

Lachlan is another chap from 'Down-under' and hails from a peculiar sounding place – Yarralumla Act (the Aussies just get all of the groovy-sounding place names). He is another Necromunda obsessive, a game which seems incredibly popular in Oz. Maybe it's living in such a vast and beautiful land that makes them feel the need for claustrophobic settings!

Lachlan is presently working up a few new Hired Guns, one of which is the Crazy Doc, although he is having trouble trying to fix a head-mirror to his model conversion

But what we want to know is, who exactly is this 'Hive Ken' geezer and is there a 'Hive Barbie'?

Hive Ken Skills represent gangers who develop professions in the Underhive. If any ganger rolls the 'select any skills table' result on the advance table he may select to

Hive Ken Skill Table

2D6	Result
2	Wildsnake Hunter
3	Gigantic Spider Hunter
4	Stinger Mould Harvester
5	Orb Spider Handler
6	Rumour Monger
7	Scavenger
8	Explorer
9	Giant Rat Herder
10	Carriion Bat Handler
12-11	Player's choice

Hive Ken Skills

New skills and professions in the Underhive

By Lachlan Abrahams

roll on any one of these tables. Models learning skills from these tables must miss the next fight whilst they are finding a tutor to teach them the skill. Redemptionists and Spyrers may not select these skills. To use any Hive Ken skills the model may not forage, collect income from territories or search for rare items during the turn that they elect to use their skill.

The Wildsnake Hunter

A ganger with this skill can hunt Wildsnake after each game. If the Wildsnake Hunter successfully passes a leadership test on 2D6 his hunt has been successful and he may roll on the Wildsnake hunting table to see how many snakes he has found (*see end of article*). If the Wildsnake Hunter is successful he may sell any Bottles of Wildsnake he brews for 10 credits each and sell Wildsnake skins for 5 credits each. The ganger may

give any bottles of Wildsnake to their gang leader to issue to his gang instead of selling them.

The Wildsnake hunter is given a Wildsnake Catchpole when he gets this skill and is his badge of acceptance amongst the Wildsnake hunting parties.

Spider Hunter

A model with this skill can try and hunt for Gigantic Spiders after each game. If he successfully passes a Leadership test on 2D6 his hunt has been successful and he may roll on the Gigantic Spider hunting table (*see end of article*).

A Gigantic Spider Hunter must buy a Gigantic Spider Harpoon Gun when he gets this skill, the Harpoon gun costs 50 credits and is his badge of acceptance amongst the Gigantic Spider hunting Parties. If a model rolls this skill and his gang is not willing to pay for his Harpoon

Wildsnake Catchpole

Type	Strength	Damage	Save Modifier
Close Combat	User +1	1	-1

Special Rules: Requires two hands to use.

If the model using the weapon hits an opponent in hand-to-hand combat, re-roll any dice which roll 6's to wound. If the second roll is also a 6 the victim's neck is snapped, unless they can make an Armour Saving Throw, or *Dodge*.

Any models that suffer this fate are automatically dead and don't roll on the Serious Injuries Table.

Note, that a model with a broken neck can't be revived with medic skills, medipacks etc.

Gun, the model must reroll his advancement on another table of his choice, however he may not re-roll on the Hive Ken Table.

Orb Spiders are sometimes reared from hatchlings and raised within settlements to gather their web silk and venom. Sometimes an Orb Spider will prepare a nest for

structure on the board. If the Orb Spider is killed the handler must spend the next turn seeking a new one. He cannot collect income or roll on the Orb Spider Harvesting Table. The turn after the handler may start harvesting from his new Spider.

Gigantic Spider Harpoon Gun

Range		To Hit		Strength	Damage	Save	Ammo
Short	Long	Short	Long				

0-12	12-24	-	-1	6	D3	-3	6+
------	-------	---	----	---	----	----	----

Special Rules: As Scaly Spear Gun (see page 54 of Outlanders). Counts as a Heavy Weapon.

The Gigantic Spider Hunter is able to use this weapon, which unlike the Scaly Spear Gun he would not be able to use unless his Strength was 5 or more, as the Harpoon Gun has a motor winch to help the model load the massive harpoons. The Harpoon Gun may not be used by any other model unless they also have the Raft Spider Hunter Skill.

Stinger Mould Harvester

A model with this skill can search for patches of Stinger Mould after each game. If the Stinger Mould Harvester successfully passes a leadership test on 2D6 his hunt has been successful and he may roll on the Stinger Mould Patch table to see how many patches he found (*see end of article*). If the model is successful he may either sell Patches of Stinger Mould for 15 credits for each patch or give them to his gang instead.

Orb Spider Handler

The model with this skill can milk venom and weave silk thread from a domesticated Orb Spider. He may even try to harvest the rare steel web used to make cables of incredible strength. If the Orb Spider Handler successfully passes a leadership test on 2D6 he may roll on the Orb Spider Harvesting Table (*Yup, you guessed it! See end*).

its eggs out of a special type of web called 'Steel Web', this is collected and made into rare *Web Grenades*. The Orb Spider will not attack its Orb Spider Handler in her lair but anything else in or within 2" of her lair she will see as an intruder and charge them.

Note: The Orb Spider Handler may give doses of Blade venom to their gang instead of selling them.

Having this skill means that when the Orb Spider Handler's gang is fighting in their own territory there will be a site allocated for the Orb Spider Grove which the Orb Spider Handler and Harvester maintains. The gang may position the 4" x 2" Orb Spider Grove in any corner of any

Web Grenades

Web Grenades are usually used to attract young Orb Spiders for capture and farming, as such they may only be used by the Orb Spider Handler in combat. When he first creates a supply of *Web Grenades* the orb Spider Handler will have to take an Ammo test every time he rolls a 4+ (and then his supply for the game will run out) every further time he manages to make *Web Grenades* he may -1 from his roll to make an Ammo check. i.e. The Handler has managed to create *Web Grenades* twice, therefore he must make an ammo check whenever he rolls a 5+. Once the Handler has reduced his ammo check to 6 then every time he rolls a 6 on the Orb Spider Harvesting table count the result as a 5 instead.

Rumour Monger

The Rumour Monger is an expert at finding out or fabricating information or evidence. This may lead to some calling them a spy. They are also usually adept at forgery and mimicry. After each game if the Rumour Monger successfully passes a

Orb Spider

M	WS	BS	S	T	W	I	A	LD
3	3	0	3	3	1	1	1	5

Special Rules: As a normal Orb Spider.

Web Grenade

Strength	Damage	Save Modifier	Area effect
Special	Special	Special	2"

Special Rules: Once a *Web Grenade* has hit its target the victim is automatically enmeshed – there is no roll for wounds or injuries and no saving roll is allowed for armour. A webbed target may do nothing other than attempt to struggle free – roll a D6 and add the model's Strength. If the total is 9 or more the victim frees himself from the web and may continue normally. If the total is less than 9 then the victim suffers 1 wound immediately, though an armour save may be attempted if the victim has armour.

Freeing webbed models: Surprisingly enough, Blade Venom dissolves *Web Grenades*, any model with Blade Venom may automatically free a webbed model at the start of the turn if he is within 1".

However, a model can never free itself from a web using Blade Venom, as the strands are far too tight to allow the fighter to reach his en-venomed weapon.

leadership test on 2D6 he may roll on the Rumour Monger Table.

Instead of rolling on the above table the Rumour Monger may alternatively apply his knowledge and information (or mis-information) to draw up a Ratskin Map (you don't honestly believe they're all drawn by Ratskins!) which he may sell for 1D3 x 5 Credits. In order to draw the map he must still successfully pass a leadership test on 2D6 to make it look believable. Note: The Rumour Monger's gang can't use his maps to give them greater insight into the hive – they just don't trust him

Scavenger

The Scavenger is adept at exploring the Hive's Body Dumps, the piles of corpses which either fuel the Hive's furnaces or are reconstituted into food by the Long Pig processing plants. A model with this skill may choose to search for any loot or

serviceable parts on the corpses. If he successfully passes a Leadership test on 2D6 his hunt has been successful and he may roll on the Body Scavenger Table to see how his search went.

Explorer

The Explorer is adept at exploring the Hive, knowing ways and means to get places that ordinary Underhivers wouldn't dream of. Then again, ordinary Underhivers know better than to take short cuts through Rad Zones and Acid Bogs. If the Explorer successfully passes a leadership test on 2D6 his exploration has turned something up and he may roll on the Explorer Table to see what happened.

If the Explorer's gang takes a piece of territory from another gang, they may choose which territory they capture, instead of deciding it randomly, as the Explorer leads them to the usurped gang's prime sites.

Giant Rat Herder

The model has been trained to catch and herd Giant Rats. A gang who has a member with this skill can lower their upkeep as they have a herd of rats to keep them fed. Non Outlaw gangs may add two credits per ganger to their stash after working out their upkeep. Outlaw gang members only cost 1 credit each to feed per turn.

When the Giant Rat Herder's gang is fighting in their own territory they may position a Giant Rat Pen anywhere on the board. The Pen contains D6+2 captured Giant Rats, the pen has a Toughness of 4 and has 1 wound. If released Giant Rats will head towards the closest table edge or attack the closest model within double their Initiative range. Rats may be released by either destroying the pen or if a model opens it by spending a full turn doing nothing else.

If the Giant Rats are released, the gang which benefited from them, loses their food bonus after the game, the Giant Rat Herder has to go and round up some more Giant Rats to replenish his herd. Next turn, his gang regains the bonus. Giant Rat Herders will never be

Giant Rat

M	WS	BS	S	T	W	I	A	LD
6	4	0	3	2	1	1	3	4

Special Rules: *Dodge* as normal Giant Rat.

attacked by Giant Rats, they will ignore him instead.

Carrion Bat Handler

The model has managed to catch, tame and train Carrion Bats. Domesticated Carrion Bats are useful for delivering messages between the gang's territories and assisting their Handler in combat.

The model with the Carrion Bat handling skill can be accompanied by three Carrion Bats. Even if some are killed in a game, it is assumed that next game he will have caught and trained some more. These bats have been domesticated and are under the command of the Carrion Bat Handler. He maintains control over them with strange clicks and whistles.

The Bats must remain within 10" of him at all times. But, as long as they remain within 5" of him they can use his

Leadership characteristic for any Leadership roll they have to take. If they ever end a movement phase more than 10" from their controlling model or the model goes out of action, they are removed from play, as it is assumed they have fluttered off into a nearby nook or cranny. Carrion Bat Handlers will never be attacked by Carrion Bats, they will ignore him instead.

A gang who has a member with this skill may add +2 to any dice rolls which determine how many gang members they are allowed to field in a fight. This represents the Carrion Bat Handler sending messages to gangers via 'courier bat'

(*'courier bat'?! Whatever next? Pet Zombies? - Ed.*)

At the end of each game. Roll 1D6 to see whether the scratches the Carrion Bat Handler receives from his bats have any effect on him.

Carrion Bat Handlers keep their bats clean and feed them clean food, thus their bats have a lesser chance of giving the Zombie Plague to models they bite (1-2 on 1D6). Carrion Bats belonging to a Scabbie Carrion Bat Handler are not as cared for, as in other gangs, so they have the same chance of giving a model the Zombie Plague as Wild Carrion Bats (1-3 on 1D6).

Carrion Bat

M	WS	BS	S	T	W	I	A	LD
8	3	0	2	2	1	3	3	4

Special Rules: Fly (as normal Carrion Bat), Plague (as normal Carrion Bat).

Carrion Bat Plague Table

1D6	Result
1	Test the Carrion Bat Handler for the Zombie Plague. (The model applies -2 to the dice roll due to him only having received a scratch.)
2-5	Nothing happens.
6	The Carrion Bat Handler is now immune to the Zombie Plague and never needs to roll on this table or the Zombie Plague table again.

Wildsnake Hunting Table

1D6	Result
1	The Wildsnake Hunter finds a huge snake and is wounded in the savage battle. The model must miss the next fight. No income may be generated by the model.
2-4	The Wildsnake Hunter kills one snake. The snake yields 1 Bottle of Wildsnake and its hide is worth 5 credits
5	The Wildsnake Hunter kills D3 snakes. Each snake yields 1 Bottle of Wildsnake and 1 snake hide.
6	The Wildsnake Hunter finds a huge snake, the struggle is long and vicious but eventually the hunter wins the battle. The snake yields 3 Bottles of Wildsnake and its hide is worth 5 + 1D6 credits.

Spider Hunting Table

1D6

Result

- 1 The Hunter takes on more than he can handle. Roll on the serious wounds table – *Captured* and *Survives Against The Odds* counts as *Full Recovery*, whilst *Head Injury* and *Multiple Wounds* count as Death. If he lives, he gains 1D6 experience points from the ordeal.
- 2 The Hunter is wounded in a savage battle. The model must miss the next fight while he recovers.
- 3 The Hunter suffers a Flesh Wound in a savage battle. He suffers -1 to his Weapon Skill and Ballistic Skill in the next battle only.
- 4 The Hunter brings down a Gigantic Spider. He can sell 1D6 x 10 credits worth of the spider's meat and venom.
- 5 The hunt takes place near the sump lake. Roll a further D6:
 - 1-3 The Hunter brings down a Gigantic Spider. He can sell 1D6 x 10 credits worth of the spider's meat and venom.
 - 4-6 The Hunter brings down a Gigantic Raft Spider. He may pluck out several eyes before the body sinks below the surface of the sump and sell them for 1D6 x 5 credits each. Roll another D6:
 - 1 The Hunter managed to get one eye but loses his knife (he must immediately buy a new knife for 5 credits).
 - 2 The Hunter managed to get 2 eyes.
 - 3 The Hunter managed to get 3 eyes.
 - 4 The Hunter managed to get 4 eyes.
 - 5 The Hunter managed to get 5 eyes.
 - 6 The Hunter managed to get all 8 eyes.
- 6 The Hunter brings down a rare type of Gigantic spider. Roll a further D6:
 - 1 The Hunter has killed a rare Tank Spider. As well as collecting income for he spider's meat and venom he may also make armour out of the Spider's hide. Chitin Armour has a Save of 5. Chitin armour may be worn by the hunter, given to any other member of his gang or sold for 10 credits. He can sell 1D6 x 10 credits worth of the spider's meat and venom.
 - 2 The Hunter has killed a rare Chameleon Spider. The model may be able to make a chameleon cloak out of the Spider's hide. Anyone shooting at a model wearing the chameleon cloak suffers a -1 to hit. A chameleon cloak may be worn by the hunter, given to any other member of his gang or sold for 15 credits. He can sell 1D6 x 10 credits worth of the spider's meat and venom.
 - 3 The Hunter has killed a rare Stiletto Spider. It does not have enough meat on it to collect, but its venom sacs, whilst small, contain incredibly potent venom. Two fangs may be collected and made into daggers. These Venom daggers act as normal daggers but have the additions of an extra -1 Save and inflict 1D3 wounds. A venom dagger may be wielded by the Hunter, given to any other member of his gang or sold for 10 credits each. He can sell 1D6 x 10 credits worth of the spider's venom.
 - 4 The Hunter brings down a very old Gigantic Spider whose flesh and venom are hardly worth anything but, slitting open its abdomen reveals several pieces of equipment. The model may roll 1D6 random pieces of equipment from the trading list. (Roll a further D6 for each item -1-3 roll on the normal Trading List 4-6 roll on the Outlaw Trading List).

(Cont over the page)

Spider Hunting Table (cont)

1D6

Result

- 5 The Hunter fights against the largest Gigantic Spider he has ever come across and barely makes it out alive. Due to the horror he was exposed to the Hunter is now immune to all *Fear* and *Terror*. He manages to tear out one of the spider's eyes which he may sell for 1D6 x10 credits. If the Hunter has already had this result on a prior hunt, he must roll again on the rare type of Gigantic spider table – he doesn't believe in tempting fate twice!
- 6 The Hunter kills a Giant Albino Raft Spider mare. The Raft Spider's eyes are worth 8D6 x 10. The fame that this kill brings the Hunter makes other gangers *Fear* him. He gains 10 experience points and now causes *Fear* in his opponents. If the Hunter has already had this result on a prior hunt, he must roll again on the rare type of Gigantic spider table – he doesn't believe in tempting fate twice.

Rumour Table

1D6

Result

- 1 The Rumour Monger's information was completely and unconvincingly fabricated. The opponent of the Rumour Monger's gang chooses the next scenario. The Rumour Monger's enemy will always be the attacker in this instance.
- 2 Next time the Rumour Monger's gang rolls on the scenario table they may apply +1 or -1 to the dice roll.
- 3 Next time the Rumour Monger's gang rolls on the scenario table they may re-roll the dice if you wish.
- 4 The Rumour Monger's gang may choose the next scenario they fight in from any list. They will always be the attackers in this instance.
- 5 A carefully placed word of spite reaches important ears. One gang of your choice is subject to Guild Sanctions, they may not buy anything from the Trading Post this turn. You may select the gang that the disadvantage is placed upon.
- 6 A carefully placed word of spite reaches important ears and culminates in an Investigation by the Adeptus Arbites. The gang in question must halve their income gained this turn. You select the gang that the disadvantage is placed upon.

Orb Spider Harvesting Table

1D6

Result

- 1 The Handler receives a small bite from the Orb spider which turns septic. The model must miss the next fight. Nothing is produced this turn.
- 2 The Handler weaves a skein of *Silk Thread* which he may sell for 5 Credits.
- 3 The Handler weaves 1D3 skeins of *Silk Thread* which he may sell for 5 Credits each.
- 4 The Handler milks a dose of *Blade Venom* from the Orb spider which he may sell for 10 Credits.
- 5 The Handler milks 1D3 doses of *Blade Venom* from the Orb spider which he may sell for 10 Credits each.
- 6 The Handler may produce a batch of *Steel Web* this turn. He may not produce any *Blade Venom* or skeins of *Silk Thread* as the special *Steel Web*, used to make *Web Grenades*, is hard to work with and harder to get away from the Orb Spider.

Explorer Table

1D6	Result																												
1	The Explorer is attacked in the dark. Roll on the Serious Injuries table. If the result is <i>Captured</i> randomly roll the gang that captured him.																												
2	The Explorer is attacked in the dark. He manages to crawl back to the gang's base, but must miss the next fight while he recovers																												
3	The Explorer gets hopelessly lost and gets into several scrapes before he returns to his gang's base. He gains 1D6 experience points for the fact that he won't go down that tunnel again. If the Explorer fights in the next game he starts with one flesh wound.																												
4	The Explorer finds an interesting piece of junk which he may sell for 1D3x5 credits.																												
5	The Explorer finds something of interest. Roll a further D6: <table> <tr> <td>1-2</td><td>The Explorer find a piece of Archeotech which he may either test or give to one of his gang to test or sell for 1D6x5 credits without finding out what it does.</td></tr> <tr> <td>3-4</td><td>The Explorer finds some loot which he may sell for 1D6x5 credits.</td></tr> <tr> <td>5-6</td><td>The Explorer finds a stash of 1D3 pieces of Equipment. Randomly generate these the Outlaw Trading list.</td></tr> </table>	1-2	The Explorer find a piece of Archeotech which he may either test or give to one of his gang to test or sell for 1D6x5 credits without finding out what it does.	3-4	The Explorer finds some loot which he may sell for 1D6x5 credits.	5-6	The Explorer finds a stash of 1D3 pieces of Equipment. Randomly generate these the Outlaw Trading list.																						
1-2	The Explorer find a piece of Archeotech which he may either test or give to one of his gang to test or sell for 1D6x5 credits without finding out what it does.																												
3-4	The Explorer finds some loot which he may sell for 1D6x5 credits.																												
5-6	The Explorer finds a stash of 1D3 pieces of Equipment. Randomly generate these the Outlaw Trading list.																												
6	The Explorer finds something of interest. Roll a further D6: <table> <tr> <td>1</td><td>The Explorer is exposed to a terrible horror in his search and is not telling anyone what he saw.. The Explorer is now immune to <i>Terror</i> (and therefore <i>Fear</i> as well) If the Explorer has already had this result on a prior search hunt he must roll again, nothings going to scare him any more.</td></tr> <tr> <td>2</td><td>The Explorer rescues a Juve (or Juve equivalent) which joins the Explorer's gang for free out of gratitude. The Explorer's gang must still pay for the Juve's equipment.</td></tr> <tr> <td>3</td><td>The Explorer rescues a Hired Gun who in gratitude will fight for the Explorer's for free for the next fight only. Roll a D6: <table> <tr> <td>1</td><td>The Explorer rescues a Bounty Hunter (Explorers who belong to outlaws who get this result will sell the Bounty Hunter as a slave and keep clear. He was probably out hunting for them anyway!).</td></tr> <tr> <td>2-3</td><td>The Explorer rescues a Scum.</td></tr> <tr> <td>4-5</td><td>The Explorer rescues a Pit Slave.</td></tr> <tr> <td>6</td><td>The Explorer rescues a Wyrd (randomly select).</td></tr> </table> </td></tr> <tr> <td>4</td><td>The Explorer finds a TERRITORY which may be added to the gang's list of Territories. Roll 1D6: <table> <tr> <td>1</td><td>Water Still.</td></tr> <tr> <td>2-3</td><td>Old Ruins.</td></tr> <tr> <td>4-5</td><td>Slag.</td></tr> <tr> <td>6</td><td>Spore Cave</td></tr> </table> </td></tr> <tr> <td>5</td><td>The Explorer finds an Archeotech Hoard. Add it to his gang's list of Territories.</td></tr> <tr> <td>6</td><td>The Explorer finds a group of Green Settlers which he point in the direction of his gang. Add a Territory of your choice to the Explorer's gangs list of Territories.</td></tr> </table>	1	The Explorer is exposed to a terrible horror in his search and is not telling anyone what he saw.. The Explorer is now immune to <i>Terror</i> (and therefore <i>Fear</i> as well) If the Explorer has already had this result on a prior search hunt he must roll again, nothings going to scare him any more.	2	The Explorer rescues a Juve (or Juve equivalent) which joins the Explorer's gang for free out of gratitude. The Explorer's gang must still pay for the Juve's equipment.	3	The Explorer rescues a Hired Gun who in gratitude will fight for the Explorer's for free for the next fight only. Roll a D6: <table> <tr> <td>1</td><td>The Explorer rescues a Bounty Hunter (Explorers who belong to outlaws who get this result will sell the Bounty Hunter as a slave and keep clear. He was probably out hunting for them anyway!).</td></tr> <tr> <td>2-3</td><td>The Explorer rescues a Scum.</td></tr> <tr> <td>4-5</td><td>The Explorer rescues a Pit Slave.</td></tr> <tr> <td>6</td><td>The Explorer rescues a Wyrd (randomly select).</td></tr> </table>	1	The Explorer rescues a Bounty Hunter (Explorers who belong to outlaws who get this result will sell the Bounty Hunter as a slave and keep clear. He was probably out hunting for them anyway!).	2-3	The Explorer rescues a Scum.	4-5	The Explorer rescues a Pit Slave.	6	The Explorer rescues a Wyrd (randomly select).	4	The Explorer finds a TERRITORY which may be added to the gang's list of Territories. Roll 1D6: <table> <tr> <td>1</td><td>Water Still.</td></tr> <tr> <td>2-3</td><td>Old Ruins.</td></tr> <tr> <td>4-5</td><td>Slag.</td></tr> <tr> <td>6</td><td>Spore Cave</td></tr> </table>	1	Water Still.	2-3	Old Ruins.	4-5	Slag.	6	Spore Cave	5	The Explorer finds an Archeotech Hoard. Add it to his gang's list of Territories.	6	The Explorer finds a group of Green Settlers which he point in the direction of his gang. Add a Territory of your choice to the Explorer's gangs list of Territories.
1	The Explorer is exposed to a terrible horror in his search and is not telling anyone what he saw.. The Explorer is now immune to <i>Terror</i> (and therefore <i>Fear</i> as well) If the Explorer has already had this result on a prior search hunt he must roll again, nothings going to scare him any more.																												
2	The Explorer rescues a Juve (or Juve equivalent) which joins the Explorer's gang for free out of gratitude. The Explorer's gang must still pay for the Juve's equipment.																												
3	The Explorer rescues a Hired Gun who in gratitude will fight for the Explorer's for free for the next fight only. Roll a D6: <table> <tr> <td>1</td><td>The Explorer rescues a Bounty Hunter (Explorers who belong to outlaws who get this result will sell the Bounty Hunter as a slave and keep clear. He was probably out hunting for them anyway!).</td></tr> <tr> <td>2-3</td><td>The Explorer rescues a Scum.</td></tr> <tr> <td>4-5</td><td>The Explorer rescues a Pit Slave.</td></tr> <tr> <td>6</td><td>The Explorer rescues a Wyrd (randomly select).</td></tr> </table>	1	The Explorer rescues a Bounty Hunter (Explorers who belong to outlaws who get this result will sell the Bounty Hunter as a slave and keep clear. He was probably out hunting for them anyway!).	2-3	The Explorer rescues a Scum.	4-5	The Explorer rescues a Pit Slave.	6	The Explorer rescues a Wyrd (randomly select).																				
1	The Explorer rescues a Bounty Hunter (Explorers who belong to outlaws who get this result will sell the Bounty Hunter as a slave and keep clear. He was probably out hunting for them anyway!).																												
2-3	The Explorer rescues a Scum.																												
4-5	The Explorer rescues a Pit Slave.																												
6	The Explorer rescues a Wyrd (randomly select).																												
4	The Explorer finds a TERRITORY which may be added to the gang's list of Territories. Roll 1D6: <table> <tr> <td>1</td><td>Water Still.</td></tr> <tr> <td>2-3</td><td>Old Ruins.</td></tr> <tr> <td>4-5</td><td>Slag.</td></tr> <tr> <td>6</td><td>Spore Cave</td></tr> </table>	1	Water Still.	2-3	Old Ruins.	4-5	Slag.	6	Spore Cave																				
1	Water Still.																												
2-3	Old Ruins.																												
4-5	Slag.																												
6	Spore Cave																												
5	The Explorer finds an Archeotech Hoard. Add it to his gang's list of Territories.																												
6	The Explorer finds a group of Green Settlers which he point in the direction of his gang. Add a Territory of your choice to the Explorer's gangs list of Territories.																												

Scavenger Table

1D6

Result

- 1 The Scavenger finds a Herd of Zombies feasting on the dead. They attack him but he manages to escape with only a flesh wound. Test for Zombie Plague, if he survives he must miss the next battle as he recovers. He does, however, receive 1D6 x 10 Food company as a spotter's (silencing) fee.
- 2 The Scavenger Finds a Dead Outlaw on a heap who's bounty hasn't been collected. (1D6x1 credits) On a roll of a one, the Body Scavenger's ruse has been discovered, however he may still keep the 10 credits. The gang opposing the scavenger's gang next turn may take a free bounty hunter (he's the one that should have gotten the bounty and now wants to get even).
- 3 The Scavenger finds some good spare body parts which he can sell for 1D3x5.
- 4 The Scavenger finds a corpse with lots of loot on it which he may sell for D6x5 credits.
- 5 The Scavenger finds one random piece of equipment from the Outlaw trading list.
- 6 The Scavenger finds a bionic part on a corpse. Note: If the Scavenger gives the part to his gang it cannot be fitted this turn as it has to be cleaned off and recalibrated for its new owner. Roll a further D6:
 - 1-2. The Scavenger finds a Bionic Arm, which he may sell for 40 credits.
 - 3-4 The Scavenger finds a Bionic Leg, which he may sell for 40 credits.
 - 5-6. The Scavenger finds a Bionic Eye, which he may sell for 25 credits.

Stinger Mould Harvest Table

1D6

Result

- 1 The Stinger Mould Harvester finds a patch just as it goes to spore and is covered with a terrible rash. He must miss the next fight whilst he recovers. No patches of Stinger Mould are gathered this turn.
- 2-5 Stinger Mould Harvester gathers 1 patch of *Stinger Mould* which he may sell or give to his gang.
- 6 Stinger Mould Harvester gathers 1D3 patches of *Stinger Mould* which he may sell or give to his gang.

GETCHA MITZ ON OUR PRE-RELEASES!

Da Trollz are always floggin off brand new minis before they're available in the shops, so why not give 'em aring and find out what's on pre-release. Pre-release miniatures are very limited so you'll have to be quick!

Mail Order Pre-Release Hotline: 0115 91 40 000

**Lines are open 6am-Midnight,
7 days a week.**