeld hunting rig is fitted with heavy gauntlets mounting multiple laser tubes. The gauntlets fire a storm of laser bolts from the Yeld's fists, a deadly attack which has the longest range of any of the Spyrrer hunting suits. The power boosts for the Yeld rig make its lasers even more potent, feeding more power to them so they can fire in a sustained mode and increasing their penetrating power.

Range		To Hit		Save		Ammo
Short	Long	Short	Long	Str.	Damage	Mod. Roll
0-12	12-24	+1	-	3	1	- 2+

BOLT LAUNCHERS

The bolt launchers on an Omrs suit are racks of small rockets mounted on the back of its crusher fists. The power boosts of an Orrus hunting rig can extend the power and burn duration of the rocket's tiny engines, giving them a greater range. They can also increase the power of the warheads and improve the fire control so that salvoes of bolts can be fired.

Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-8	8-16	+1	-	4	1	-1	2+

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

CHAMELEON WINGS

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

Fly: The Yeld's wings allow its user to **move in any direction and is immune from terrain penalties**, but he must land at the end of his move. Flying upwards counts as 2" for every 1" moved; flying downwards counts as 1/2" for every 1" moved.

Chameleon: The chameleonic effect of its wings allows a Yeld to hide even if it is not behind cover, the Yeld simply remains stationary long enough for its outline to disappear completely. **Note the Yeld will still be spotted via non-visual means, such as being within Initiative distance of an enemy model.** In addition to this, the chameleonic effect of the wings makes a Yeld difficult to track at long range. Any ranged attacks against a Yeld suffers an additional -1 penalty if the weapon firing is at long range.

EXPERIENCE

Spyrers gain experience and advances like any other gang. Refer to the Experience section of the Necromunda Community Edition for full details.

All Spyrrers start with 0 Experience points. Note the Spyrer suit's characteristic bonuses do not count towards the Spyrer's maximum characteristic advance profile.

ADVANCE ROLLS

2D6 Result

- 2 Power Boost:** Randomly roll a boost from the appropriate Spyrer's Power Boost table.
- 3-4 New Skill:** Select one of the Skill tables for your Spyrrer and randomly roll a skill from it.
- 5 Characteristic Increase:** Roll again
1-3 = +1 Strength; 4-6 = +1 Attacks.
- 6 Characteristic Increase:** Roll again
1-3 = +1 WS; 4-6 = +1 BS.
- 7 Characteristic Increase:** Roll again
Jakara
1-3 = +1 Weapon Skill
4-6 = +1 Ballistic Skill
Malcadon
1-3 = +1 Weapon Skill
4-6 = +1 Attacks
Orrus
1-3 = +1 Strength
4-6 = +1 Toughness
Yeld
1-3 = +1 Ballistic Skill
4-6 = +1 Initiative
- 8 Characteristic Increase:** Roll again
1-3 = +1 Initiative; 4-6 = +1 Leadership.
- 9 Characteristic Increase:** Roll again
1-3 = +1 Wounds; 4-6 = +1 Toughness.
- 10 New Skill:** Select one of the Skill tables for your Spyrrer and randomly roll a skill from it.
- 11-12 Power Boost:** Randomly roll a boost from the appropriate Spyrer's Power Boost table.

SKILL TYPES AVAILABLE

Fighter Type	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Jakara	✓	✓			✓	✓	
Malcadon	✓	✓	✓			✓	
Orrus		✓	✓	✓	✓		
Yeld	✓	✓			✓	✓	

JAKARA POWER BOOST

1: Combat Neuroware

The suit links up new neuroware which sharpens the wearer's fighting skills. The suit confers a +1 bonus to a characteristic of your choosing ~~or alternatively you may roll for a new skill on any skill table.~~

2: Sharpened Mono Sword

Molecules flake away from the edge of the mono sword to make it even sharper. The Jakara's monomolecular sword gains a +1 Strength bonus ~~and now ignores all armour saves.~~

3: Heightened Reflexes

The suit's reflexes sharpen incredibly so the Jakara can swing its shield around to face enemies with greater ease. The Jakara's mirror shield special save can now protect him against ranged attacks that originate in the forward 180° arc.

4: Enhanced Mirror Field

The mirror shield's force field strengthens increasing its special saving throw to 4+.

5: Improved Motive Power

The suit's power output for speed is boosted, increasing its Movement bonus by +2.

6: Mirror Containment Purge

The mirror shield's force field containments multiply allowing it to store considerably more energy. When the Jakara makes a normal ranged attack (i.e. not a mirrored shot) then it can use 1 sustained fire dice.

ORRUS POWER BOOST

1: Combat Neuroware

The suit links up new neuroware which sharpens the wearer's fighting skills. The suit confers a +1 bonus to a characteristic of your choosing ~~or alternatively you may roll for a new skill on any skill table.~~

2: Power Field Strengthened

The Orrus suit's force field generator boosts its energy output increases its special save to 5+.

3: Augmented Pistons

The suit's pistons become more powerful conferring a +1 characteristic bonus to Strength and Toughness.

4: Thickened Armour

The suit's armour thickens and hardens increasing its armour saving throw to 3+.

5: Bolt Ignitors

The fuel inside the bolts fired by the suit's launcher burn with much greater ferocity. ~~The bolt launcher's Long Range is increased to 24".~~

6: Belt-fed Bolts

New ammo feeds come on line allowing the Spyre's bolt launchers to use 1 sustained fire dice.

MALCADON POWER BOOST

1: Combat Neuroware

The suit links up new neuroware which sharpens the wearer's fighting skills. The suit confers a +1 bonus to a characteristic of your choosing ~~or alternatively you may roll for a new skill on any skill table.~~

2: Claw Growth

The Malcadon's claws extend and sharpen. The Spyre's suit gains a +1 Strength bonus to any hits made in hand-to-hand combat and confers a parry.

3: Shade Plates

The Malcadon suit's armour begins to absorb and refract light. Any ranged attacks made against the Spyre suffers an additional -1 penalty if the shot is within short range.

4: Thickened Armour

The suit's armour thickens and hardens increasing its armour saving throw to 4+.

5: Improved Motive Power

The suit's power output for speed is boosted, increasing its Movement bonus by +2.

6: Weaving Spinners

The spinner muzzles fragment increasing its output. When the Malcadon fires its web spinner it can use 1 sustained fire dice.

YELD POWER BOOST

1: Combat Neuroware

The suit links up new neuroware which sharpens the wearer's fighting skills. The suit confers a +1 bonus to a characteristic of your choosing ~~or alternatively you may roll for a new skill on any skill table.~~

2: Laser Magnifier

The laser beam of the Yeld's gauntlet becomes more focussed and intense. The laser gauntlet's Long Range is increased to 36".

3: Wing Thrusters

The suit's wings brings thrusters online making flight ascending faster. Flying upwards now counts as 1" for every 1" moved.

4: Enhanced Chameleon Powers

The chameleon circuits in the Yeld's wings become faster and more accurate. ~~The Yeld's chameleon effect over long range now confers a -2 to-hit penalty instead of -1.~~

5: Improved Motive Power

The suit's power output to its wings is boosted, increasing its Movement bonus by +2.

6: Pulse Lasers

New ammo feeds come on line allowing the Spyre's laser gauntlets to use 1 sustained fire dice.

PIT SLAVES

Pit slaves are hivers who have been captured by the warring gangs and sold to the Merchant Guild. They are little more than property in the guild's hands, doomed to work in the mines, fighting pits, on the pack trails or any other menial job for the rest of their lives. Most pit slaves are outlaws, thieves and renegades who have finally been brought to justice, but others are simply unlucky individuals who had nobody to pay their ransom.

Guilders often augment slaves with crude bionic tools, saws and blades for fighting or drills and hammers for working in the mines and forges. Plugs and connection points pockmark their flesh and they are pierced with steel rods and metal plates to strengthen their bodies. If a slave proves useful to the Guilders then their implants are progressively upgraded so they become hardened and more efficient, eventually becoming inhuman caricatures of the hivers they once were. Outsiders often note that the more cybernetic parts a slave is grafted to the more their humanity seems to be leached away.

Determined slaves eventually escape from captivity in ones or twos or in mass breakouts if a mine collapses or a caravan is attacked. The vast wastelands provides ample hiding places for these desperate souls so few are recaptured. Guilders write off any lost slaves and simply buy more from trading posts and courts, though they still impose a bounty on all escaped slaves implanted with their insignia. Unaugmented slaves can return to a life of normality in distant settlements or uphives where their faces won't be recognised, but slaves that can't hide the familiar Guilder implants that exposes their past are destined for a mistrusting and persecuted existence.

Heavily augmented slaves band together for mutual support subsisting at the fringes of the badzones. These pit slave gangs raid Guilder caravans, homesteads and settlements for food, weapons and implants to replace damaged parts, but closest to their hearts is causing the Merchant Guild as much trouble as possible. The pit slaves brandish their bio-weapons as symbols of the torturous misery they have overcome and for the overwhelming hatred they feel for all Guilders.

SPECIAL RULES

Outlanders

Pit Slaves are an outlander gang so all outlaw rules apply to them unless stated otherwise. As outlanders, Pit Slaves don't have a guild price so cannot pay off their outlaw status.

Foraging

Due to their industrial cybernetic weapons, pit slaves are better able to exploit valuable materials found in the wastes. Pit Slave Gang members receive a +1 credit bonus when foraging.

Capture

Their experience of absconding means all Pit Slave gang members count as having the Escape Artist skill, so they will always evade capture if seriously injured.

Experienced

Pit slaves are already hardened fighters having fought before and during their imprisonment. All Pit Slave Gang members start with one randomly determined experience advance.

Gilder Loathing

Pit slaves are bound together by their bitter enmity of the Merchant Guild. All Pit Slave gang members follow the rules for hatred against all members of Watchmen gangs and any defenders when playing a Caravan scenario.

Slave Tools

Guilders augment slaves with an array of mechanical tools so it's uncommon to see slave gangs armed with similar cybernetic weapons. To reflect this, when a Pit Slave gang is created the first Pit Slave Weapon of its type is free. Any duplicate Pit Slave Weapons must be bought at full price. Note 'free' Pit Slave Weapons must be fitted to a slave and their full cost is used for purposes of selling, gang rating, etc.

Bionics

Pit Slaves don't share the same aversion to cybernetic implants other hivers have. To reflect this, Pit Slave gangs can freely implant and remove bionic chips (e.g. Skull Chip) and can even graft bionics to models that haven't suffered a serious injury to that part. In addition, if the Pit Slaves captures any enemy fighters with a bionic item and aren't rescued then they can remove any bionics before selling them to the night trains.

CHOOSING THE GANG

You have 1000 credits to spend on recruiting and arming the Pit Slave gang. Just like a House gang it must have at least three models and all fighters come with a free knife. The gang also abides by the house weapon list rules except they use the Pit Slave Weapon List.

Pit Slave Chief: A gang must have one Chief.

Techno: A gang can have up to 2 Technos.

Pit Fighter: A gang can have any number.

Pit Slaves: At least 50% of the gang must be Pit Slaves. If the number falls below this then only Pit Slaves can be recruited.

PIT SLAVE CHIEF

Cost to recruit: 140 credits

The pit slave chief is a natural leader, the one who the others look to for direction in their battle against the Merchant Guild. Usually the chief is the one who led the others to freedom and who has kept the slaves together through their wanderings ever since. Pit slave chiefs have to work hard to keep their position amongst the ruthless cut-throats they lead, a favoured way is to acquire numerous bionic implants and armour plates. A fully arrayed chief is terrifying, his many machine arms snapping insanely.

M	WS	BS	S	T	W	I	A	Ld
4	4	4	3	3	1	4	1	8

Weapons: A Pit Slave Chief may be given equipment chosen from the **Leader Only**, **Hand-to-Hand**, **Pistols**, **Basic Weapons**, **Special Weapons** and **Extras** sections of the Pit Slave Weapon List.

Leader: A Pit Slave Chief commands respect from his followers and they are heartened by his presence. The Chief counts as Gang Leader so has the Leader special rule as detailed in the Gang Recruitment section of the Necromunda Community Edition.

Pit Slave Weapon: The Pit Slave Chief must be equipped with a pit slave weapon. He can also use a second pit slave weapon which is fitted separately, effectively giving the Chief an extra 'arm'. This allows the Chief to use three close combat weapons (+2 Attack dice), or hold a basic/special weapon with one hand and still use two close combat weapons (+1 Attack die). Only the Chief of the gang can be fitted with this extra 'arm'. If the Chief is ousted then the extra 'arm' must be removed and the new leader can be equipped following these special rules.

TECHNO

Cost to recruit: 80 credits

Technos manage the upkeep and maintenance of the pit slaves, whether it be as simple as oiling gears and tightening chains or as complex as transplanting bionic limbs. Most technos are members of House Van Saar who have been captured in the constant gang skirmishing and enslaved by the Guilders before escaping with a pit slave revolt. When a group of pit slaves make a break for freedom, a wise chief will always ensure that they take a techno with them to make repairs and keep the gang functioning.

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	7

Weapons: A Techno may be given equipment chosen from the **Hand-to-Hand**, **Pistols**, **Basic**, **Special Weapons** and **Extras** sections of the weapon list.

Repairer: Normally a bionic or pit slave weapon that suffers damage from a serious injury can be repaired on a roll of 4+, however, if the Pit Slave gang includes a Techno then it's repaired on a roll of 2+ instead.

PIT FIGHTER

Cost to recruit: 60 credits

The most burly and aggressive pit slaves are thrown into fighting pits for the enjoyment of paying spectators. They are always augmented in some way, rending chainsaws and buzz saws create bloodbaths for the baying crowds while armour plates and toughened rod implants prolong the agonising spectacle. Pit fighters can gradually chip away at the bounty on their head by surviving the fighting pits, but more often than not a vicious breakout is their only real chance for freedom.

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

Weapons: Pit Fighters rely exclusively on their pit slave weapons so cannot use any other kind of weaponry. However, they do still have ready access to armour plates and may use miscellaneous equipment.

Pit Slave Weapon: Pit Fighters must be equipped with two pit slave weapons. Note unlike a Chief the Fighter's two slave weapons will replace both arms.

Advances: Due to a Pit Fighters unusual armaments they cannot take Ballistic Skill advances nor choose to roll on the Shooting and Techno skill tables.

PIT SLAVE

Cost to recruit: 60 credits

Regular pit slaves make up the majority of slave gangs, scarred half-men with bitter memories of the normal life they used to enjoy. Slave chiefs only accept the most hate-filled and hardened slaves as only they can be expected to survive their war against the Merchant Guild. Pit slaves make frightening enemies, vengeful and careless of their own wounds as they tear apart hivers with industrial-sized mechanical weaponry.

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	7

Weapons: A Pit Slave may be given equipment chosen from the Hand-to-Hand, Pistols and **Extras** sections of the Pit Slave Weapon List.

Pit Slave Weapon: Pit Slaves **must** be equipped with a pit slave weapon **and cannot be armed with more**.

EXPERIENCE

Pit Slaves gain experience and advances like any other gang. Refer to the Experience section of the Necromunda Community Edition for full details.

Fighter Type	Initial Experience
Pit Slave	20 + 1D6
Pit Fighter	40 + 1D6
Techno	40 + 1D6
Pit Slave Chief	60 + 1D6

MAXIMUM CHARACTERISTICS

M	WS	BS	S	T	W	I	A	Ld
4	6	6	5	5	4	5	4	9

PIT SLAVE WEAPON LIST

Leader Only Weapons	Cost
Bolt Shells	15
Hand Flamer	20
Chainsword	25
Bolt Pistol	25
Boltgun	35
Hand-to-Hand Weapons	
Knife (first knife free)	5
Chain or Flail	10
Club, Maul or Bludgeon	10
Sword	15
Pistols	
Stub Gun	10
Autopistol	15
Laspistol	15
Basic Weapons	
Autogun	20
Shotgun	20
Lasgun	25
Special Weapons	
Flamer	40
Autoslugger	45
Grenade Launcher	60
Plasma Gun	80
Meltagun	95
Pit Slave Weapons	
Claw	20
Hammer	20
Shears	20
Buzz Saw	25
Chainsaw	25
Rock Drill	25
Extras	
Dum-dum Bullets	5
Hot Shot Shells	5
Manstopper Shells	5
Armour Plates	15
Frag Grenades	25
Krak Grenades	40

SKILL TYPES AVAILABLE

Fighter Type	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Pit Slave		✓	✓	✓			
Pit Fighter	✓	✓	✓	✓			
Techno			✓	✓	✓		✓
Pit Slave Chief	✓	✓	✓	✓	✓		✓

PIT SLAVE EQUIPMENT

Only Pit Slave gang members can use the following items as other gangs lack the required expertise.

Pit Slave Weapons replace the fighter's whole arm so can only be replaced by other Pit Slave Weapons.

Injuries: Slave Weapons ignore Hand Injuries, but if it suffers an Arm Wound roll a D6. On 4+ the damage is repaired so the injury is ignored. On 1-3 the Weapon's Strength is reduced by -1 to a minimum of 1.

Noisy: All Pit Slave Weapons must test to sound the alarm when used in scenarios such as The Raid.

CHAINSAW

Chainsaws are long, razor edged and comparatively easy to wield so have become popular weapons for pit fighters. The most widely known advocate being Bull Gorg the most fearsome of all slave leaders.

Range	Strength	Damage	Save Mod.
Close Combat	4	1	-1

Parry: A chainsaw allows the fighter to make a parry.

CLAW

Large claws are used in a variety of mining, loading and excavation jobs. When used as a weapon its keen tipped talons can grip and smother opponents.

Range	Strength	Damage	Save Mod.
Close Combat	4	1	-1

Grapple: When fighting in hand-to-hand combat the Pit Slave's opponent suffers a -1 Attack dice penalty (to a minimum of 1) for each claw the fighter wields.

HAMMER

Giant hammers are fitted to mining, demolition and foundry slaves. Their blunt pile driver force can knock opponents senseless as they are beaten to their knees.

Range	Strength	Damage	Save Mod.
Close Combat	4	1	-

Pummel: When fighting in hand-to-hand combat the Pit Slave's opponent suffers a -1 Combat Score penalty for each hammer the fighter wields.

BUZZ SAW

Buzz Saws are fitted to scrap slaves and unsubtle pit fighters. A whirling disk of toothed steel, it can part steel or flesh just as easily with a single swing.

Range	Strength	Damage	Save Mod.
Close Combat	5	1	-2

ROCK DRILL

Mining slaves are commonly fitted with massive drills for borrowing into slag, metals and minerals. It also makes a fearsome weapon, its piercing strikes can bore into an opponent causing horrific injuries.

Range	Strength	Damage	Save Mod.
Close Combat	4	D3	-3

Demolition: If a rock drill is used against a stationary target (e.g. a Gateway), then its Strength is doubled.

SHEARS

Huge shears are used for harvesting fungi and scrap metals. Their fearsome sharpened blades are quite capable of snipping bits off an unfortunate human.

Range	Strength	Damage	Save Mod.
Close Combat	4	1	-1

Snip: If a shears hit wounds on a roll of 6, roll another D6. If this roll is also a 6 the Pit Slave has snipped his opponent's head clean off unless the wound is saved. Fighters that suffer this fate are automatically dead so are crossed off the roster along with their equipment.

ARMOUR PLATES

Pit slaves often fashion crude plates of armour from scrap debris. These give effective protection but are heavy and cumbersome. Pit Slave gang members can carry up to three armour plates, each conferring a cumulative 6+ armour save. However, each additional plate reduces the Pit Slave's Initiative by -1 to a minimum of 1. For example, a Pit Slave equipped with two armour plates gains a 5+ armour save but suffers a -1 Initiative penalty. **Armour plates cannot be combined with Flak, Mesh or Carapace Armour.**