

Necromunda – Underhive

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GANGS AND FIGHTERS

In Necromunda, each players control a “gang”, which is made up of a number of miniatures. Each of these models is referred to as “fighter”. Each might have their own rank – Leader, Ganger, Juve and so forth – but “fighter” covers them all.

Characteristics profiles :

Each fighter has a characteristics profile, which describes their capabilities in battle. For example, here is the profile for a Goliath Ganger.

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
4"	4+	4+	4	4	1	4+	1	8+	5+	9+	8+

Move (M)

This is the distance, in inches, that the fighter can usually move.

Weapon Skill (WS)

This shows the fighter’s proficiency with melee weapons.

Ballistic Skill (BS)

This shows the fighter’s proficiency with ranged weapons.

Strength (S)

The higher a fighter’s Strength, the more likely they are to inflict damage on an opponent when they are in close combat.

Toughness (T)

The higher a fighter’s Toughness, the less likely they are to be wounded by an attack.

Wounds (W)

A fighter’s Wounds, characteristic is measure of their ability to survive hits which injure them, and keep on fighting.

Initiative (I)

Initiative measures a fighter’s dexterity and reflexes.

Attacks (A)

When a fighter is engaged in close combat, their Attacks characteristic determines how many dice are rolled when they attack in close combat.

Leadership (LD)

This is a measure of fighter’s ability to issue commands and lead their gang mates.

Cool (Cl)

A fighter’s Cool represents their capacity for keeping calm under fire.

Willpower (Will)

Willpower is a measure of fighter’s mental fortitude and resilience.

Intelligence (Int)

Intelligence represent a fighter’s mental acuity and ability to apply knowledge.

Modifying characteristics

Sometimes, the rules will modify a characteristic. If the characteristic is given as a numerical value, the modifier is applied as written – for example, if a fighter with Strength 3 is given a +1 Strength modifier, their Strength counts as 4.

If the characteristic is given as a target number, the modifier is effectively applied to the dice roll. For example, if a fighter with Initiative 4+ is given a +1 modifier, the Initiative would effectively improved to 3+.

Skills

As well as their characteristics profile, some fighters may have access to one or more Skills, which will be listed on their Fighter card. Each skill gives the fighter an advantage in certain circumstances.

GENERAL PRINCIPLES

Measuring Distances

In Necromunda, distances are measured in inches (") with the plastic range ruler or a tape measure. Distances can only be measured when the rules call for it (for example, when checking the range between an attacking fighter and their target) – in the underhive, there are very few certainties.

Distances between fighters and any other objects (terrain features, objectives and so forth) are always measured from the closest point on one base to the closest point on the other. If an object does not have a base, measure to or from the closest point overall. When measuring to or from a Prone fighter (one that is lying down), assume that their base is still upright, as shown in the diagram below:



Nox the Ripper occupies the same space whether he is standing or Prone as shown above.

Walls

Most tiles feature thick walls, which fighters can not move, see or attack through. Unless specifically stated, distances cannot be measured through them.

In the example shown below, Nox has an ability that affects friendly fighters within 6". Although Korg is less than 6" away, there is a wall between them so he is not in range of the ability. Kruger, however, is in range – it is 4" from Nox to the corner of the wall, and a further 2" to Kruger, totaling 6". Note that the distance is measured to the part of Kruger base that is closest to the corner around which the measurement is being made, as opposed to the side of its base that is closest to Nox.



Obstacles

Walls are not the only thing that can get in the way of action – obstacles such as barricades and other detritus may also be scattered around the board. Anything that is at least 1" tall is counted as an obstacle. Generally fighters cannot move through obstacles and any attacks they make through them will be obscured.

Re-Rolling and Rolling off

Sometimes, a rule will allow a player to re-roll a dice. To do this, just pick up the dice and roll it again. The second result always stands, even if the first roll was preferable, and a dice can never be re-rolled more than once. If multiple dice were rolled and added together (a 2D6 or 3D6 roll, for example), all of them must be re-rolled if a re-roll is made. However, if multiple dice are rolled separately (for example, multiple Attack dice in a close combat attack), the player can choose to only re-roll some of them.

Players may be instructed to roll off – this happens most commonly at the start of a round, when determining which gang has Priority. Each player rolls a D6, with the highest player winning. In the case of a tie, roll again unless otherwise instructed.

Vision arc

Each fighter has a vision arc representing the area that is visible to them. This is 90° to their front, starting from the center of their base.



Designer's Note: Which Way's Forward ?

It's not always obvious, especially with a dynamically-posed miniature, where a model's "front" is. As long as both players agree how this will be worked out, this is fine – consistency is all that matter. We recommend using the way that the fighter's head is facing to determine their front, alternatively it can be useful to mark the fighter's base, either with a single mark to determine their front, or with two marks to show their vision arc.

Line of Sight

While a fighter's vision arc is determined by their facing, their line of sight (ie, what they can see) is determined by the presence of terrain, obstacles and other fighters.

Unlike measuring distances, which can only be done when the rules call for it, a fighter's line of sight can be checked at any time.

A fighter has line of sight to another fighter if a straight line can be drawn from the center of the fighter's base to any part of the other fighter's base without crossing a wall or closed door (obstacles and other fighters do not block line of sight). The central line on the plastic range ruler is ideal for checking line of sight.

In the example below, Kruger has line of sight to Reina, as a line can be drawn to the edge of her base. The fact that Reina is mostly hidden from sight means that it will be harder to hit her (this is covered in the rules for shooting), but for now all that matters is that Kruger has line of sight.



Characteristic Checks

Players will often be called on to make a characteristic check for a fighter – for example, a Ballistic Skill check is made when a fighter attacks with a ranged weapon. To make a Characteristic check, roll a D6 (for a Weapon Skill, Ballistic Skill or Initiative check) or 2D6 (for a Leadership, Cool, Willpower or Intelligence check) If the result is equal to or higher than the characteristic, the check is passed. Otherwise, it fails.

Fighter Statuses

During a game of Necromunda, a fighter's status can change. This is generally represented by how the model is positioned on the table, as described below:

Standing

A fighter that is upright is said to be Standing.

Active

A standing fighter is Active if there are no enemy fighters in base contact with it. This is the default status for a fighter, and Active fighters have very few restrictions on how they can act.

Engaged

If a standing fighter's base is touching an enemy's base, they are Engaged with that enemy. An Engaged fighter can generally only choose to fight or retreat.

Prone

A fighter that is laid down is Prone. A Prone fighter has no facing and they effectively do not have a vision arc. Unless otherwise stated, Prone fighters never block line of sight – they are considered to be well out of the way of any combat.

Pinned

A Prone fighter that is laid face-up is Pinned, representing the fighter keeping their head down as bullets are flying. Fighters are generally pinned as the result of enemy fire, and will need to spend an action to stand up. If a Pinned fighter ever comes into contact with an enemy, they stand up and engage the enemy fighter – suddenly they have more pressing things on their mind than ducking for cover !

Seriously Injured

A Prone fighter that is laid face-down is Seriously Injured, and can never make attacks. A Seriously Injured fighter is likely to spend at least a few turns on the ground.

Secondary Statuses

A fighter is always either Active, Engaged, Pinned or Seriously Injured. However they might also have a secondary status. Fighter can be Broken or Out of Ammo, for example. Secondary statuses are represented by a token on the fighter's card.

Blast Markers and Flame Templates

Explosions, jets of flame and area effect are represented in the game by Blast markers and Flame templates, which are used to determine how many fighters are hit by such an attack or an effect. Blast markers are round, either 3" or 5" in diameter, with their center marked by a small hole. The Flame template is teardrop-shaped and is approximately 8" in length.

Directly Towards and Directly Away From

Sometimes the rules will say that a fighter needs to move directly towards another fighter. Trace an imaginary straight line that crosses the center of the fighter's base – the moving fighter move along the line towards the other fighter. Moving directly away from another fighter is dealt with the same way but in the opposite direction.

This cannot make a fighter move through a wall or closed door, if they would, they stop and do not move any further.

Designer's Note: Keeping Things Clear

The rules for placing tokens are written with the intention of keeping the board clear of anything other than miniatures, to avoid clutter and make sure the game looks as good as it can. However we found that some of our play testers preferred putting tokens next to the relevant fighter instead of on their card, as it makes it easier to see the state of play at a glance. As long as both players agree, either system works fine.

GAME STRUCTURE

A game of Necromunda is split into several rounds. During a round, the players take turns activating one or more fighters and making an action with them. Each fighter can only be activated once per round; if one player runs out of fighters to activate, the other player can activate all of their remaining fighters in turn. Once all fighters have been activated, or neither player wishes to activate any more, the round ends and a new one begins.

Round sequence

A round is split into three phases, which are resolved one at a time.

Priority Phase

In the Priority phase, the players roll off to see which gang has the drop on their opponent and each fighter receives a Ready marker. The Priority phase is covered in more detail later on this page.

Action Phase

In the Action phase, the players take turns activating a fighter, starting with the player who has the Priority marker.

End Phase

The End phase comes at the end of the round, after all of the fighters have had a chance to make an action. Fighters who are suffering from Serious Injuries have a chance to recover from, or succumb to their wounds, then the round ends.

THE PRIORITY PHASE

The Priority phase has two steps: first players roll for Priority, then fighters are Readied.

Roll for Priority

Each player rolls a D6, and the player who rolls the highest takes the Priority marker. In the case of a tie, the player who had the Priority marker in the last round passes it to their opponent. If the first Priority roll of the game is tied, when neither player has the marker, both players roll again.

Ready Fighters

Each fighter is then Readied. The box contains a number of Ready markers, which can be placed on the Fighter cards to show they are Readied, then removed after they have been activated. Alternatively if a player wish, they can track which fighters are Readied by positioning the Fighter cards differently (for example, putting them in a line and sliding them up out of the line once they have been activated)

THE ACTION PHASE

The Action phase consists of a number of turns; alternating back and forth between the two gangs. First the gang with the Priority marker gets to take a turn, then the other gang does and so on.

During a gang's turn, they pick one of their fighters and make up to two actions with them (referred to as activating the fighter). Only Readied fighters can be activated. Once a fighter has been activated, they are no longer Readied, meaning that a fighter can only be activated once per turn.

Activating Groups

When a player activates their Leader or one of their Champions, they can choose to activate additional Readied fighters at the same time (one additional fighter for a Champion, or up to two additional fighters for the Leader). Each additional fighter must be within 4" of the Leader or Champion. If the additional fighter is also the Leader or a Champion this does not allow the player to activate even more fighters.

The player must nominate all of the fighters who will be activated before any of them makes an action. Then they pick one of the nominated fighters and activate them as normal (discarding their Ready marker and making up to two actions). Once that fighter's activation is complete, they activate another fighter, and so on until all nominated fighters have been activated.

Changing Facing

An Active fighter can turn to face any direction when they are activated, before making either of their actions.

Types of Action

There are three types of action:

Basic Action

This is the most common type of action. Each Basic action can only be made once during a fighter's activation (a fighter could not make two Shoot actions when they are activated for example)

Simple Action

A fighter can make the same Simple action more than once during their activation, each time still uses up one of their actions for the turn.

Double Action

Making a Double action counts as making two actions – meaning it takes up the fighter's entire turn. If a fighter only has one action available for any reason, they cannot make a Double action.

Actions

The following actions are always available to fighters as long as they have the appropriate status:

Active fighters

Move(Simple) – The fighter makes a Standard Move.

Shoot (Basic) – The fighter makes an attack with a Ranged weapon.

Aim (Basic) – If the fighter makes a subsequent Shoot action in the same turn, add 1 to the result of any hit rolls they make.

Charge (Double) – The fighter makes a Standard Move, adding D3" to the distance they can move. They can move within 1" of a standing or Pinned enemy (or more than one if they wish) but if they do, they must move into base contact becoming Engaged. If they do this and are Engaged at the end of the action, they can immediately make a free Fight (Basic) action as described below.

Take Cover (Basic) – The fighter dives for cover attempting to stay out of the line of fire. They can make a Half Move and are then Pinned.

Coup de Grace (Simple) – Pick a Seriously Injured enemy fighter within 1" and within the vision arc of the fighter making the action. That fighter immediately goes Out of Action.

A fighter making a Charge action who ends the move within 1" of a Seriously Injured enemy, and not Engaged with any other enemies can make a Coup de Grace action instead of making a Fight action.

Reload (Simple) – Pick one of the fighter's weapons that is Out of Ammo and make an Ammo check (as described previously). If the check is passed, the weapon is reloaded and the Out of Ammo marker is removed. If the check is failed, the fighter fails to reload the weapon, either because they do not have a reload to hand or they are too distracted by the fighting to reload. A fighter can attempt to reload the same weapon more than once in a turn.

Engaged Fighters

Fighters who are standing and whose base is touching a standing enemy fighter's base, are Engaged. They can make the following actions:

Fight (Basic) – The fighter makes close combat attacks against one or more enemies they are Engaged with.

Retreat (Basic) – Make an Initiative check for the fighter. If it passed, they can make a move of up to D6" regardless of their Movement characteristic - they cannot move within 1" of any other enemies though. Furthermore, each enemy that is Engaged with them can make an Initiative check. If they pass, they can make Reaction attacks.

Pinned Fighters

Fighters who are Prone (laying down) and face-up are Pinned. They are keeping their head down and cannot generally make attacks. They can make the following actions:

Stand up (Basic) – The fighter stands up, returning to Active status – The controlling player can choose the fighter's facing.

Crawl (Double) – The fighter makes a Half Move.

Blind Fire (Double) – The fighter makes a shooting attack, treating their vision arc as 360°. Subtract 2 from the result of any hit rolls.

Reload (Simple) – Pick one of the fighter's weapons that is Out of Ammo and make an Ammo check. If the check is passed, the weapon is reloaded and the Out of Ammo marker is removed. A fighter can attempt to reload the same weapon more than once in a turn.

Seriously Injured Fighters

Crawl (Double) - The fighter makes a Half Move.

Moving

A number of actions allow a fighter to make a move – most usually a Standard Move, a Double Move or a Half Move. A Standard Move lets the fighter move up to their Movement characteristic in inches. A Double Move lets them move up to twice their Movement. A Half Move lets them move up to half of their Movement. There may also be Quarter Moves, Triple Moves and so on. After the fighter moves, they can turn to face any direction.

Unless their action specifically states otherwise, fighters cannot move through walls or closed doors (their base cannot cross them at any point during their move). They can move through friendly fighters, but cannot end their move with their bases overlapping. Fighter cannot move within 1" of a standing or Pinned enemy unless they are making an action that specifically allows them to.

Fighters can also be moved involuntary. For example, Knockback causes a fighter to move 1" directly away from the attacker. When a fighter moves involuntary, all off the above rules apply, with the following exceptions:

- They must move the full distance (unless they would move into a wall or closed door)
- They cannot move within 1" of an enemy fighter and will stop 1" away.

Barricades and Obstacles

Fighters can move across barricades and other obstacles while making any Move action except Charge, but doing so costs 2" of their move.

SHOOTING

Making Ranged Attacks

When a fighter makes a ranged attack, follow this sequence:

1. Declare the Shot
2. Check the Range
3. Make the Hit Roll
4. Target is Pinned
5. Resolve Hits

1. Declare the Shot

Pick a ranged weapon carried by the fighter, and pick an enemy within their vision arc and line of sight to be the target.

Multiple Weapon Profiles

Some weapons have more than one weapon profile – shotgun, for example, which can be fire two different types of ammo. When declaring an attack with one of these weapons, the player must declare which of its profiles they will use.

Fighters in hiding

The attacking fighter cannot target an enemy if the enemy is both Prone and in cover – they are assumed to be out of sight.

2. Check the Range

Measure the range from the attacker to the target. If the target is outside the weapon's Long range, the attack has no effect. If the target is at range, proceed to the next step.

3. Make the Hit Roll

Make a Ballistic Skill check for the attacker, if it is passed a hit is scored – proceed to the next step. Otherwise, it misses and the attack ends. Some situations will modify the result of the hit roll – apply there modifiers before comparing the score of the dice to the attacker's Ballistic Skill. If a natural 1 is rolled, the attack misses.

Hit modifiers

The following situations apply a modifier to the hit roll:

- **In Partial Cover (-1)** : The target is in partial cover:
- **In Full Cover (-2)** : The target is in full cover.
- **Accuracy Modifier (±?)** : Each weapon has an Accuracy characteristic, which varies depending on the range to the target.
- **Engaged (-1)** : The target is Engaged.
- **Prone (-1, at Long range only)** : The target is Prone and the attacker is firing at Long range.

Running out of Ammo – The Firepower Dice

When making an attack with a ranged weapon (including firing a pistol in close combat), roll a Firepower dice at the same time as the hit roll (even if the hit roll is not made – for example, if the target is out of range then the shot automatically misses, but the Firepower dice must still be rolled), If the Ammo symbol is rolled, there is a chance the weapon has run Out of Ammo. Make Ammo check for the weapon (this is a characteristic check on a D6 using the weapon's Ammo characteristic). If the test is failed, the weapon runs Out of Ammo - mark it with an Out of Ammo marker. The current attack is still resolved, but the weapon cannot be used again until it is reloaded. If the weapon has more than one profile (for example, shotguns have two types of ammunition), none of them can be used until the weapon is reloaded. The other face of the Firepower dice show a number of hits, represented by bullet holes – these have no effect unless the rule specifically state otherwise (they are most commonly used with Rapid Fire weapons).

Firepower Dice : 2 faces with 1 bullet hole, 2 faces with 2 bullet holes, 1 face with 3 bullet holes, and 1 face with 1 bullet hole and the ammo symbol.

4. Target is Pinned

When an Active fighter is hit by a ranged attack, they are automatically Pinned and laid face-up. This represents the fighter ducking for cover and keeping their head down. Pinned fighters can only make a limited number of actions, and standing up might mean they lose their next action. Then proceed to the next step.

5. Resolve Hits

Each attack that scores a hit is resolved.

Ranged Weapon Traits

Most weapons have one or more traits, giving them additional rules in certain circumstances.

Knockback

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

If a Blast weapon has the Knockback trait, roll a D6 for each fighter that is hit. If the result is equal to or higher than their Strength, they are Knocked Back as described above – however, they are moved directly away from the center of the Blast marker instead. If the center of the Blast marker was over the center of their base, roll a Scatter dice to determine which way they are moved.

Cover

To see if a target is in cover from the attacker's point of view; trace a straight line from the center of the attacker's base to the target. Ignore friendly fighters in base contact with the attacker and obstacles fully within 1" of the attacker.

If the line can be traced to all parts of the target's base without crossing a wall, obstacle or fighter, the target is not in cover (they are 'in the open')

Otherwise, if the line can be traced to at least half of the target's base without crossing a wall, obstacle or intervening fighter, they are in partial cover.

If the line can be traced to less than half of the target's base without crossing a wall, obstacle or intervening fighter, they are in full cover.

Twin Guns Blazing

If a fighter is armed with two pistols, they can choose to fire both of them when making a ranged attack. Resolve a full attack with each pistol, one after the other, both must be made against the same target and the hit roll for each has a -1 modifier.

Target Priority

If a fighter making a ranged attack can see more than one enemy, they must target the closest one by default – after all, they represent the most obvious threat. If the fighter wishes to target a more distant enemy, they must make a Target Priority test. Make a Cool check for the fighter. If the check is passed proceed as normal. If it is not passed, the attacker's nerve fails and they target the nearest enemy fighter instead.

There is an exception to this rule. If the target that is declared is easier to hit than all of the closer visible enemy fighters (ie, the required hit roll is lower because of hit modifiers), the Target Priority test does not need to be made.

Improbable Shots

If the hit modifiers applied to a ranged attack mean that it is impossible to score a hit, the attack is an improbable shot. For example, if a fighter with a Ballistic Skill of 5+ makes a shot with a total -2 modifier, they would need a 7 or higher on a D6 in order to score a hit – which is not normally possible.

To make a hit roll for an improbable shot, roll a D6. On a 1-5, the attack misses. On a 6, there is a chance it will hit, make a hit roll as normal, using only the fighter's Ballistic Skill and ignoring any modifiers.

Stray Shots

When making a ranged attack, if another fighter is within 1" of an imaginary line drawn between the center of the attacker's base and the target's base they are at risk of being hit by a stray shot. Also, if the target is Engaged, each fighter they are Engaged with is at risk of being hit as well. Fighters who are not in the attacker's line of sight can still be at risk of being shot – this represents ricochets, shots punching through walls and fighters choosing very bad moments to peek around corners, etc. If the ranged attack misses, roll a D6 for each fighter that is at risk of being hit by a stray shot, starting from the one that is closest to the attacker. On a roll of 1, 2 or 3, they are hit by the attack instead of the target (do not roll for the rest of the at-risk fighters). On a 4, 5 or 6, the shot misses them – move on to the next fighter who is at risk of being hit.

If the ranged attack could have scored more than one hit (for example, it has the Rapid Fire trait), make a Stray Shot roll for each potential hit.

Blast Markers

Some weapons cause explosions or inflict damage over a wide area. These weapons will have the Blast trait, and make use of the 3" or 5" Blast marker.

When declaring a shot with a Blast weapon, instead of picking an enemy, place the appropriately ... Blast marker (determined by the number in brackets after the trait) so that the central hole is anywhere within line of sight. If the central hole is out of range, the attack still goes ahead; the Blast marker is moved directly back towards the attacker until the central hole is in range.

Then role to hit as normal. If the attack hits, the marker stays where it is. Otherwise, roll a Scatter dice and a D6. The marker moves in the direction shows on the Scatter dice (using the small arrow if the hit symbol is rolled) a number of inches equal to the number on the D6. The marker stops if the central hole comes into contact with a wall or closed door.

If the Scatter dice rolls a Hit, and the D6 rolls a 1, something has gone wrong, roll the D6 again. On a 1, center the Blast marker over the attacking model. On a 2-6, the shot is a dud and the attack ends.

Once the marker's position has been established each fighter (friend or foe) whose base is touched is hit by the attack unless there is a wall or closed door between them and the center of the blast. Note that the marker can scatter out of range or line of sight, representing a ricochet or the shot blasting clean through a wall.

Follow the remaining steps of the Shooting sequence – starting with Target is Pinned – for each fighter who has been hit, in an order of the attacking player's choice.

Flame Templates

Some weapons fire a gout of flame, a cloud of noxious chemicals, or something similar, hitting every target within a short range. These weapons will have the Template trait, and make use of the Flame template.

When declaring the shot with the weapon, instead of targeting an enemy, place the Flame template so that the narrow end is touching the front of the attacker's base and the entire template is within their vision arc. Each fighter (friend or foe) whose base is touched by the template is hit automatically by the attack unless there is a wall or closed door between them and the attacker. Follow the remaining steps of the Shooting sequence – starting with Target is Pinned – for each fighter who has been hit, in an order of the attacking player's choice.

Grenades

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

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

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

Weapon	Range		Accuracy		Str	AP	D	Ammo	Traits
	S	L	S	L					
<i>Frag Grenade</i>	-	Sx3	-	-	3	-	1	4+	Blast (3"), Grenade, Knockback
<i>Krak Grenade</i>	-	Sx3	-	-1	6	-2	2	4+	Demolitions, Grenade

CLOSE COMBAT

Making Close Combat Attacks

When a fighter make a close combat attacks, follow the sequence below. Fighters can only make close combat attacks against enemy fighters who are Engaged with them.

1. Turn to Face
2. Pick Weapons
3. Determine Attack Dice
4. Declare Targets
5. Make the Hit Roll(s)
6. Resolve Hits
7. Enemies make Reaction attacks
8. Consolidate

1. Turn to Face

The attacking fighter can optionally turn to face a direction of their choice – however doing so will reduce the result of each hit rolls by 1.

2. Pick Weapons

The attacking fighter's player declares which weapons(s) the fighter will use for the combat. A fighter can use up to two weapons, each of which must have either the Melee or Pistol trait. If the fighter does not have any weapons that can be used, they make an unarmed attack instead.

3. Determine Attack Dice

The number of Attack dice that the fighter has is determined by their Attacks characteristic with certain other bonuses:

- **Dual Weapons (+1)** : If the fighter is using two weapons, add 1 Attack dice.
- **Charging (+1)** : If the fighter is making their attacks as part of a Charge action, add 1 Attack dice.

If a fighter is using more than one weapon, their Attack dice are split as evenly as possible between them (if there is an odd number of Attack dice, the controlling player chooses which weapon makes the odd attack). The only exception to this are pistols; a pistol can only have one Attack dice allocated to it. Any other Attack dice that would have been allocated to it are allocated to the other weapon instead, or, if the attacker does not have another weapon (or if the other weapon is a pistol, they are made as unarmed attacks.

Unarmed Attacks

A fighter making an unarmed attack might be fighting with their fists, clubbing enemy with the stock of their gun, using improvised weapons recovered from the battlefield, and so on. An unarmed attack uses the fighter's own Strength, has no AP and has a Damage of 1.

4. Declare Targets

Declare a target enemy fighter who is a) Engaged with the attacker and b) in their vision arc. They can split their attacks between multiple targets if they wish. If they are using more than one weapon, it must be made clear which attacks are using each weapon, remembering that overall, the attacks must be split between the two weapons as evenly as possible.

5. Make the Hit Roll(s)

Make a Weapon Skill check for the attacker with the Attack dice. If two weapons are being used, and/or multiple enemies are being targeted, roll separately for each.

If a dice passes the check, that attack is on target and a hit is scored. Otherwise, it misses and the attack ends. Some situations will modify the result of the hit rolls (for example, if the attacker turned to face in step 1, reduce the score of each dice by 1). Apply these modifiers to each dice before comparing the scores to the attacker's Weapon Skill. If a dice rolls a natural 1, that attack misses.

Pistols at Close Quarters

If a fighter is attacking with a pistol in close combat, the Accuracy modifier does not apply – this is only used when shooting.

Assists

When a fighter makes close combat attack, they can claim an assist from each other friendly fighter who is a) also Engaged with their target, and b) not Engaged with any other fighters in the target's gang.

Each assist add 1 to the result of the hit roll.

Interference

When a fighter makes close combat attacks, they suffer interference from each other enemy fighter who is a) Engaged with the attacker, and b) not Engaged with any other fighters in the attacker's gang.

Each interference subtracts 1 from the result of the attacker's hit roll.

6. Resolve Hits

Each attack that scores a hit is resolved.

7. Enemies make Reaction attacks

If there are still enemies Engaged with the attacker each of them can make close combat attacks against the attacker, following steps 1-6. All of their attacks must target the attacker. Remember that Seriously Injured enemies cannot make attacks – this includes Reaction attacks.

8. Consolidate

If the attacker is no longer Engaged with any enemies, they can move up to 2" in a direction of their choice. This move can bring them into base contact with another enemy.

Close Combat Traits

Backstab

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

Melee

This weapon can be used during close combat attacks.

Parry

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

Power

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

Resolving Hits

When a fighter is hit by an attack, regardless of how it was inflicted, follow this steps:

1. Make the Wound Roll
2. Opponent makes a Save Roll
3. Inflict Damage

1. Make the Wound Roll

Cross-reference the weapon's Strength (or the attacker's Strength, if they are making an unarmed attack) with the target's Toughness on the table below, then roll a D6. If the result is equal to or greater than the value shown on the table, the attacks inflicts a wound. A natural 6 always inflicts a wound and a natural 1 always fails to inflict a wound.

Wound Roll

Strength vs Toughness	D6 Roll Required
Is the Strength TWICE the Toughness or greater ?	2+
Is the Strength GREATER than the Toughness ?	3+
Is the Strength EQUAL to the Toughness ?	4+
Is the Strength LOWER than the Toughness ?	5+
Is the Strength HALF the Toughness or lower ?	6+

2. Opponent makes a Save Roll

If the attacker causes a wound, and the target is equipped with any armour, the opponent makes a Save Roll.

Each type of armour grants the fighter wearing it a Save. For example, flak armour, common in Escher gangs, grants a 6+ Save. This is detailed in the armor rules and should be noted on the fighter's card.

To make a save roll, roll a D6. If the result is equal or greater than the Save value, the fighter is saved by their armour and the wound is ignored.

If the result is lower than the Save value or natural 1, or if the fighter does not have armour, proceed to the next step.

Basic Armour Types

Flak Armour

Flack armour grants a 6+ save roll, this is increased to a 5+ save roll against weapons that use a Blast trait.

Furnace Plates

Furnace plates grant a 6+ save roll. This is increased to a 5+ save role against attacks from fighters who are within the fighter's vision arc (the 90° arc to their front). If it is not clear whether the attacker is within the target vision's arc, use a Vision arc template to check – if the center of the attacker's base is within the arc, the target benefits from the increased save.

Armour Penetration

Weapons have an Armour Penetration (AP) characteristic which is a modifier applied to any save rolls made against attacks by that weapon. For example, if a weapon has an AP of -1, the results of any save rolls against that weapon's attacks are reduced by 1.

Positive Save modifiers

If a situation ever gives a positive modifier to a save roll, fighters who are not wearing any armour are treated as having a Save roll of 7+. In other words, if a fighter with no Save gets a +1 to their save roll, it would succeed on a roll of 6.

3. Inflict Damage

The target's Wounds characteristic is reduced by the attacking weapon's Damage value (or by 1 if the attack does not have a Damage value). This reduction lasts for the rest of the battle, if this reduces the target's Wounds to 0 (or below), the attacking player makes an Injury roll by rolling a number of Injury dice equal to the attacking weapon's Damage characteristic, and resolving each dice as follows:

Out of Action (Skull – 1 face)

The fighter immediately goes Out of Action and is removed from play.

Serious Injury (Broken Bone – 3 faces)

The fighter is laid face-down – they are Seriously Injured until they successfully recover in a subsequent End phase.

If the injury was caused in close combat, and the attacker is not Engaged with any other fighters, they can immediately make free Coup de Grace action against the target. Close combat can be deadly !

Flesh Wound (Blood Drop on Cross – 2 faces)

The fighter suffers a Flesh Wound, this is marked by putting a Flesh Wound marker on the target's Fighter card. Each Flesh Wound marker on the fighter's card reduces their Toughness by 1. If a fighter's Toughness is reduced to 0, they go Out of Action.

NERVE TESTS

When a fighter is Seriously Injured or goes Out of Action, a Nerve test must be made for each other Active friendly fighter within 3" of them (Engaged fighters have other things to worry about, Pinned fighters are busy keeping their heads down and Seriously Injured fighters are unlikely to notice!) To make a Nerve test, make a Cool check for a fighter adding 1 to the result for each other active friendly fighter within 3"

If the test is passed, there is no effect. If it is failed the fighter's nerve breaks and they immediately start running for cover (see below). They are now Broken (this can be recorded with a Broken marker on their Fighter card), until they successfully rally in the End phase.

Broken Fighters

Broken fighters cannot make any actions – they cannot move, cannot shoot, and so on. However, if they are visible to any enemies when they are activated, they will Run for Cover again. In addition, they never count as Active fighters, and cannot assist or interfere in close combat. They remain Broken even if they become Pinned, Seriously Injured or Engaged; the only way to recover from being Broken is to rally in the End phase.

The only attacks Broken fighters can make are Reaction attacks in close combat, but a -2 modifier is applied to all their hit roll.

Running for Cover

When a fighter fails a Nerve test, or when a Broken fighter is activated and they are within line of sight of an enemy they immediately run for cover. The controlling player moves the fighter up to 2D6" as though they were making an action, but the following criteria must be met.

- The fighter cannot move within 3" of an enemy that they were not within 3" of at the start of their move.
- If possible, the fighter must end their move so that they are not visible to any enemy fighters.
- Otherwise, they must end their move so that they are in partial cover or full cover from the point of view of as many enemy fighters as possible.
- Otherwise, they must end their move as far away from any enemy fighters as possible.

END PHASE

When all fighters have been activated, the Action phase ends and the End phase takes place. Note that all fighters must be activated, even if the controlling player does not want to make any actions with them. Follow this steps:

1. Make Bottle tests (if necessary)
2. Make Recovery tests for any Seriously Injured fighters.
3. Make Rally tests for any Broken fighters.

Bottle Tests

At the start of the End phase, either or both players will need to make a Bottle test if at least one of their fighters is either Seriously Injured or Out of Action. To make a Bottle test, the player rolls a D6 and adds the number of fighters in their gang who are either Seriously Injured or Out of Action. If the result is higher than the total number of fighters in their gang (the number who were present at the start of the scenario, plus any that have been added since), the gang Bottles Out.

Once a gang has Bottled Out, its fighters may begin to flee the battlefield. At the start of the Action phase, immediately before picking their first fighter to activate, the controlling player makes a Cool check for each of their Active or Pinned fighters – if they are Broken, this test is made on a D6 rather than 2D6. If the check is passed, the fighter stays on the battlefield. If it is failed, they flee as follows.

Fleeing Fighters

A fighter who flees is removed from the board, and takes no further part in the battle. For the purposes of the scenario, they are treated as having been taken Out of Action.

Leading by Example

A fighter is assumed to automatically pass their Cool check if there is a Leader from their gang within 12" or a Champion from their gang within 6" who has already passed their Cool check this round. Champions cannot gains this benefit from other Champions, but can gain it from the Leader. Leaders cannot gain this benefit at all.

Recovery Tests

For each Seriously Injured fighter on the board, the controlling player makes a Recovery test by rolling an Injury dice. If the result is Out of Action, the fighter succumbs to their injuries and is removed from play. If the result is Seriously Injured, the fighter remains as they are. If the result is Flesh Wound, the fighter suffers a Flesh Wounds and is turned face-up – they are now Pinned.

Assistance

When making a Recovery test for a fighter, one active friendly fighter within 1" can assist. If they do so roll an extra injury dice, then pick one of the dice to resolve and discard the other. A fighter can only assist one recovering fighter in each End phase.

Rally Tests

After making Recovery tests in the End phase, make a Rally test for each Broken fighter.

To make a Rally test, make a Cool check for the fighter. If there are one or more active friendly fighters within 3" of the Broken fighter, add 1 to the result for each. If the check is passed, the fighter is no longer Broken. If it is failed, the fighter remains Broken and immediately Runs for Cover.

Tactics Cards

No two battles are ever the same, and nowhere is this more true than in the gloomy depths of the underhive. Unlike the rigid politics that govern life above, there are very few rules in gang warfare, and those that do exist are often overlooked in favour of victory.

Necromunda: Underhive contains a number of Tactics cards, which can be used to represent the myriad tricks and schemes employed by the gangs. There are three types of Tactics cards: Gang Tactics, which can be used by any gang, and Escher Tactics/Goliath Tactics, which can only be used by the relevant gang.

Choosing Cards

At the start of each battle that uses Tactics cards, each player receives a deck of Tactics cards. By default this includes one copy of each Gang Tactics card (there are two copies of each), plus all all of their own gang's cards. If a player has access to other Tactics cards (for example, if they have purchased an expansion set), they are added to their deck.

Each scenario will state how many Tactics cards each side has access to and how they are chosen. Players can't usually choose which cards they will take, but sometimes they will be selected at random. In either case, these cards are drawn from the player's own deck and kept secret from their opponent until they are played. Any other cards, in the players decks are not used in the battle and can be put to one side.

Playing Tactics Cards

Each card will detail how and when it is played. Cards can only be used once each – once a card has been played, it is discarded and returned to its deck. Players cannot keep cards from one game to the next, any cards not used at the end of the battle are discarded.

TERRAIN FEATURES

Doors

Doors come in two sizes, but the rules are the same for both:

By default, doors are closed at the start of the battle, in which case they block movement, line of sight and measurements in the same way as a wall. However they can be opened (usually by a fighter making an Operate Door action), in which case the door is moved to one side. The area, that the door occupied is now referred to as an open doorway, and is treated as open ground until it is closed again.

Closed doors can be targeted by attacks. They are treated as having a Toughness of 5 and 4 Wounds; if a door's Wounds characteristic is reduced to 0, it is removed from the board.

Mind the doors...

If a fighter is standing in an open doorway when the door is closed (in other words, they are in the way of the closing door), they must make an Initiative check. If the check is passed, they move up to 2" in a direction of their choice, but cannot end the move within 1" of an enemy fighter. If they cannot clear the doorway with this move, or if the Initiative check is failed, make an Injury roll for them using a Damage characteristic of 3. If they survive, move them as short distance as possible so that they are no longer obstructing the door (randomize which side of the door they end up on if they are directly between the two sides); they cannot move within 1" of an enemy unless there is no alternative.

Active fighters within 1" of a door or open doorway can make a new action:

Operate Door (Simple) – Either open a closed door within 1" of the fighter, or close an open doorway within 1" of the fighter.

Doors Terminals and Locked Doors

Door terminals can be placed touching the wall next to a door to indicate, it is locked, requiring an access code to open it. A locked door usually has a terminal on each side, but some may only have a terminal on one side – making them very secure indeed !

The Operate Door action cannot be made on a locked door. Instead, a fighter adjacent to the door's terminal can make the following action:

Access Terminal (Basic) – Make an Intelligence check for the fighter with a -2 modifier. If the check is passed, the fighter makes an Operate Door action on the terminal's door.

Alternatively, a fighter in base contact with a locked door can make the following action:

Force Door (Basic) – Roll a D6 and adds the fighter's Strength, adding 2 to the result for each other friendly fighter that is in base contact with the door. On a result of 9 or more, the door is opened.

If locked doors are being used in a scenario that has an attacker and a defender, the defender is considered to have the access codes for any locked doors and can make Operate Door actions on them as normal.

Barricades

A fighter who is in base contact with a barricade counts as being Engaged with a fighter that is in base contact with the other side of the barricade, even though their bases are not touching, as long as the two fighters are within 1/2" of each other. Close combat attacks made across a barricade in this way have -1 modifier to any hit rolls.

Beast's Lair

If a fighter starts or ends an action within 6" of the beast's Lair, they risk rousing the beast. A fighter can only risk rousing the beast once during their activation. To see whether the beast is roused, roll a D6, if the result is a 6, is higher than the number of inches between the fighter and the marker, they are attacked by the reclusive creature. This is treated as a Strength 6, AP -2, Damage 3 attack with the Knockback trait, originating from the center of the Beast's Lair marker. Fighter can attack the Beast's Lair marker, subtracting 2 from the result of any hit rolls, it is treated as having a Toughness of 4 and 3 Wounds. If its Wounds characteristic is reduced to 0, the marker is removed.

Ductways

Ductways are always placed across a narrow wall.

Ductways are tight access points, just large enough for a fighter to squeeze through, often found high up on the tunnel walls or secreted beneath rusting floor panels. Ductways are treated as walls in all respects – they still block line of sight, movement and Blast weapons, but an active fighter within 1" of a ductway can make one of the following actions:

Crawl Through (Double) – Move the fighter to the other side of the wall, setting them up within 1" of the ductway and not within 1" of any enemy models. If this is not possible, this action cannot be taken.

Fire Through (Basic) – The fighter makes a ranged attack against an enemy fighter within 1" of the other side of the ductway. Regardless of the attacker's Ballistic Skill or any modifiers, this attack will only hit on a roll of 5+. Weapons that normally use a Flame template do not use the template here, instead, they automatically hit each fighter within 2" of the other side of the ductway.

Pitfalls

Certain tiles feature holes in the surface that lead to long, potentially deadly drops. Fighters cannot voluntarily move into these holes. If a fighter is moved into a pitfall involuntarily (for example, by a weapon with the Knockback trait), or is forced to go Prone while within 1" of a hole (not if they voluntarily go Prone), make an Initiative check for them, if it is failed they fall and go Out of Action. If it is passed, they stop at the edge of the hole and, if they are standing, they become Pinned.

Leaping Across

A standing fighter who is moving as part of an action, can attempt to leap across a pitfall, providing that the gap they are crossing is not wider than 2". They must have enough movement left to reach across the gap, otherwise they cannot attempt the leap.

Move the fighter to the edge of the pitfall, then roll a D6. On a 1, their action ends. Then make an Initiative check for them – if it fails, they fall and are taken Out of Action. On a 2-4, they cross the gap – move them across so their base is in contact with the opposite edge. On a 5 or 6, they cross the gap and can then continue their move as normal.

A fighter can attempt to leap across multiple gaps in a single action if they have enough movement to do so.

Toxic Sludge

Some tiles feature pools of toxic Sludge. While a fighter is standing at least partially in a pool of toxic Sludge, their Toughness characteristic is treated as being one lower than normal. In addition, at the start of the End phase, roll a dice for each Prone fighter that is at least partially in a pool of toxic Sludge. On a roll of 1, they go Out of Action.

Loot Caskets

Each caskets can contain anything from food supplies to volatile munitions – their exact contents will not be known until they are opened. Active fighters within 1” of a loot casket can make the following actions:

Smash Open (Basic) – Roll a D6 and add the fighter's Strength. If the result is 6 or more, the casket is opened (as follows), however subtract 1 from the result when rolling to determine the caskets contents, to a minimum of 1.

Bypass Lock (Basic) – Make an Intelligence check for the fighter. If the check is passed, the casket is opened (as follows).

Carry (Simple) – The fighter makes a Standard Move, carrying the loot casket or ammo cache with them as they go. Once they have finished their move, set up the loot casket in base contact with the fighter. The casket cannot be placed on top of anything else.

Opening Caskets

If a casket is opened, roll a D6 to see what its contents are:

D6 – Result

1 – Dangerous Goods: The casket has been booby-trapped, or its contents have deteriorated to the point where they are volatile. Remove the lid, turn the casket over to its blank side and place a Frag Trap marker inside it. It is now a frag trap.

2-3 – Nothing Useful: If the casket contains anything, it isn't something that a fighter can immediately put to use. Remove the lid and turn the casket over to its blank side. It plays no further part in the game.

4-6 – Ammo Cache: The casket contains a number of spare ammo clips, weapon parts and loose munitions. Remove the lid. The casket is an ammo cache.

Ammo Caches

Before an Ammo check is made for a fighter within 1” of an ammo cache, the controlling player can declare that they will ransack the cache, adding 2 to the result of the Ammo check. Also, a fighter can attempt to reload a weapon with the Scarce trait, even though they cannot normally be reloaded – an Ammo check is made as normal, without adding 2 to the result. In either case, if a natural 6 is rolled for the Ammo check, the cache is exhausted - turn it over to show that it is empty.

In addition, ammo caches can be carried like the caskets using the Carry (Simple) action.

Booby Traps

Ingenious fighters often improvise traps out of grenades and other explosives, leaving them entirely in plain sight to deter rivals or concealed within loot stashes or other valuable targets. In Necromunda there are a number of different booby traps – their effects once triggered are different, but the rules for triggering them are the same.

A booby trap is represented by a marker. If a fighter starts or ends an action within 2” of the maker or moves within 2” of a maker during an action, they risk triggering it (their move is interrupted and the rules which follow are resolved; if the fighter is not Pinned or Injured, they can then continue with their action). Also, if a door opens or closes within 1” of a marker, it may be triggered. A fighter can only risk triggering a particular booby trap once during their activation. To see whether a booby trap is triggered roll a D6. On a 1, the booby trap is a dud and is removed. On a 2 or 3, it does not go off but is left in place. On a 4, 5 or 6, the booby trap is triggered and the marker is removed.

Shooting at Booby Traps

Fighters can target booby traps with ranged attacks. Doing so has a -1 modifier to the hit roll at Short range, or a -2 modifier at Long range. If a booby trap is hit, roll a D6. On a 1-2 it is unaffected. On a 3-4, it is immediately triggered. On a 5-6, it is disarmed and removed.

Frag Traps

The most common booby trap is a bundle of frag grenades attached to a detonator. When a frag trap is triggered, center the 5” Blast template on the marker. Each fighter hit by the Blast template is Pinned, and suffers a Strength 3, AP -, Damage 1 hit.

Melta Traps

Melta bombs are a more unusual choice for a booby trap and function rather differently. When triggered they unleash a directed blast that collapses a section of the floor. Center a Pitfall Crater marker on the Booby Trap marker’s location before removing it. This remains in play for the rest of the battle, counting as a pitfall. Any fighter whose base is entirely within the crater falls down and is taken Out of Action. Any fighter whose base is touched by the crater, or is within 1” of it, is at risk of falling. Make an Initiative check for them. If it is passed they are Pinned, then moved as short a distance as possible so that they are no longer touching the crater. If it is failed, they fall and go Out of Action.

Gas Traps

A gas trap has the potential to clear an entire room. When a gas trap is triggered, roll 2D6 to see how far the gas cloud spreads. Each fighter within that many inches of the maker is treated as having been hit by a Gas weapon.

Gang Relic

A gang relic always belongs to one gang or the other; if the scenario has an attacker and a defender, the relic belongs to the defender. Otherwise roll off before the battle begins to determine which gang owns the relic.

Add 2 to the result of any Cool checks and Leadership checks for fighters while they are within 6” of a gang relic owned by their gang.

UNDERHIVE ARMOURY

Weapon Profiles

Range (RNG)

Each weapon has two ranges, Short (S) and Long (L). As long as the target is within Long range, the weapon can make attacks against them, but there are often benefits to being within Short range (most commonly an Accuracy bonus, as explained below). Some weapon ranges show a letter rather than a number. If a weapon's range is listed as an E, it can only be used against targets that are Engaged with the wielder. If a weapon's range is T, it uses the Flame template. Weapons with range E or T normally only have a Long range, not a Short range.

Accuracy (ACC)

This shows the modifiers that are applied to the hit roll when attacking with the weapon. The 'S' modifier applies if the weapon is attacking at Short range, and the 'L' modifier applies if the weapon is attacking at Long range.

Strength (STR)

This is the weapon's Strength, which is used when making wound rolls against the target. If the Strength is listed as a modifier, this is applied to the wielder's Strength.

Armour Penetration (AP)

This shows how good the weapon is in punching through a target's armour.

Damage (D)

The higher a weapon's Damage, the more chance there is of it injuring the target, or taking them Out of Action.

Ammo (Ammo)

Weapons with a low Ammo value have a plentiful supply of ammunition, or are quick and easy to reload. Weapons with a high value are more specialized and clearing a weapon jam or loading fresh ammo might take considerable skill.

Traits

Most weapons have one or more traits, each of them gives the weapon a unique bonus or changes the way it attacks.

Designer's Note: The Golden Rule

Necromunda is a game with lots of moving parts, and it's inevitable that rules might sometimes come into conflict. When it's not clear how to proceed, both players should discuss what they think is the most sensible solution – and if an agreement can't be reached, roll off to decide. The most important thing is to not let debates get in the way of a fun game !

Range Weapons

Autogun

Weapon	Range		Accuracy		Str	AP	D	Ammo	Traits
	S	L	S	L					
Autogun	9"	24"	+1	-	3	-	1	4+	Rapid Fire (1)

Autopistol

Weapon	Range		Accuracy		Str	AP	D	Ammo	Traits
	S	L	S	L					
Autopistol	4"	12"	+1	-	3	-	1	3+	Pistol, Rapid Fire (1)

Combat Shotgun

Weapon	Range		Accuracy		Str	AP	D	Ammo	Traits
	S	L	S	L					
Salvo fire	4"	12"	+1	-	4	-	2	4+	Knockback, Rapid Fire (1)
Shredder blast	-	T	-	-	2	-	1	4+	Scattershot, Template

Grenades Launcher

Weapon	Range		Accuracy		Str	AP	D	Ammo	Traits
	S	L	S	L					
Frag Grenade	6"	24"	-1	-	3	-	1	6+	Blast (3"), Knockback
Krak Grenade	6"	24"	-1	-	6	-2	2	6+	-

Krumper "Rivet" Cannon

Weapon	Range		Accuracy		Str	AP	D	Ammo	Traits
	S	L	S	L					
Rapid Fire	3"	9"	+2	-	4	-1	2	3+	Rapid Fire (1), Unwieldy
Super-heated rivet	3"	9"	+2	-	6	-2	2	3+	Blaze, Unwieldy

Lasgun

Weapon	Range		Accuracy		Str	AP	D	Ammo	Traits
	S	L	S	L					
Lasgun	16"	24"	+1	-	3	-	1	2+	Plentiful

Laspistol

Weapon	Range		Accuracy		Str	AP	D	Ammo	Traits
	S	L	S	L					
Laspistol	8"	12"	+2	-	3	-	1	2+	Pistol, Plentiful

Needle/Bolter Combi-Weapon

Weapon	Range		Accuracy		Str	AP	D	Ammo	Traits
	S	L	S	L					
Bolter	12"	24"	+1	-	4	-1	2	6+	Combi, Rapid Fire (1)
Needle Rifle	9"	18"	+1	-	4	-1	-	6+	Combi, Scarce, Toxin

“Nightshade” Chem-Thrower

Weapon	Range		Accuracy		Str	AP	D	Ammo	Traits
	S	L	S	L					
<i>Chem-Thrower</i>	-	T	-	-	-	-	-	5+	Gas, Template

Plasma Pistol

Weapon	Range		Accuracy		Str	AP	D	Ammo	Traits
	S	L	S	L					
<i>Low power</i>	6”	12”	+2	-	5	-1	2	5+	Pistol, Scarce
<i>Maximal power</i>	6”	12”	+1	-	7	-2	3	5+	Pistol, Scarce, Unstable

Plasma/Stub Combi-Pistol

Weapon	Range		Accuracy		Str	AP	D	Ammo	Traits
	S	L	S	L					
<i>Stub gun</i>	6”	12”	+2	-	3	-	1	4+	Combi, Pistol
<i>Plasma pistol (Low power)</i>	6”	12”	+2	-	5	-1	2	5+	Combi, Pistol, Scarce

Shotgun

Weapon	Range		Accuracy		Str	AP	D	Ammo	Traits
	S	L	S	L					
<i>Solid slug</i>	8”	16”	+1	-	4	-	2	4+	Knockback
<i>Scatter shell</i>	4”	8”	+2	-	2	-	1	4+	Scattershot

Stub cannon

Weapon	Range		Accuracy		Str	AP	D	Ammo	Traits
	S	L	S	L					
<i>Stub cannon</i>	9”	18”	-	-	5	-	1	3+	Knockback

Stub gun

Weapon	Range		Accuracy		Str	AP	D	Ammo	Traits
	S	L	S	L					
<i>Stub gun</i>	6”	12”	+2	-	3	-	1	4+	Pistol, Plentiful

Close Combat Weapons

Brute Cleaver

Weapon	Range		Accuracy		Str	AP	D	Ammo	Traits
	S	L	S	L					
<i>Brute Cleaver</i>	-	E	-	+1	S	-1	1	-	Melee, Disarm

Fighting Knife

Weapon	Range		Accuracy		Str	AP	D	Ammo	Traits
	S	L	S	L					
<i>Fighting Knife</i>	-	E	-	-	S	-1	1	-	Backstab, Melee

Power Hammer

Weapon	Range		Accuracy		Str	AP	D	Ammo	Traits
	S	L	S	L					
<i>Power Hammer</i>	-	E	-	-	S+1	-1	2	-	Melee, Power

Power Sword

Weapon	Range		Accuracy		Str	AP	D	Ammo	Traits
	S	L	S	L					
<i>Power Sword</i>	-	E	-	-	S+1	-2	1	-	Melee, Parry, Power

“Renderizer” Serrated Axe

Weapon	Range		Accuracy		Str	AP	D	Ammo	Traits
	S	L	S	L					
<i>Renderizer</i>	-	E	-	-	S+2	-1	2	-	Melee, Pulverize, Unwieldy

Shock Whip

Weapon	Range		Accuracy		Str	AP	D	Ammo	Traits
	S	L	S	L					
<i>Shock Whip</i>	E	3”	-	-	4	-	1	-	Shock, Versatile

Spud-jacker

Weapon	Range		Accuracy		Str	AP	D	Ammo	Traits
	S	L	S	L					
<i>Spud-jacker</i>	-	E	-	-	S+1	-	1	-	Knockback, Melee

Stiletto Knife

Weapon	Range		Accuracy		Str	AP	D	Ammo	Traits
	S	L	S	L					
<i>Stiletto Knife</i>	-	E	-	+1	S	-	1	-	Melee, Toxin

WARGEAR

Chem-Synth

An Active or Engaged fighter with a chem-synth can make the following action:

Synthesize Poison (Basic) – If the fighter is Engaged, make a Cool check. If the check is passed or if the fighter is not Engaged, any Gas or Toxin weapons they use until the end of their activation are poisoned and the targets Toughness is reduced by 1 when resolving those attacks.

Flak Armour

Flak armour grants a 6+ save roll. Against weapons that use a Blast maker, this is increased to 5+ save roll.

Furnace Plates

Furnace plates grant a 6+ save roll. This is increased to a 5+ save role against attacks from fighters who are within the fighter's vision arc (the 90° arc to their front). If it is not clear whether the attacker is within the target vision's arc, use a Vision arc template to check – if the center of the attacker's base is within the arc, the target benefits from the increased save.

Against attacks with the Blast trait, use the center of the Blast marker in place of the attacker.

Respirator

If a ganger with a respirator is hit by a weapon with the Gas trait, their Toughness is increased by 2 for the purposes of the roll to see whether they are affected.

Stimm-Slug Stash

A fighter with a stim-slug stash can use it at the start of their turn, when they are chosen to make an action. Immediately discard one Flesh Wound from the fighter's card, if any are present. Until the end of the round, the fighter's Move, Strength and Toughness characteristics are each increased by 2. At the start of the Recovery phase, roll a D6. On a 1 or 2, the stim overload is too much, roll an Injury dice and apply the result to the fighter.

Choke Gas Grenade

Weapon	Range		Accuracy		Str	AP	D	Ammo	Traits
	S	L	S	L					
Choke Gas Grenade	-	Ex3	-	-	-	-	-	5+	Blast (3''), Gas, Grenade

Frag Grenade

Weapon	Range		Accuracy		Str	AP	D	Ammo	Traits
	S	L	S	L					
Frag Grenade	-	Sx3	-	-	3	-	1	4+	Blast (3''), Knockback, Grenade

Krak Grenade

Weapon	Range		Accuracy		Str	AP	D	Ammo	Traits
	S	L	S	L					
Krak Grenade	-	Sx3	-	-1	6	-2	2	4+	Demolitions, Grenade

WEAPON TRAITS

Backstab

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

Blast (3"/5")

The weapon uses a Blast maker.

Blaze

After an attack with the Blaze trait has been resolved, roll a D6 if the target was hit but not taken Out of Action. On a 4, 5 or 6 they catch fire – place a Blaze marker on their fighter card. When a fighter with a Blaze marker is activated, roll a D6, adding 1 to the result for each other Active friendly fighter within 1". On a 6 or more the flames go out, the Blaze marker is removed and they can act as normal. Otherwise they suffer immediate Strength 3, AP -1, Damage 1 hit, if they are standing, they move 2D6" in a random direction (determined using the Scatter dice, and stopping if they would move within 1" of an enemy), and their action ends. A fighter with a Blaze marker can never make any other actions, and cannot make attacks in any way (including Reaction attacks). Alternatively, when a fighter is activated, they can make a Double action and become Pinned to add 4 to the result of the roll to see whether the flames go out.

Combi

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

Demolitions

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

Disarm

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

Gas

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

Grenade

The weapon use Grenade rules.

Knockback

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

If a Blast weapon has the Knockback trait, roll a D6 for each fighter that is hit. If the result is equal to or higher than their Strength, they are Knocked Back as described above – however, they are moved directly away from the center of the Blast marker instead. If the center of the Blast marker was over the center of their base, roll a Scatter dice to determine which way they are moved.

If a Melee weapon has the Knockback trait, the attacking fighter can choose to follow the target up moving directly towards them after they have been Knocked Back to remain in contact. If the attack was made across a barricade, the attacker cannot do this.

Melee

This weapon can be used during close combat attacks.

Parry

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

Pistol

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

Plentiful

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

Power

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

Pulverize

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

Rapid Fire (X)

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

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

Scarce

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

Scattershot

When a target is hit by a scattershot attack, make D6 wounds roll instead of 1.

Shock

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

Template

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

Toxin

Instead of making an Injury roll for a toxin attack, roll 2D6. The target's controlling player rolls a D6 and adds the target's Toughness, if the target's roll is higher, they shrug off the toxin's effects. If the rolls are equal, the target is Seriously Injured. If the 2D6 roll is higher, the target goes Out of Action.

Versatile

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

Unstable

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

Unwieldy

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

FOUNDING A GANG

Each gang has a maximum budget of 1,500 credits to spend on fighters (including equipment). Any unspent credits are lost.

GOLIATH GANGS

Fighters

Goliath gangs are made up of the following fighters:

1 Leader								145 credits			
M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
4"	3+	3+	4	4	2	3+	3	5+	4+	8+	7+
0-2 Champions.....								110 credits each			
M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
4"	3+	4+	4	4	2	4+	2	6+	5+	8+	8+
3 or more Gangers								60 credits each			
M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
4"	4+	4+	4	4	1	4+	1	8+	5+	9+	8+

Goliath Equipment

The cost paid for each fighter does not include weapons, armour or wargear – these must be purchased separately for each fighter from the lists below:

Weapons

- A fighter can be armed with up to three weapon. Some weapons (marked with a *) are particularly large and take up the space of two weapons. Only Leaders and Champions can choose from the Status Weapons list.
- Brute cleaver 15 credits
- Combat shotgun 30 credits
- Fighting knife 5 credits
- Grenade launcher 140 credits
- Spud-jacker 10 credits
- Stub cannon 15 credits
- Stub gun 5 credits

Status Weapons

- 'Krumper' rivet cannon* 110 credits
- Plasma/Stub Combi-Pistol. 35 credits
- Power hammer 25 credits
- Renderizer*. 35 credits

Armour

All Goliath fighters wear furnace plates, at no cost.

Wargear

- A fighter can take any combination of wargear:
 - Frag Grenades 15 credits
 - Krak Grenades 25 credits
 - Respirator 15 credits
 - Stimm-slug stash 30 credits

Goliath Skills

Leaders and Champions each have one skill, chosen from the list below. Only the Leader can choose Leader skills.

Bull Charge

When the fighter makes attacks as part of a Charge action, any Melee weapons they use gain the Knockback trait and are resolved at +1 Strength.

Building Biceps

If any weapons carried by the fighter have the Unwieldy trait, the effect of Unwieldy is ignored.

Commanding Presence

If a group is activated, and this fighter is chosen to lead the group, it can include one more fighter than normal (ie, a Champion could activate two other fighters instead of one, or a Leader could activate three)

Crushing Blow

Before rolling to hit for a fighter's close combat attacks, the controlling player can nominate one dice to make a Crushing Blow. This cannot be a dice that is rolling to hit for a pistol. If that dice hits, the attack's Strength and Damage are each increased by 1.

Fearsome

If an enemy makes a Charge action that targets this fighter, they must make a Cool check before moving. If the check is failed, they cannot move and their action ends immediately.

Nerve of Steel

When the fighter is hit by a ranged attack, make a Cool check for them, if it is passed they are not Pinned.

True Grit

When making an Injury roll for the fighter, roll one less Injury dice (for example, a Damage 2 weapon would roll one dice). Against attacks with Damage 1, roll two dice – the player controlling the fighter with True Grit, can then choose to discard one before resolving the dice effects.

Unstoppable

If the fighter has one or more Flesh Wounds in the Recovery phase, before making Recovery tests, roll a D6. On a 6, one of their Flesh Wounds is discarded.

Leader Skills

Iron Will

Subtract 1 to the result of any Bottle rolls while the Leader is on the battlefield and not Seriously Injured.

Rally

If active, the fighter can make the following action:

Rally (Basic) – Make a Cool check for each friendly Broken fighter within 8". If the check is passed, they recover from being Broken.

ESCHER GANGS

Fighters

Escher gangs are made up of the following fighters:

1 Leader								115 credits			
M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	3+	3+	3	3	2	2+	3	5+	6+	6+	7+
0-2 Champions								90 credits each			
M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	3+	3+	3	3	2	2+	2	6+	7+	6+	6+
3 or more Gangers								45 credits each			
M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	4+	4+	3	3	1	3+	1	7+	8+	7+	7+

Escher Equipment

The cost paid for each fighter does not include weapons, armour or wargear – these must be purchased separately for each fighter from the lists below:

Weapons

- A fighter can be armed with up to three weapon. Some weapons (marked with a *) are particularly large and take up the space of two weapons. Only Leaders and Champions can choose from the Status Weapons list.
- Autogun 15 credits
- Autopistol 10 credits
- Lasgun 10 credits
- Laspistol 5 credits
- Power sword. 25 credits
- Shotgun 20 credits
- Stiletto knife. 15 credits

Status Weapons

- Chem-thrower* 125 credits
- Needler/bolter combi-weapon 35 credits
- Plasma pistol 35 credits
- Shock whip 20 credits

Armour

All Escher fighters wear flak armour, at no cost.

Wargear

- A fighter can take any combination of wargear.
- Chem-Synth 10 credits
- Choke gas grenades 35 credits
- Frag grenades 15 credits
- Krak grenades 25 credits
- Respirator 15 credits

Escher Skills

Leaders and Champions each have one skill, chosen from the list below. Only the Leader can choose Leader skills.

Commanding Presence

If a group is activated, and this fighter is chosen to lead the group, it can include one more fighter than normal (ie, a Champion could activate two other fighters instead of one, or a Leader could activate three)

Counter-Attack

When the fighter makes Reaction attacks in close combat, they roll one additional Attack dice for each of the attacker's attacks that failed to hit (whether they missed, they were parried, etc)

Disarm

Any Melee weapons used by the fighter gain the Disarm trait. If a weapon already has that trait, then the target will be disarmed on a natural roll of 5 or 6, not just 6.

Dive

The fighter can voluntarily become Pinned at the end of any action, for free.

Dodge

If this fighter suffers a wound from a ranged or close combat attack, roll a D6. On a 6, the attack is dodged and has no effect; otherwise continue to make a save roll as normal.

If the model dodges a weapon that uses a Blast marker or Flame template, a roll of 6 does not automatically cancel the attack – instead, it allows the fighter to move up to 2” before seeing whether they are hit. They cannot move within 1” of an enemy fighter.

Gunfighter

If the fighter attacks with two pistols, they do not suffer the -1 penalty to the hit rolls and can, if they wish, target a different enemy with each pistol.

Marksman

The fighter is not affected by the rules for target Priority. In addition, if they score a 6 to hit when making a ranged attack that does not use a Blast marker, they score a critical hit, and the attack's Damage is doubled (if they are firing a Rapid Fire weapon, only the first hit's Damage is doubled)

Sprint

If this fighter makes two Move (Simple) actions in a turn, they can use the second one to Sprint. This lets them make a Double Move instead of a Standard Move for that action.

Leader Skills

Iron Will

Subtract 1 to the result of any Bottle rolls while the Leader is on the battlefield and not Seriously Injured.

Rally

If active, the fighter can make the following action:

Rally (Basic) – Make a Cool check for each friendly Broken fighter within 8”. If the check is passed, they recover from being Broken.

SECTOR MECHANICUS TERRAIN

The plastic Sector Mechanicus Terrain range is ideal for Necromunda, but any three-dimensional terrain can be used. The rules in this section do not cover specific terrain pieces, meaning that players are free to make their own bespoke battlefields, without having to adapt the rule.

Types of Terrain

Terrain can be broadly divided into several types. At the start of each battle, the players should agree what each piece of terrain on the battlefield counts as.

Obstacles and Structures

Obstacles are free-standing terrain pieces, no more than 2" tall and no more than 2" wide, such as barricades, barrels, crates and pipelines. Terrain that is taller than 2" is a structure. Structures could be very large, such as a network of gantries and machinery that covers most of the battlefield, or could be no more than a single vent tower. Aside from the difference in size, obstacles and structures are identical in terms of rules.

Crossing Obstacles

Fighter can cross an obstacle as they move, each 1" they move across the obstacle uses 2" of their movement.

Platforms

Any level surface that is above ground level, and is large enough to hold at least one fighter, is referred to as a platform. The top of an armoured container, a suspended walkway, the gantry around a tall structure – all of these are platforms if they are wide enough.

Falling Hazards

A fighter is at risk of falling while they are within ½" of the edge of a platform. If a fighter in this position goes from Standing to Prone (for instance, when Pinned by enemy fire), an Initiative check must be made for them. If the check fails, or a natural 1 is rolled, they fall from platform. If the fall was triggered by an attack the hit from the attack is resolved before the hit from the fall.

Railings

A fighter's chance of falling is reduced if the nearest edge of the platform is bounded by a railing, battlement or other low wall that is at least ½" tall. If the fighter moves through the railing as they fall, add 1 to their result of the Initiative check.

Difficult Terrain

From ankle-deep water to areas of precarious rubble, Difficult Terrain is anything that is not hazardous but would slow a fighter's advance.

Slowed Movement

For each 1" a fighter moves through difficult terrain, they count as having moved 2"

Ductways and Pitfalls

The rules for ductways and pitfalls are not used in Sector Mechanicus games – ductways are only found in subterranean tunnels, and the rules for pitfalls are replaced with expanded rules for leaping and falling. Doors (and their control panels) are less likely to be found in Sector Mechanicus games, but their rules still apply.

Navigating the Sector Mechanicus

The rules for Barricades and Obstacles of Necromunda: Underhive are not used in Sector Mechanicus games.

Stepping Up

During a fighter's move, they can move onto or over structures or obstacles that are up to ½" tall without any penalty to their movement. Taller structures and obstacles will need to be climbed. Note that sets of stairs, steps, crates or anything else which is individually no higher than ½" tall can also be climbed up using Step Up without a Movement penalty.

Climbing

Fighters can climb up or down a structure or obstacle that is more than ½" tall during their movement (if it is under ½" tall, they can Step Up as described above). The vertical distance they move is counted towards their total movement, at double rate – for example, climbing 2" costs 4" of movement. A fighter cannot be halfway through climbing at the end of their turn; they must make it back to solid ground. Note that a fighter can end an action halfway up a wall, as long as they use another action to finish their climb.

Ladders

When climbing a ladder, the vertical distance a fighter moves is not counted at double rate

Overhangs

When climbing up a structure or obstacle, a fighter can traverse an overhang as long as it protrudes no more than 1" out from the wall. Overhangs that protrude further than this are counted as impassable.

Jumping Down

A fighter can attempt to jump down to a lower level during their move instead of climbing down. They can also leap to a lower platform, but must test to jump down once they have crossed the gap. The vertical distance does not count towards their movement, but they must make an Initiative check after moving to the lower level. Apply the following modifiers based on the vertical distance they moved (rounding up to the nearest inch), see the table below. If the result is less than the fighter's Initiative (even if a natural 6 is rolled), they are immediately Pinned and suffer a hit as if they had fallen. If the check is passed they can continue their move.

Distance Fallen	Modifier
1" - 2"	-
3" - 4"	-1
5" - 6"	-2
7" - 8"	-3
9" +	-4

Leaping Gaps

As a fighter moves, they can freely cross a gap between two platforms as long as the gap is no wider than the fighter's base. For anything wider than this, the fighter will need to leap

A fighter can attempt to leap across a gap as long as they have sufficient movement to move completely to the other side (so that their base is fully on the second platform, and not hanging over in any way)

The fighter's move pauses when they reach the edge of the first platform, and an Initiative check is made for them. If the check is failed, they fall from the platform as described opposite. If the check is passed, they cross the gap and can continue their move. A fighter can leap multiple gaps in a single move if they have sufficient movement.

The two platform do no have to be the same height. A fighter can leap to a platform that is up to 2" higher than their current lever. They can also leap to a lower platform, but must test for Jumping Down once they have crossed the gap.

Falling

A fighter who falls moves the shortest horizontal distance possible so, that their base is suspended entirely in mid-air, then moves straight down until they hit a lower level. They are immediately Pinned. Then, if they fall at least 3", they suffer a hit using the values shown below depending on how far they fall (rounding up to the nearest inch). The fighter's turn ends immediately, even if they still had actions to make.

Distance Fallen	Strength	AP	Damage
3" - 5"	3	-	1
6" - 7"	5	-1	1
8" - 9"	7	-2	2
10" +	9	-3	3

If a falling fighter lands on another fighter, they are also Pinned, and suffer a hit with the same Strength, Damage and AP as the falling fighter. Moves the falling fighter the shortest distance possible so that the two fighters are not overlapping.

If a falling fighter lands within ½" of a platform edge, they must make an Initiative test to see whether they fall again, as though they had gone from Standing to Pinned within ½" of the edge.

FOUNDING A GANG FOR A CAMPAIGN

Before the campaign begins, each player must found a gang. The rules for founding a gang in a campaign use different from those found in the Necromunda Underhive rules. Each gang has a starting budget of 1,000 credits, and must be created using the House List of this book (or any additional House Lists that are released in the future) this budget can be spent on fighter (following the restrictions in each House List) and equipment from that House's Equipment List, any credits that are not spent are added to the gang's Stash and stored away for latter use.

A blank, Fighter card must be completed for each fighter in the gang, and the gang roster must be completed to record all of the gang's details.

Gang Attributes

In campaign play, gangs have a number of attributes which are tracked on their roster. These attributes, and their starting values, are explained as follows:

Gang Rating

The Gang Rating is an indicator of how powerful the gang is – the proficiency of its fighters, how well equipped it is, and so on. The Gang Rating is the total cost of all of the fighters in the gang.

Reputation

Reputation is a measure of the gang's standing and power in their Zone. It is separate from Gang Rating, which is a measure of the gang's size and ability; a small gang can build an impressive Reputation. At the end of a Turf War, the gangs with the highest Reputation will face off to determine the overall winner. A gang's Reputation starts at 1, and cannot drop below 1.

Turf Size and Special Territories

Each gang has its Turf. Often marked by allegiance tags and guarded by watchful gangers, a gang's territory is often its most valuable asset. When a gang is created, its Turf Size starts at 1, representing its base of operations and small area around it. During the campaign gangs might also seize control of Special Territories, representing places of note (which will no doubt become heavily contested as time goes by)

At the start of each Cycle after the first, gangs draw income from their Turf, representing anything from ill-gotten credits to willing donations paid by local owners. By default, this is their Turf Size multiplied by 10, but it can be modified by Special Territories and other effects.

Fighter Campaign Attributes

Experience (XP)

As a fighter gains Experience, it is recorded and fighter can spend Experience in order to purchase Advancements – when they do so; the Experience total here is reduced accordingly.

Advancements

The number of Advancements that have been purchased for a fighter is recorded here. The more Advancements a fighter has, the more expensive any future Advancements will be. Leaders and Champions starts with one Advancement (a skill), which should be noted on the gang roster.

In Recovery and Captured By

When a fighter goes Out of Action, there is a chance they will suffer a Lasting Injury. Many of these will cause them to go into Recovery, and miss the next battle. When this is the case, their In Recovery box is ticked. Similarly, fighters might be Captured by an enemy gang – while this is the case, their Captured By box is filled in with the name of the gang that has captured them.

Completing a Gang Roster

As well as filling in a Fighter card for each fighter in their gang, players will need to complete a gang roster. This tracks additional campaign-related information such as territory, Gang Rating, Reputation and so on, as well as each fighter's Experience and Advancements.

A gang does not have an upper limit on the number of fighters it can contain; if a gag is lucky enough to have too many fighters to fit on a single gang roster, a second roster should be used.

CAMPAIGN BATTLES

This section contains all of the additional rules for fighting in a campaign battle.

Gaining Experience

During a game, fighters can gain Experience in a number of ways. There are three standard ways to gain Experience, although others might be detailed in the scenario:

A fighter gains 1 Experience if their action causes an enemy fighter to go Out of Action. This could be an attack, a Coup de Grace, or anything else, as long as the enemy is taken out during the action itself (for example, setting a booby trap which later takes an enemy Out of Action would not count). If an action causes multiple enemies to be taken Out of Action – for example, a fighter throws a frag grenade and takes out two enemies – they gain Experience for each.

In addition to the above, a fighter gains 1 additional Experience if the fighter they take Out of Action is a Leader or Champion.

A fighter who Rallies gains 1 Experience for having the courage to return to the fight.

Advancements

At the start of a battle, during the pre-battle sequence, each player has the chance to purchase Advancements for their Leaders, Champions, Juves, and Specialists, by spending their XP. The cost of these Advancement is shown in the table below, the fighter's card is updated accordingly, the appropriate amount of XP is deducted from their total and the number in their Advancements box is increased by 1.

The more experienced a fighter is, the more Advancements cost. The cost of each Advancements is increased by 2 for each Advancements the fighter already has. Juves are particularly fast learners – as such, they ignore this rule, and always use the cost shown on the table, regardless of the number of Advancements they have.

For example, a Champion already has an Advancement, which has increased their Initiative by 1. If they wish to increase their Movement by 1", the cost will be 7 XP.

Cost	Advancement – Leaders, Champions, Juves, Specialists	Value
3 XP	Improve the fighter's Willpower or Intelligence by 1.	+5 credits
4 XP	Improve the fighter's Leadership or Cool by 1.	+10 credits
5 XP	Improbable the fighter's Initiative by 1.	+10 credits
5 XP	Add 1" to the fighter's Movement.	+10 credits
6 XP	Improve the fighter's Weapon Skill or Ballistic Skill by 1.	+20 credits
6 XP	The fighter gains a random skill from one of their Primary skill sets.	+20 credits
8 XP	Increase the fighter's Strength or Toughness by 1.	+30 credits
9 XP	Pick a skill from one of the fighter's Primary skill sets.	+20 credits
9 XP	The fighter gains a random skill from one of their Secondary skill sets.	+35 credits
12 XP	Increase the fighter's Wounds or Attacks by 1.	+45 credits
12 XP	Specialist only: promote the fighter to Champion. They gain a random skill from one of their Primary skill sets.	+40 credits
15 XP	The fighter gains a random skill from any skill set.	+50 credits

Gangers

While Leaders, Champions and Juves are central to a gang's narrative, Gangers are its supporting characters. As such, they spend Experience and gain Advancements in a simplified fashion. When a Ganger reaches 6 XP, their XP resets to 0 and the controlling player rolls 2D6 on the table below. The ganger's Fighter card is updated and their value amended accordingly.

2D6	Advancement – Gangers (not including Specialists)	Value
2	The fighter becomes a Specialist.	-
3-4	Improve the fighter's Weapon Skill or Ballistic Skill by 1.	+5 credits
5-6	Increase the fighter's Strength or Toughness by 1.	+30 credits
7	Either add 1" to the fighter's Movement or improve their Initiative by 1.	+10 credits
8-9	Improve the fighter's Willpower or Intelligence by 1.	+20 credits
10-11	Improve the fighter's Leadership or Cool by 1.	+10 credits
12	The fighter becomes a Specialist.	-

Specialists

Two of the results on the table allow a Ganger to become a Specialist. They are still a Ganger to all rules purposes (for example, which equipment they can carry), but they now spend Experience and gain Advancements in the same way as a Leader, Champion or Juve. Specialists have their own skill set access, as shown in their House List.

Maximum Characteristics

Each of a fighter's characteristics has a maximum value. If a roll on the Advancement table for a Ganger has no option but to increase a characteristic beyond its maximum (for example, a roll of 3 or 4 when their Weapon Skill and Ballistic Skill are both already 2+, treat it as roll of 12 instead.

- Weapon Skill, Ballistic Skill and Initiative cannot be improved beyond 2+.
- Leadership, Cool, Willpower and Intelligence cannot be improved beyond 3+.
- Movement, Strength and Toughness cannot be improved by more than 2 (compared to the fighter's original profile).
- Wounds and Attacks cannot be improved by more than 1 (compared to the fighter's original profile).

Skills

Skills can be obtained by Leader, Champions, and juves (as well as Gangers who have become Specialists). The skills that are available are divide into eight set. Agility, Brawn, Combat, Cunning, Ferocity, Leadership, Shooting and Savant.

Each House fights in its own way, and thus is reflected by the skill sets that are available to them. A fighter has different levels of access to sets depending on their House and their type; for example, Goliath Champions can gain Brawn skills more easily than Escher Juves ! In each House list, there is a section showing the skill set access for that House. Fighters have Primary access to some skill sets, making it easiest to gain skills from those sets, and Secondary access to others, which have a higher cost. Fighters can access skills from other sets, but the costs is higher still.

Regardless of House, all Leaders and Champions also have access to the Leadership skill set. It is treated as a Primary set for the Leaders and a Secondary set for Champions.

Gaining a Skill

When a fighter gains a skill, it will either be chosen or determined randomly depending on how much XP is spent. Choosing a skill is simply a case of turning to the Skill section and picking a skill from the relevant set. To determine a random skill, the player declares which set they are generating the skill from, rolls a D6 and looks up the result on the table below (re-rolling if the fighter already has that skills) In either case, the skill is added to the fighter's card.

D6	Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Shooting	Savant
1	Catfall	Bull Charge	Combat Master	Backstab	Berserker	Commanding Presence	Fast Shot	Ballistics Expert
2	Clamber	Bulging Biceps	Counter-attack	Escape Artist	Impetuous	Inspirational	Gunfighter	Connected
3	Dodge	Crushing Blow	Disarm	Evade	Fearsome	Iron Will	Hip Shooting	Fixer
4	Mighty Leap	Headbutt	Parry	Infiltrate	Nerves of Steel	Mentor	Marksman	Medicate
5	Spring up	Hurl	Step Aside	Lie Low	True Grit	Overseer	Precision Shot	Munitioneer
6	Sprint	Iron Jaw	Rain of Blows	Overwatch	Unstoppable	Regroup	Trick Shot	Savvy Trader

Lasting Injuries

When a fighter goes Out of Action, their opponent rolls 2D6, one after the other. (a D66 roll) and looks up the result on the Lasting Injuries table. If an Injury roll results in more than one Out of Action result, a separate roll on the Lasting Injuries table is made for each.

Going into Recovery

Some result cause a fighter to go into recovery. The fighter's In Recovery box on gang roster is checked, and the fighter must miss the next battle. In order to recover. In the post-battle sequence of the gang's next battle, the box will be cleared and the fighter is once again available.

D66	Lasting Injury
11	Lesson Learned. The fighter goes into recovery but gains D3 Experience.
12-26	Out Cold. The fighter misses the rest of the battle, but avoids any long-term injuries.
31-45	Grievous Injury. The fighter goes into recovery.
46	Humiliated. The fighter goes into recovery. In addition, their Leadership and Cool are each decreased by 1.
51	Head Injury. The fighter goes into recovery. In addition, their Intelligence and Willpower are each decreased by 1.
52	Eye Injury. The fighter goes into recovery. In addition, their Ballistic Skill is decreased by 1.
53	Hand Injury. The fighter goes into recovery. In addition, their Weapon Skill is decreased by 1.
54	Hobbled. The fighter goes into recovery. In addition, their Movement characteristic is reduced by 1.
55	Spinal Injury. The fighter goes into recovery. In addition, their Strength characteristic is reduced by 1.
56	Enfeebled. The fighter goes into recovery. In addition, their Toughness characteristic is reduced by 1.
61-65	Critical Injury. The fighter is in critical condition – if their injury is not successfully treated by a visit to the Doc in the post-battle sequence, they will die.
66	Memorable Death. The fighter is killed instantly – not even a visit to the Doc can save them. If the injury was caused by an attack, the attacker gains one additional Experience.

Characteristic Penalties

Some results give a permanent penalty to a fighter's characteristic. These Fighter Card must be amended immediately – note that their credits value does not change. Also if a characteristic that is depicted as a target number (Weapon Skill or Initiative, for example) is reduced the actual number increases – in other words if a fighter with a Weapon Skill of 4+ receives a Hand Injury their Weapon Skill is decreased to 5+.

Minimum Characteristics

A fighter's characteristics cannot be reduced beyond a certain level; as shown below. If one of a fighter's characteristics would be reduced below this level, the fighter goes into recovery, but suffers no additional penalty.

- Weapon Skill, Ballistic Skill and Initiative cannot be reduced to worse than 6+.
- Leadership, Cool, Willpower and Intelligence cannot be reduced to worse than 12+.
- Movement, Strength and Toughness cannot be reduced to less than 1.

Succumbing to Injuries

If a fighter is Seriously Injured when the battle ends, roll a D6 for them. On a 3 or more, they survive without any further complications, but on a 1 or 2, they succumb to their injuries and are treated as having gone Out of Action. A Lasting Injury roll is made for them as normal.

Being Captured

If only one gang has fighters on the battlefield at the end of the battle, there is a chance that they might capture a fallen enemy. Roll 2d6 and add the number of opposing fighters who went Out of Action (including those who have succumbed to their injuries). If the result is 13 or greater, shuffle together the Fighter cards of any enemy fighters who went Out of Action and draw one at random – that fighter is captured. Fighter's who have suffered a Critical Injury cannot be captured (they are left for dead!); if their card is drawn, discard it and draw again. Fill in the Captured By box on the gang roster for that fighter, noting down the gang that has captured them.

While a fighter is captured they are unavailable for battles, as though they were in recovery – however this lasts until they are freed as follows. The capturing gang should mark the captured fighter's name and gang on their roster.

Captured Fighters

Once a fighter has been captured, their gang has one chance to attempt to free them. The next time the same two gangs fight, the captured fighter's controlling player can declare that they will attempt a rescue missions. This supersedes the Determine Scenario steps of the pre-battle sequence – Instead, the Rescue Mission scenario is played.

If the gang does not wish to attempt the Rescue Mission scenario, and a different scenario is played, the capturing gang can choose to sell them to the Guilders in the post-battle sequence of that battle or any subsequent battle (they might wish to keep their captive, especially if they have the Mine Workings territory). If the fighter is still captured next time the two gangs fight, the captured fighter's controlling player can once gain attempt a rescue mission.

At any time, regardless of whether a rescue mission has already been attempted, the two gangs controlling players can come to an agreement to return the fighter. This could be a payment of credits, a trade for another Captive, a piece of territory, an item of equipment or anything else – this is entirely up to the two players, and the capturing gang is free to refuse an offer. If an agreement is reached and the trade is made, the captured fighter is immediately freed.