

Necromunda – 2017 edition

Comprehensive Rulebook

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The main purpose of this document is to facilitate access to all rules distributed in multiples books and online documents.

It contains:

- Underhive rule book
- Gang War 1, 2, 3 & 4
- Gangs of the Underhive
- [Official errata](#) (2018-03-05)
- [Chaos Cult Gangs](#)
- [Genestealer Cult Gangs](#)
- White Dwarf Scenarios: Claim the Spire & The Gauntlet
- White Dwarf: Venator Gang.
- Tactics cards text from Base, Cawdor, Escher, Goliath, Orlock and Van Saar packs.
- [YakTribe Answered Questions](#) (Community FAQ – v2018-06-11)

Note that chapters may have been re-organized to be more logical and flowing.

This is a permanent work in progress and the document will be completed with any new official materials.

Feel free to comment, ask questions, and report any errors or typos in [the reddit post](#).

If an obvious typo or error appears in official sources, it should be corrected here. However if the typo is not obvious, still not officially corrected, but commonly accepted by the community, you should find a note to warn from its uncertainty.

YAQ entries are written in a different colour to reflect their unofficial state.

Please consider buying Games Workshop products to support more release of this awesome game.

Special thanks to [u/Shinzuer](#), [u/True_Mindslide](#), [u/dumire1](#), [u/truePooEyes](#), [u/carcharodon99](#), [u/TopsyKretts87](#), [u/Corran_dk](#), [u/Syranthel](#), [u/Bobthefighter](#), [u/MaleficentCrew](#), [u/kernbanks](#), [u/Kanthes](#), [u/Autoxidation](#), [u/thanejaw](#) for their help, and all people correcting, giving ideas to improve this document and supporting me on reddit.

Have fun in the underworld !

Aarhun

CONTENTS

GANGS AND FIGHTERS.....	4
Characteristics profiles :	4
GENERAL PRINCIPLES.....	5
Measuring Distances.....	5
Walls.....	5
Obstacles.....	5
Re-Rolling and Rolling off.....	5
Vision arc.....	6
Line of Sight.....	6
Characteristic Checks.....	7
Fighter Statuses.....	7
Blast Markers and Flame Templates.....	7
Directly Towards and Directly Away From.....	7
Designer's Note: Keeping Things Clear.....	7
GAME STRUCTURE.....	8
Round sequence.....	8
THE PRIORITY PHASE.....	8
THE ACTION PHASE.....	9
Changing Facing.....	9
END PHASE.....	18
TERRAIN FEATURES.....	19
Doors.....	19
Barricades.....	19
Beast's Lair.....	19
Ductways.....	19
Pitfalls.....	20
Toxic Sludge.....	20
Loot Caskets.....	20
Ammo Caches.....	20
Booby Traps.....	21
Gang Relic.....	21
SECTOR MECHANICUS TERRAIN.....	22
UNDERHIVE PERILS.....	24
GANG LISTS.....	30
HOUSE GANGS.....	30
HOUSE CAWDOR GANGS.....	31
HOUSE DELAQUE GANGS.....	33
HOUSE ESCHER GANGS.....	35
HOUSE GOLIATH GANGS.....	37
HOUSE ORLOCK GANGS.....	39
HOUSE VAN SAAR GANGS.....	41
CHAOS CULT GANGS.....	43
GENESTEALER CULT GANGS.....	50
VENATOR GANGS.....	56
HIRED GUNS.....	59
Bounty Hunters and Hive Scum.....	59
Hangers-On AND BRUTES.....	64
Exotic Beasts.....	74
PSYKERS.....	81
Psykers in Necromunda.....	81
Using Wyrd Powers.....	81
Psychic Duels.....	81
Perils of the Warp.....	82
Sanctioned and Non-sanctioned Psykers.....	82
Wyrd Powers.....	83
UNDERHIVE ARMOURY.....	84
Weapon Profiles.....	84
Designer's Note: The Golden Rule.....	84
Range Weapons.....	85
Weapon ACCESSORIES.....	89
Grenades.....	89
Booby Traps.....	89
Close Combat Weapons.....	90
Close Combat Weapons.....	91
Armour.....	92
Field Armour.....	93
EQUIPMENT.....	94
Bionics.....	97
Status Items.....	98
WEAPON TRAITS.....	100
THE TRADING POST.....	104
Basic Weapons.....	104
Pistols.....	104
Heavy Weapons.....	105
Special Weapons.....	105
Grenades.....	105
Close Combat Weapons.....	105
Armour.....	106
BIONICS.....	106
Exotic Beasts.....	106
Field Armour.....	106
Gang Equipment.....	106
Personal Equipment.....	106
Status Item.....	106
Weapon Accessories.....	106
TURF WAR CAMPAIGNS.....	107
What is a Campaign.....	107
RUNNING A CAMPAIGN.....	107
FOUNDING A GANG.....	110
CAMPAIGN BATTLES.....	111
LASTING INJURIES.....	118
THE PRE-BATTLE AND POST-BATTLE SEQUENCES.....	120
ENDING A TURF WAR.....	126
APOTHEOSIS.....	126
DOWNTIME.....	126
A NEW TURF WAR BEGINS.....	127
SPECIAL TERRITORY TABLE.....	128
SKIRMISH GAMES.....	129
Gang Creation.....	129
Founding a Gang.....	129
Gang Attributes.....	129
Fighter Attributes.....	130
Playing Skirmish Games.....	130
Tournament Play.....	131
Campaign Events.....	132
Example Rules Packs.....	134
ARBITRATED CAMPAIGNS.....	135
The Arbitrator.....	135
Different kinds of campaigns.....	135
CAMPAIGN EVENTS.....	138
THE DOMINION CAMPAIGN.....	142
How the Campaign Works.....	142
Setting up the Campaign.....	143

Founding Gangs.....	144
Campaign Variants.....	145
Running The Campaign.....	145
What The Arbitrator Keeps Track Of.....	146
The Pre-Battle And Post-Battle Sequences... 151	
Ending the Campaign.....	157
Territories.....	158
SCENARIOS.....	166
Scenario Special Rules.....	166
ZONE MORTALIS - SCENARIO 1: TUNNEL SKIRMISH.....	168
ZONE MORTALIS - SCENARIO 2: THE TRAP.....	169
ZONE MORTALIS - SCENARIO 3: FORGOTTEN RICHES.....	170
ZONE MORTALIS - SCENARIO 4: THE MARAUDERS.....	171
ZONE MORTALIS - SCENARIO 5: SNEAK ATTACK.....	172
ZONE MORTALIS - SCENARIO 6: SMASH & GRAB.....	173
SCENARIO 1: STAND-OFF.....	174
SCENARIO 2: LOOTERS.....	175
SCENARIO 3: AMBUSH.....	176
SCENARIO 4: BORDER DISPUTE.....	177
SCENARIO 5: SABOTAGE.....	178
SCENARIO 6: RESCUE MISSION.....	180
SCENARIO 7: CLAIM THE SPIRE.....	181
SCENARIO 8: THE GAUNTLET.....	182
SCENARIO 9: LAST STAND.....	184
SCENARIO 10: ESCAPE THE PIT!.....	185
SCENARIO 11: DOWNTOWN DUST-UP...186	
SCENARIO 12: SHOOT-OUT.....	188
SCENARIO 13: CARAVAN HEIST.....	189
SCENARIO 14: SPOOK HARVEST.....	190
SCENARIO 15: IN THE DARK.....	192
SCENARIO 16: ARCHAEO HUNTERS.....	193
SCENARIO 17: PRISON BREAK.....	194
SCENARIO 18: MONSTER HUNT.....	196
SCENARIO 19: THE HIT.....	197
SCENARIO 20: SETTLEMENT ATTACK.	198
SCENARIO 21: ESCAPE!.....	200
SCENARIO 22: MURDER CYBORG.....	201
SCENARIO 23: ESCORT MISSION.....	203
SCENARIO 24: FIGHTER DOWN.....	204
MULTI-PLAYER GAMES.....	206
APPENDICES.....	209
TABLE OF ACTIONS.....	209
TABLE OF TACTICS CARDS.....	212
UNDERHIVE BATTLES.....	221
Outdated - FOUNDING A GANG.....	236

GANGS AND FIGHTERS

In Necromunda, each player controls 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	Ci	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 (CI)

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 (on that is lying down), assume that their base is still upright, as shown in the diagram below:

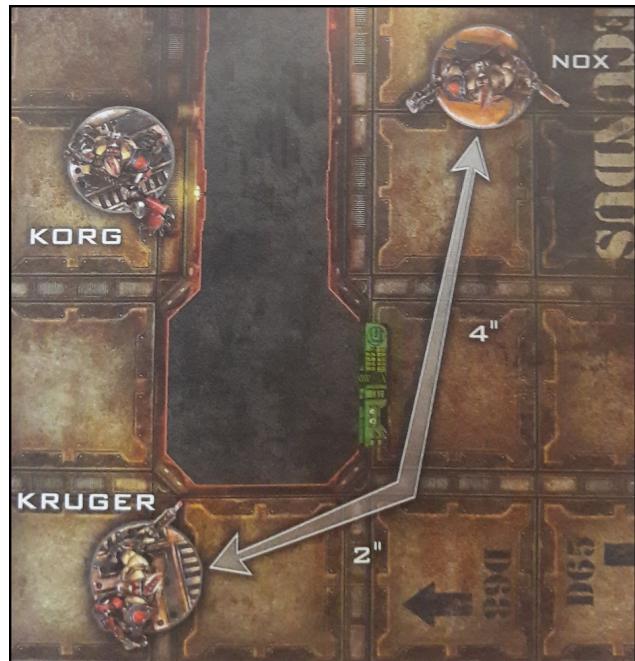


Nox the Ripper occupies the same space whether he is standing or Prone as shown above:



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, totalling 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 rerolled 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.

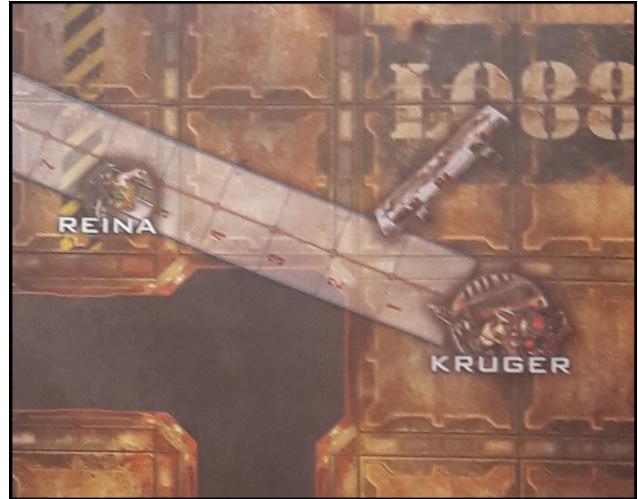
Players may be instructed to roll off – this happens most commonly at the start of a round, when determining which gang has Priority. Each player rolls a D6, with the highest player winning. In the case of a tie, roll again unless otherwise instructed.

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 centre of their base.



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.



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.

Zone Mortalis

A fighter has line of sight to another fighter if a straight line can be drawn from the centre 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.

Sector Mechanicus

In Sector Mechanicus terrain (3D), line of sight rules are replaced by the following:

True Line of Sight

To check a fighter's line of sight to another fighter, stoop down to look from the first fighter's point of view. If the other fighter is not entirely obscured by terrain or other fighters, the first fighter has a line of sight to them. If the fighter is entirely obscured except for their base and any insignificant elements (a protruding hairstyle, the barrel of a gun, or a spike from their armour, for example), the first fighter does not have line of sight to them. If players cannot agree whether one fighter has a line sight to another, it should be settled by rolling off.

Designer's Note: Agreeing on Line of Sight

It pays to be gracious when your opponent claims line of sight – in other words, if they claim their fighter has line of sight and your immediate thought is anything less than 'there is no way that fighter has line of sight' then we recommend allowing it. If both players take this approach (with both line of sight and cover), the game will flow more smoothly and will be much more satisfying.

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 centre 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 centre 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.

The fighter fully resolves a Simple or Basic before the controlling player declares the second one. Double actions are declared and resolved at once as they count as two actions.

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 **Prone 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.

YAQ: Note that they need to be able to make it into base to base using the rolled move in order to do a successful charge. For example, if they roll a 6" charge and the enemy is 6.5" away, the charge fails. The fighter moves up to 1" away from the enemy – and is now very vulnerable !

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 (this is a characteristic check on a D6 using the weapon's Ammo characteristic). 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 Standard Move, moving up to D6" regardless of their Movement characteristic. Furthermore, each enemy that is Engaged with them can make an Initiative check. If they pass, they can make Reaction attacks (see page 15) as tough the fighter who attempted to retreat had attacked them.

Pinned Fighters

Fighters who are Prone (laying down) and face-up are Pinned. They are keeping they 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

Fighters move by making actions, and there are a number of actions that enable them to move in different ways, as detailed on this page and the previous page. For example, a fighter might make a Move (Simple) action to advance cautiously, or may make two Move (Simple) actions in quick succession to run forward and cover a lot more ground. A fighter might Charge (Double) to get into combat, or when Pinned or Seriously Injured they may Crawl (Double) to get out of the firing line. When activating a fighter to make any of the previously listed actions, declare a general direction in which they will move, then measure out the movement. A fighter is not obliged to move their full movement allowance, they can move any distance up to their movement allowance, but they cannot move further. Movement need not be in a straight line, a fighter can turn and zig-zag around terrain as appropriate. After moving, a fighter can turn to face any direction.

Sometimes, when you measure out movement, it may become obvious that a fighter does not have as much movement as hoped and will end their movement short of where you had planned. In this case, move the fighter as far as possible in the desired direction, and try to make good use of any available cover!

In the case of a Charge (Double) action, if a fighter has insufficient movement, they will end their move short of combat and often in a very dangerous position!

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 of 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 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 these 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 ($\pm ?$)** : 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.
- **Twin guns blazing (-1)**: The fighter attacks with two pistols. See page 12.

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 Chart

D6	Result
1	1 hit + Ammo !
2-3	1 hit
4-5	2 hits
6	3 hits

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.

Cover

Zone Mortalis

To see if a target is in cover from the attacker's point of view; trace a straight line from the centre 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.

Sector Mechanicus

To see if a target is in cover, stoop down to look from the attacker's point of view. Disregard friendly fighter in base contact with the attacker – move them aside temporarily if necessary, as long as they return to the right place (and facing) once the shot has been resolved.

If the target is fully visible, they are not in cover (they are 'in the open'). Otherwise, if less than half of the model is obscured by terrain or fighters, they are in partial cover. If at least half of the model is obscured by terrains or fighters, they are in full cover. As with line of sight, ignore their base and any minor elements such as hair, gun barrels, and spikes – and again, if a decision cannot be reached, the players should roll off.

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.

YAQ: The 'pistol' here refers to the equipment category, not the trait. Note that, unless the fighter has the Gunslinger skill, the 'both [attacks] must be made against the same target' part of the rule also applies to Template weapons: if you twin-fire Template weapons, both templates must be placed the exact same way, and if you fire a Template weapon alongside a regular one, you must first choose a target for the regular weapon (following the target priority rules as usual) and then centre the Template on this target.

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.

Often, a Pinned fighter can be ignored, as they are likely to be behind cover and harder to target, meaning that another fighter may be easier to hit. However if that is not the case, for instance, if the required hit roll for a Pinned fighter is the same as a fighter further away, the Pinned fighter takes priority.

When a fighter is Seriously Injured, they do not represent the most obvious threat, therefore they can be freely ignored.

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 centre 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 sized 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.

YAQ: the marker cannot be placed in the air, it must be put in a game surface within Line of Sight of the attacker.

Then roll 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, centre 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 centre 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.

An Ammo check fail on a grenade launcher, however, might represent a weapon jamming or some other minor malfunction, but we can assume the wielder carries sufficient ammo for the battle and if they are able to clear the fault then they are able to reload. This is factored into the cost of the weapon.

CLOSE COMBAT

Making Close Combat Attacks

When a fighter makes a close combat attack, 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.

(See page 15 for a list of all modifiers)

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.

List of all Close Combat modifiers:

Weapon modifiers (Not Pistols).....	Variable*
Turn to Face.....	-1
By Assists.....	+1
By Interference.....	-1
Broken fighters.....	-2
Through a Barricades.....	-1

*See UNDERHIVE ARMOURY

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 Examples:

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 attack 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 armour rules page 92 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.

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 change to a 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:

Injury Dice Chart

D6	Result
1-2	Flesh Wound
3-5	Serious Injury
6	Out of Action

YAQ: You roll injury dice for the point of damage that takes the fighter to 0 wounds, and any points of Damage left over beyond that. For example, if a D3 weapon wounds a W2 ganger then one point of damage takes the ganger to 1 wound, the next reduces him to 0 wounds (1 injury dice) and the final point is left over (another injury dice) = 2 Injury dice in total.

Out of Action

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

Serious Injury

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

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.

YAQ: If a fighter has 0 wounds and then recovers to a Flesh Wound, they return to having 1 wound.

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 these 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 gain this benefit from other Champions, but can gain it from the Leader. Leaders cannot gain this benefit at all.

This only applies to Cool checks made as part of Bottle tests.

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.

Fleeing the Battlefield

In a campaign, it is often wise for a gang to quit a fight while they are ahead. This is especially true in ambushes, and when smaller crews take on larger or more dangerous ones! In campaign play, a gang's controlling player can choose to voluntarily fail any Bottle test they make, instead of rolling for it.

Once a gang has bottled out (whether voluntarily or by failing a Bottle test), the controlling player can declare that the gang will flee the battlefield at the start of any Action phase. Any Active and Pinned fighters from their gang immediately flee the battlefield. Engaged fighters must first attempt to break away from their fight – make an Initiative check for each of them. If the check is passed, they flee, but if it fails, they are Seriously Injured. Once the gang that has declared it will flee has only Seriously injured fighters on the battlefield, the battle ends. Roll to see whether fighters succumb to their injuries or are captured as normal.

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 centre 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 actions 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 gap 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 marker or moves within 2" of a marker 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, centre 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. Centre 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 marker 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.

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 terrains 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 in 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 failing 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 use 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" – 5"	-1
6" – 8"	-2
7" – 9"	-3
10" +	-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 platforms do not 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" – 8"	5	-1	1
7" – 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. Move the falling fighter the shortest distance possible so that the two fighters are not overlapping.

If a falling fighter lands within $\frac{1}{2}$ " 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 $\frac{1}{2}$ " of the edge.

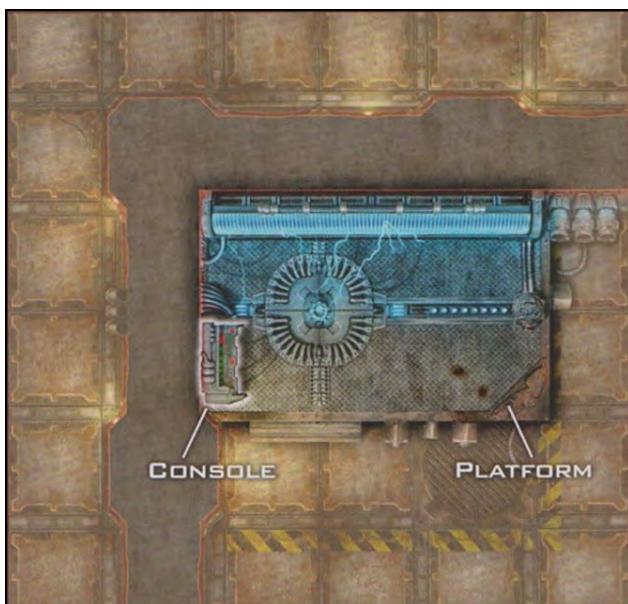
UNDERHIVE PERILS

This section presents rules for additional Necromunda: Underhive Zone Mortalis board sections, available as a separately sold pack. Players can agree to use them when setting up a Zone Mortalis battle, adding them to the tiles that are available. If players wish to use them for the scenarios of Zone Mortalis, they can either create an entirely new board layout or substitute an Underhive Perils tile for one that already contains a peril (such as a pitfall or toxic sludge).

Underhive Perils in Sector Mechanicus Battles

Many of the perils found here can be adapted for use in Sector Mechanicus battles. In many cases, this is simply a case of creating a bespoke piece of terrain to represent them; however, if any additional guidelines are needed, they will be found in a box-out next the relevant entry.

Archaeotech Device



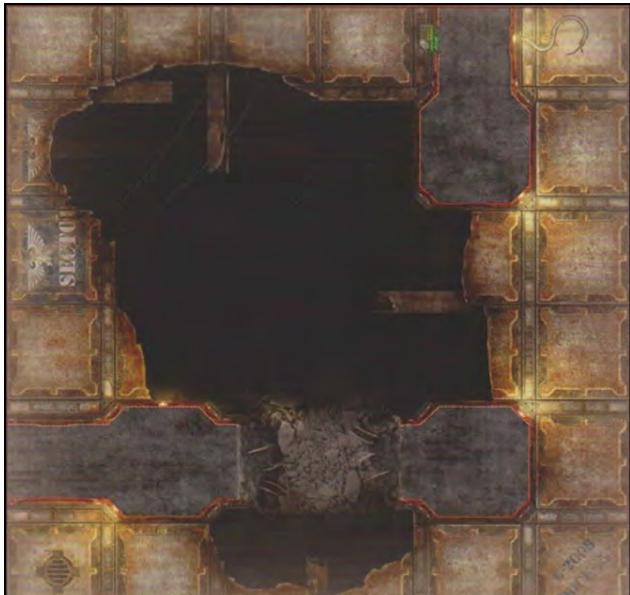
An Active fighter within 1" of the Console can make the following action:

Activate Device (Basic) – Make an Intelligence check for the fighter. If it is passed, any weapons carried by any fighter who is currently standing at least partially on the Platform gain the Shock trait for the rest of the battle. If the check is failed, any fighter who is currently standing at least partially on the Platform is Pinned, then takes D6 Strength 2 hits with the Shock trait.

In Sector Mechanicus...

The piece of terrain representing the Archaeotech Device should have a Console; if it does not, a Door Terminal can be placed adjacent to the Device to count as the Console. If the Device does not have a 'Platform' or something similar, the Activate Console action affects any fighters within 3" of the Device.

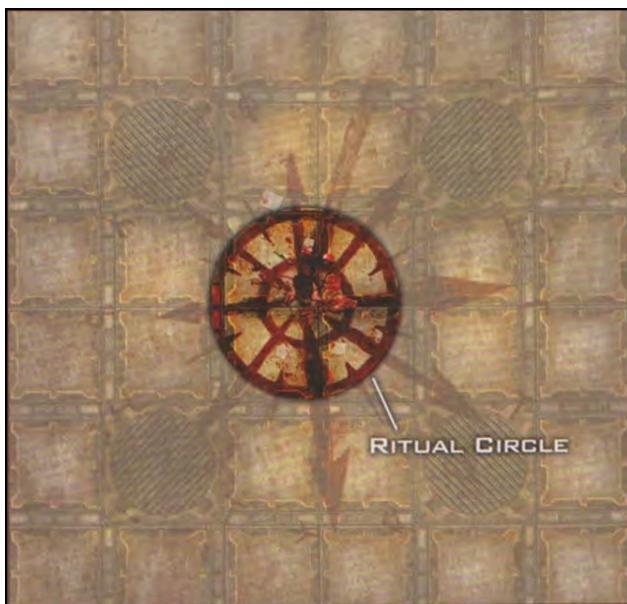
Collapsed Sections



A collapsed Section features one or more large Pitfalls, which follow the rules on page 20. In addition, if a weapon with the Blast trait is used and the centre of the Blast marker ends on a Collapsed Section tile, make an Initiative test for each fighter on that tile. If the test is failed, the floor shifts and the fighter is moved D3" towards the nearest Pitfall (potentially falling if they move into it).



Cult Ritual Chamber



If a fighter ends their turn within 6" of the Ritual Circle, make a Willpower check for them. If the check is failed, an Insanity marker is placed on the fighter's card (these can be found on the Underhive Perils token sheet).

If a fighter has an Insanity marker when they are activated, roll a D6:

On a 1 or 2, they immediately become Broken – or, if they were already Broken, they flee the battlefield (even if their gang has not failed a Bottle test).

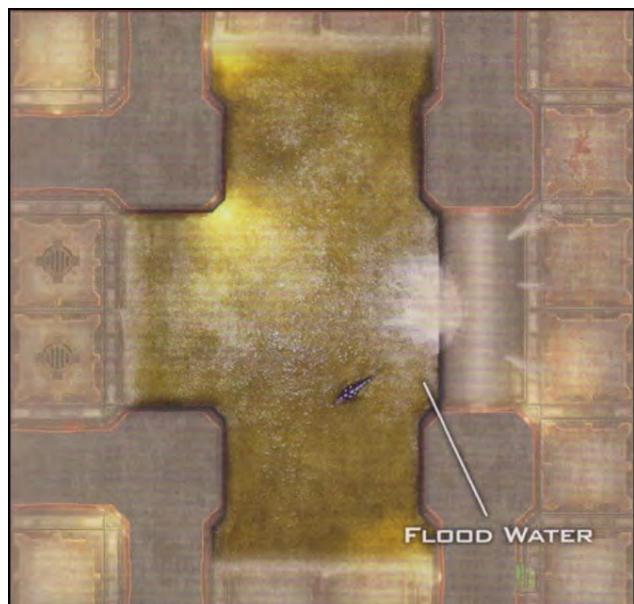
On a 3 or 4, the opposing player can control that fighter this turn, treating them as part of their gang, for example, they could charge or shoot at another fighter from the insane fighter's gang, treating them as an enemy. Once the turn is over, the fighter no longer counts as part of the opposing gang.

On a 5 or 6, the fighter can act as normal. Once their turn is over, make a Willpower check for them; if it is passed, they lose their Insanity marker.

In Sector Mechanicus...

When setting up terrain in a Sector Mechanicus battle, a suitable piece of scenery (perhaps an idol or altar) can be used in place of the Ritual Circle.

Flooded Passage



If a Seriously Injured fighter ends an action in the Flood Water, roll a D6. On a 1, their injuries are too great to keep their head above water – the fighter immediately goes Out of Action.

Fungus Sprawl

If a fighter ends an action within 2" of the Glowing Fungus, roll a D6. If the result is higher than their Toughness, or is a natural 6, the fighter succumbs to the toxic spores – make an Injury roll for them (regardless of their Wounds characteristic). If a fighter has an item of wargear that protects them against Gas attacks (such as a respirator or filter plugs), it can also be used against the fungus spores.



Additionally, in-scenarios using the Sentries special rules, attackers who are within 2" of Glowing Fungus are easier to see. Add 1 to the result of the dice to see whether they are spotted by a sentry.

Furnace Floor

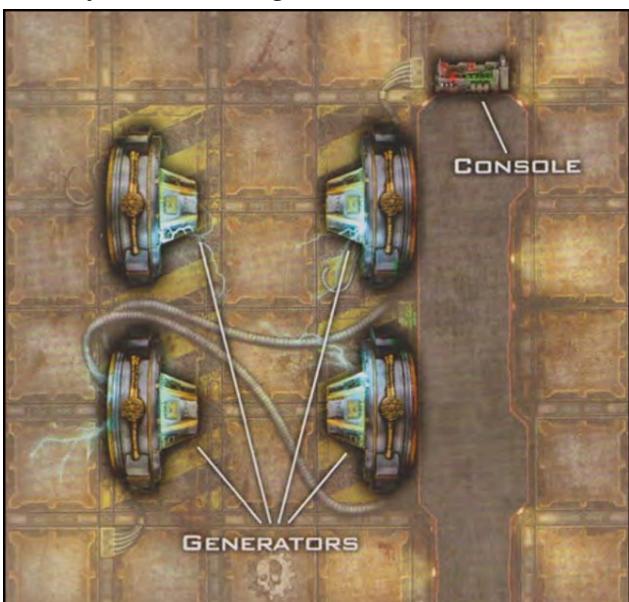
The Open Furnace is treated in the same way as a Pitfall. However, if a fighter is moved into the Furnace, no Initiative check is made for them – they immediately go Out of Action. Fighters who go Prone within 1" of the Furnace can still make an Initiative check. In a campaign battle, no Lasting Injury roll is made; this automatically counts as a 61-65 (Critical Injury).



In addition, the heat haze is such that any ranged attacks made across the Open Furnace have an additional -1 to hit modifier.

Malfunctioning Generatorium

The Generators on this tile block line of sight in the same way as obstacles. While the Generators are active (i.e., they have not been deactivated as described below), if a fighter moves between two Generators or ends an action within 1" of a Generator, they are Pinned, their turn ends and they suffer D3 Strength 4 hits with the Shock trait.

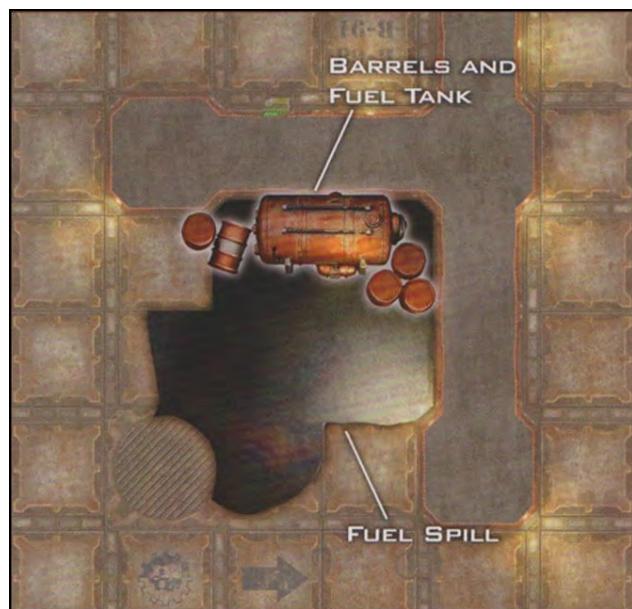


A fighter within 1" of the Console can make the following action:

Deactivate Generators (Basic) – Make an Intelligence check for the fighter. If it is passed, the Generators are deactivated until the end of the round.

Promethium Cache

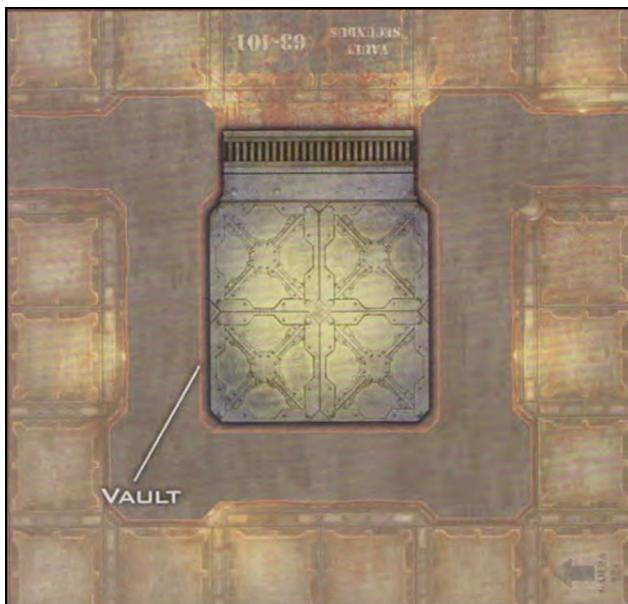
The promethium barrels and storage tank on this tile can be targeted by ranged attacks as though they were fighters (they can also be hit by templates, Blast markers and stray shots – see page 12). If the barrels and tanks are hit, roll a D6 and apply the attacking weapon's Armour Penetration value. On a result of 4 or more, the shot is deflected safely, but on a lower result, a barrel or the tank is breached and there is a huge detonation.



Every fighter within 3" of a barrel or the storage tank is immediately Pinned, and suffers a Strength 5 hit with a Damage of 2 and the Blaze trait. Once there has been a detonation, the barrels and storage tanks can no longer be hit – however, the space they occupied, and the Spilled Fuel, are ablaze for the rest of the battle. If a fighter moves into the blaze, they suffer a Strength 5 hit with a Damage of 2 and the Blaze trait.

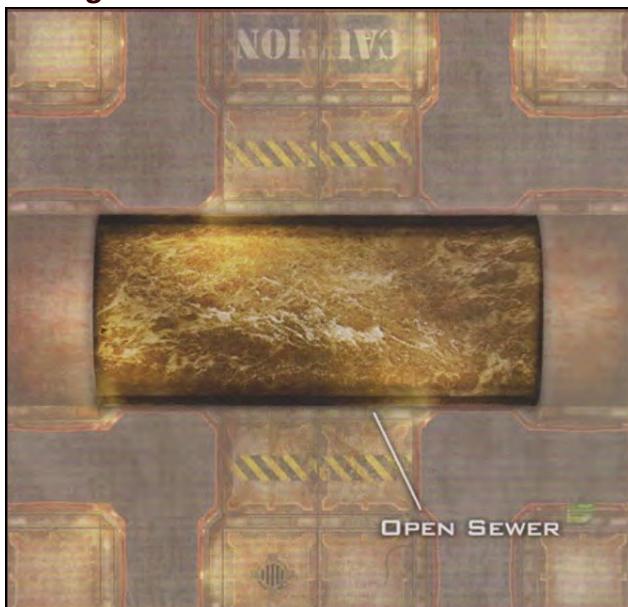
Secure Vault

When setting up the Secure Vault tile, a door must be placed across the Vault's entrance. There must also be a door terminal on the outside of the vault. The vault door has a Toughness of 8 and 4 Wounds. Ductways can never be set up so that they lead into the Vault.



When attempting to open the Vault door, Force Door actions succeed on a result of 11 or higher (instead of 9), and Access Terminal actions apply a -4 modifier to Intelligence check rather than -2.

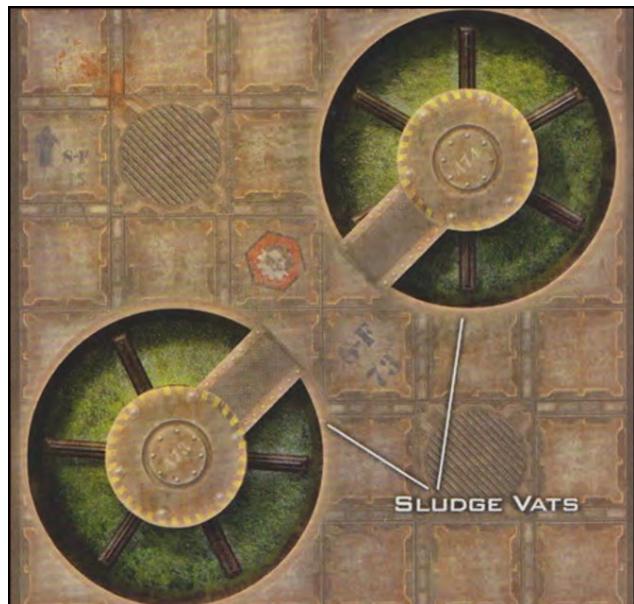
Sewage Channel



If a fighter moves into the Open Sewer, or starts an action in the Open Sewer, roll a D6 and add their Strength. If the result is 7 or more, the fighter maintains their footing. If the result is lower, they are Pinned – or, if they are already Prone, they are swept away by the fast-flowing current and go Out of Action.

Sludge Farm

Sludge Vats follow the rules for Pitfalls; however, a model that falls into a Sludge Vat is not taken Out of Action. Instead, they are Pinned and moved into the vat, and if it is their turn, it ends immediately. Next time they take a turn, they must spend their entire turn climbing out of the Vat (move them the shortest distance possible); they are then-Pinned.

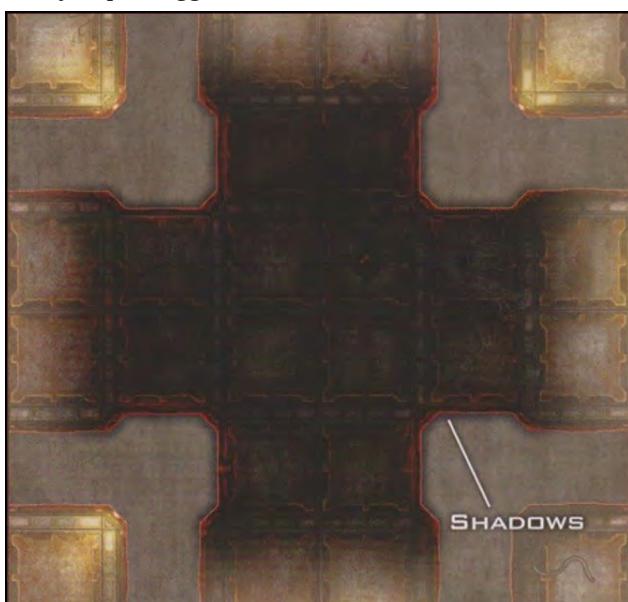


Note that the Sludge Vats on this tile are set into the ground, and as such do not block line of sight.

Unlit Corridors



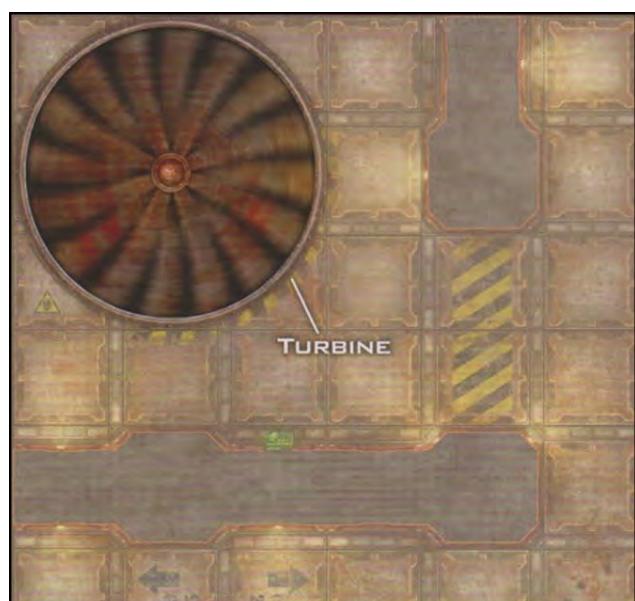
If a fighter is standing in the shadows, they cannot be targeted by ranged attacks or spotted by sentries from more than 3" away unless they have a Blaze marker, or the attacker/sentry is using photo-goggles or an infra-scope. Additionally, add 1 to the dice roll to see whether a booby trap is triggered if it is within the shadows.



Ventilation Tunnel

If a fighter ends an-action within 6" of the Turbine, roll a D6 for them and add their Strength. If the result is 7 or more, their turn ends as they brace against the rushing wind. If the result is lower, they are moved D3" towards the centre of the Turbine and their turn ends.

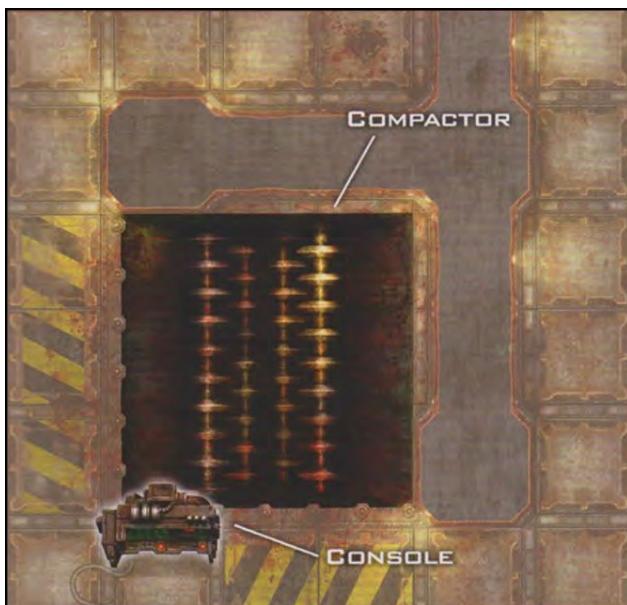
If a fighter moves into the Turbine, they go Out of Action immediately. In campaign battles, make D3 Lasting Injury rolls instead of one.



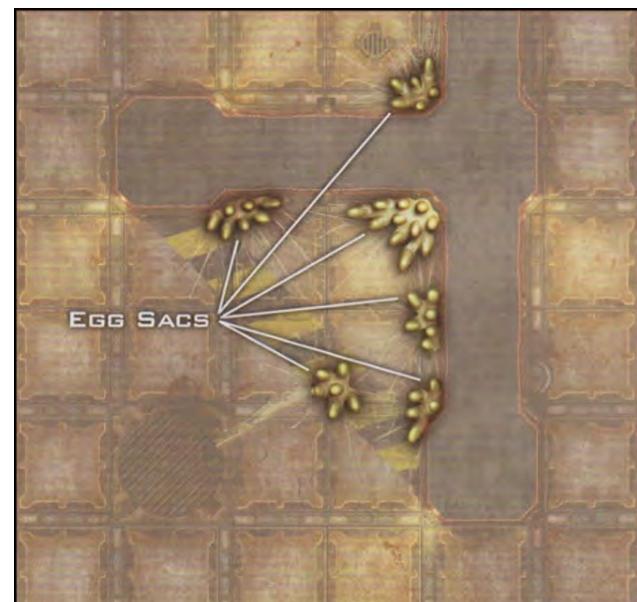
In addition, if a Scatter dice is rolled for a Blast marker whose centre is within 6" of the Turbine, do not roll the Scatter dice – instead, the marker scatters towards the centre of the Turbine.

Waste Compactor

The Compactor is treated as a Pitfall; however, if a model falls into it, they are not taken Out of Action – they are placed within the Compactor, as close as possible to the point from which they fell, and Pinned. Fighters in the Compactor do not have line of sight to fighters outside it unless they are within 1" of the edge, and vice versa.



Xenos Nesting Chamber



If a fighter ends an action within 1" of an Egg Sac, roll a D6. On a 1-3, they are attacked by xenos hatchlings – they are Pinned, and suffer D6 Strength 1 hits.

An Active fighter in the Compactor can make a Basic action to climb out; move them out of the Compactor, placing them as close as possible to it – they are Pinned (there is no need to check whether they fall back in).

Active fighters within 1" of the Console (and not within the Compactor!) can make the following action:

Cycle Waste Compactor (Basic) – Make an Intelligence check for the fighter. If it is passed, any fighters in the Compactor are taken Out of Action. In a campaign battle, no Lasting Injury roll is made; this automatically counts as a 61-65 (Critical Injury).

GANG LISTS

The following section contains everything that players need to found, equip and expand a gang in Necromunda campaign.

HOUSE GANGS

When founding a House gang, the first step is to decide which House the gang is drawn from. The rules which follow cover the six Clan Houses of Necromunda: Cawdor, Delaque, Escher, Goliath, Orlock and Van Saar.

When founding a gang, players will have a maximum budget of credits to spend. How much this is will depend upon whether they are founding a gang for Skirmish or Campaign play. In either case, this budget may not be exceeded. Any unspent credits will be added to the gang's Stash if the gang has been founded for Campaign play. However, if a gang has been founded for Skirmish play, any unspent credits are simply lost.

The next step is to choose the fighters that make up the gang. The following House lists show the fighters available to each gang. A fighter's entry in their House list will detail the weapon types they may be armed with, as well as listing any Wargear they have when added to the gang. Whenever a fighter is added to a gang, weapons and Wargear are purchased for them. If the gang is being founded for a campaign, fighters will be limited to equipment selected from their House Equipment List, whereas fighters in a gang founded for a Skirmish may also have access to some items of equipment from the Trading Post. In either case, a fighter may discard any Wargear they have in favour of something else purchased from the House Equipment list (most commonly this will be armour). Wargear discarded when a gang is founded is placed in the gang's Stash and may be given to other fighters.

Finally, a blank Fighter card is completed for each fighter when they are added to the gang; the characteristics of the fighter and any equipment they now have should be noted down in the appropriate sections of the Fighter card. A gang roster sheet is also completed for the gang as a whole, following the guidelines given for campaign play (see page 142) or skirmish play (see page 129).

Gang Composition

All gangs follow these rules when they are founded:

- There must be one Leader.
- The total number of Gangers in the gang must always be equal to, or higher than, the total number of other fighters (Leaders, Juves and Champions) in the gang, not counting Hangers-on.
- A fighter can be equipped with a maximum of three weapons. Weapons marked with an asterisk (*) take up the space of two weapons.
- Any fighter may take Wargear.
- Weapon accessories marked with a dagger (†) may not be combined together on the same weapon. If one such accessory is purchased for a weapon, another may not be added.

During a campaign, all gangs continue to follow the above rules as new fighters are added to the gang.

Additionally, the following rules apply:

- A gang founded for a campaign can contain no more than two Champions. Additional Champions may be added to the gang during the course of the campaign.
- During the course of a campaign, any fresh recruits added to the gang may be equipped with items currently held in the gang's Stash, rather than purchasing new equipment.
- During the course of the campaign, gangs may gain new equipment, either by purchasing it from the Trading Post or as a result of Territory Boons. These items are added to the gang's Stash and may be distributed among fighters during any Post-battle sequence:
 - A fighter cannot be given a new weapon of a type not allowed by their entry within their House list.
 - Juves and Gangers cannot be given a new weapon if it would take them above the limit of three weapons carried.
 - A Leader or Champion can be given more than three weapons as they can have multiple Fighter cards, each representing a different 'set' of equipment, as described on page 145.
 - A fighter may discard any Wargear carried when given new Wargear. Discarded Wargear is placed in the gang's Stash.

HOUSE CAWDOR GANGS

House Cawdor is the stronghold of the Cult of the Redemption, whose prophets foretell of universal destruction. The poorest of the Houses, they scavenge through the detritus of the hive, their ‘holy’ wargear made from cast-off scrap and battered weaponry. They are the numberless foot soldiers of the Redemption, the spreaders of faith to the underhive and the seekers of relics from among its ruins – each ganger happy to die for the faith.

Fighters

A starting Cawdor gang is made up of the following fighters:

Leader.....	105 credits										
M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	3+	4+	3	3	2	4+	2	4+	6+	5+	6+

Equipment

A Cawdor Leader is equipped with flak armour. They have no weapon restrictions.

Starting Skill

Cawdor Leaders start with one free skill chosen from their Primary skill sets.

Champions.....	95 credits each										
M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	4+	3+	3	3	2	4+	2	5+	6+	7+	7+

Equipment

A Cawdor Champion is equipped with flak armour. They have no weapon restrictions.

Starting Skill

Cawdor Champions start with one free skill chosen from their Primary skill sets.

Juvves.....	20 credits each										
M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
6"	5+	5+	3	3	1	3+	1	8+	8+	8+	9+

Equipment

A Cawdor Juve starts with no equipment. They can be armed with Pistols and Close Combat Weapons, but cannot be given any item that is worth more than 20 credits when they are added to the gang. During a campaign, once a Juve has gained their first Advancement, this limit no longer applies.

Gangers.....	45 credits each										
M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	4+	4+	3	3	1	4+	1	7+	7+	7+	7+

Equipment

A Cawdor Ganger is equipped with flak armour. They can be equipped with Armour, Basic Weapons, Pistols, Close Combat Weapons, Grenades and Wargear. When the gang is created one Ganger can be equipped with a Special Weapon, during the campaign, additional Gangers can also take Special Weapons.

House Cawdor Skill Access

Cawdor fighters have access to the following skills:

	Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Shooting	Savant
Leader	-	Primary	Primary	-	Secondary	Primary	-	Secondary
Champion	Secondary	Primary	Primary	-	Secondary	Secondary	-	-
Juve	Secondary	-	Secondary	-	Primary	-	-	-
Specialist	Secondary	Secondary	Primary	-	Primary	-	-	-

House Cawdor Equipment List

Weapons

Basic Weapons

- Reclaimed autogun.....10 credits
- Sawn-off shotgun.....15 credits
- Cawdor Polearm/autogun*.....20 credits
- Cawdor Polearm/blunderbuss*
(with grape & purgation shot).....40 credits

Close Combat Weapons

- Axe.....10 credits
- Maul (club).....10 credits
- Fighting knife.....15 credits
- Flail.....20 credits
- Two-handed axe*.....25 credits
- Two-handed hammer*.....35 credits
- Chain glaive*.....60 credits

Pistols

- Reclaimed autopistol.....5 credits
- Stub gun.....5 credits
- Hand flamer.....75 credits

Special Weapons

- Long rifle.....30 credits
- Combi-weapon
(autogun/flamer).....110 credits
- Flamer.....130 credits

Heavy Weapons

- Cawdor Heavy crossbow*
(with frag & krak shells).....125 credits
- Heavy stubber*.....130 credits
- Heavy flamer*.....195 credits

Wargear

Grenades

- Smoke grenades.....15 credits
- Frag Grenades.....30 credits
- Blasting charges.....35 credits
- Incendiary charges.....40 credits
- Krak Grenades.....45 credits
- Choke gas grenades.....50 credits

Armour

- Flak armour.....10 credits
- Mesh armour.....15 credits

Personal Equipment

- Dum dum rounds
(for stub gun).....5 credits
- Drop rig.....10 credits
- Filter plugs.....10 credits
- Skinblade.....10 credits
- Respirator.....15 credits
- Strip kit.....15 credits
- Bomb delivery rats.....30 credits
- Emperor's Wrath rounds
(for blunderbuss).....35 credits
- Mono-sight †.....35 credits
- Photo-goggles.....35 credits
- Cult icon.....40 credits

Naming your own Cawdor

Cawdor names are handed down from parent to child, often scrawled on a special naming bone that is jealously guarded by its owner. What the names mean or where they come from not even the Cawdor know, but many believe they were chosen by the God-Emperor Himself. Below are some names that can be used, adapted or combined when creating your own Cawdor gang.

Beluque, Shyrth, Caban, Hoyke, Hennin, Wardecors, Hauberk, Cowl, Dagged, Epitoga, Cottus, Gambeson, Phrygian, Houve, Touret, Barbet, Moufles, Snood, Cainsil, Tippet...

HOUSE DELAQUE GANGS

House Delaque are the spymasters and assassins of Necromunda, their agents having infiltrated into most strata of hive society. Delaque gangers are known for their stealth and cunning, are skilled in laying down ambushes and striking from the shadows. Good Delaque leaders are always on the look-out for advantageous terrain or ways to exploit the weaknesses of their foes, only resorting to a fair fight if there are no other options.

Fighters

A starting Delaque gang is made up of the following fighters:

Leader.....									110 credits			
M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int	
5"	3+	3+	3	3	2	3+	2	6+	6+	5+	6+	

Equipment

A Delaque Leader is equipped with flak armour. They have no weapon restrictions.

Starting Skill

Delaque Leaders start with one free skill chosen from their Primary skill sets.

Champions.....									95 credits each			
M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int	
5"	3+	3+	3	3	2	4+	2	7+	6+	6+	6+	

Equipment

A Delaque Champions is equipped with flak armour. They have no weapon restrictions.

Starting Skill

Delaque Champions start with one free skill chosen from their Primary skill sets.

Juves.....									25 credits each			
M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int	
6"	5+	5+	3	3	1	3+	1	9+	7+	8+	8+	

Equipment

A Delaque Juve starts with no equipment. They can be armed with Pistols and Close Combat Weapons, but cannot be given any item that is worth more than 20 credits when they are added to the gang. During a campaign, once a Juve has gained their first Advancement, this limit no longer applies.

Gangers.....									50 credits each			
M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int	
5"	4+	4+	3	3	1	4+	1	7+	6+	7+	7+	

Equipment

A Delaque Ganger is equipped with flak armour. They can be armed with Basic Weapons, Close Combat Weapons and Pistols. When the gang is created, one Ganger can be armed with a Special Weapon. During a campaign, additional Gangers can also take Special Weapons as they are added.

House Delaque Skill Access

Delaque fighters have access to the following skills:

	Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Shooting	Savant
Leader	Primary	-	-	Primary	-	Primary	Secondary	Secondary
Champion	Secondary	-	-	Primary	-	Secondary	Primary	Secondary
Juve	Secondary	-	-	Primary	-	-	Secondary	-
Specialist	Secondary	-	Secondary	Primary	-	-	Primary	-

House Delaque Equipment List

Weapons

Basic Weapons

- Throwing knives.....10 credits
- Autogun.....15 credits
- Lasgun.....15 credits
- Shotgun
(with solid and scatter ammo).....30 credits

Close Combat Weapons

- Stiletto knife.....20 credits
- Digi lasers.....25 credits
- Shock stave.....25 credits
- Web gauntlet.....35 credits

Pistols

- Autopistol.....5 credits
- Stub gun.....5 credits
- Laspistol.....10 credits
- Flechette pistol
(with solid and fleshbane ammo).....30 credits
- Plasma pistol.....50 credits
- Hand flamer.....75 credits
- Web pistol.....80 credits

Special Weapons

- Long rifle.....30 credits
- Plasma gun.....100 credits
- Web gun.....115 credits
- Grav gun.....120 credits
- Meltagun.....135 credits
- Flamer.....140 credits

Heavy Weapons

- Heavy flamer*.....195 credits

Wargear

Grenades

- Stun grenades.....10 credits
- Photon flash grenades.....15 credits
- Smoke grenades.....15 credits
- Scare gas grenades.....40 credits
- Choke gas grenades.....50 credits

Armour

- Flak armour.....10 credits
- Mesh armour.....15 credits

Personal Equipment

- Filter plugs.....10 credits
- Gunshroud.....10 credits
- Skinblade.....10 credits
- Respirator.....15 credits
- Photo-goggles.....20 credits
- Grapnel launcher.....25 credits
- Web solvent.....25 credits
- Bio-scanner.....30 credits
- Infra sight †.....35 credits
- Mono-sight †.....35 credits

Naming your own Delaque

Delaque names are unusual and alien, much like the fighters themselves. Often, other hivers use nicknames to describe Delaque gangers, perhaps fearful of speaking their real names aloud, or simply because they can't pronounce them! Below are some names that can be used, adapted or combined when creating your own Delaque gang.

True Names: Abnoth, Kthula, Mithrha, Altheia, Azoth, Horrath, Cthepa, Cyclelos, Ulzcha, Xexoth...

Nicknames: Shadow, Spectre, Umbra, Whisper, Tenebrous, Phantom, Ghost, Dusk, Gloom, Wraith...

HOUSE ESCHER GANGS

Fighters

A starting Escher gang is made up of the following fighters:

Leader.....									120 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+

Equipment

An Escher Leader is equipped with flak armour. They have no weapon restrictions.

Starting Skill

Escher Leaders start with one free skill chosen from their Primary skill sets.

Champions.....									95 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+

Equipment

An Escher Champion is equipped with flak armour. They have no weapon restrictions.

Starting Skill

Escher Champions start with one free skill chosen from their Primary skill sets.

Juves.....									20 credits each			
M	WS	BS	S	T	W	I	A		Ld	Cl	Will	Int
6"	4+	5+	2	3	1	2+	1		8+	9+	8+	8+

Equipment

An Escher Juve starts with no equipment. They can be armed with Pistols and Close Combat Weapons, but cannot be given any item that is worth more than 20 credits when they are added to the gang. During a campaign, once a Juve has gained their first Advancement, this limit no longer applies.

Gangers.....									50 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+

Equipment

An Escher Ganger is equipped with flak armour. They can be armed with Basic Weapons, Close Combat Weapons and Pistols. When the gang is created, one Ganger can be armed with a Special Weapon. During a campaign, additional Gangers can also take Special Weapons as they are added.

House Escher Skill Access

Escher fighters have access to the following skills:

	Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Shooting	Savant
Leader	Primary	-	Primary	Secondary	Secondary	Primary	-	-
Champion	Primary	-	Primary	Secondary	Secondary	Secondary	-	-
Juve	Primary	-	Secondary	Secondary	-	-	-	-
Specialist	Primary	-	Primary	Secondary	Secondary	-	-	-

House Escher Equipment List

Weapons

Basic Weapons

- Lasgun.....5 credits
- Autogun.....15 credits
- Shotgun
(with solid and scatter ammo).....30 credits

Close Combat Weapons

- Fighting knife.....15 credits
- Stiletto knife.....20 credits
- Chainsword.....25 credits
- Power knife.....25 credits
- Shock whip.....25 credits
- Stiletto sword.....30 credits
- Power sword.....45 credits

Pistols

- Stub gun.....5 credits
- Autopistol.....10 credits
- Laspistol.....10 credits
- Needle pistol.....25 credits
- Plasma pistol.....50 credits
- Hand flamer.....75 credits

Special Weapons

- Needle rifle.....35 credits
- Combi-weapon
(boltgun/needle rifle).....80 credits
- Plasma gun.....100 credits
- Melta gun.....135 credits
- 'Nightshade' chem-thrower.....135 credits
- Flamer.....140 credits

Heavy Weapons

- Heavy stubber*.....130 credits

Wargear

Grenades

- Photon flash flares.....15 credits
- Smoke grenades.....15 credits
- Frag Grenades.....30 credits
- Scare gas grenades.....40 credits
- Choke Gas Grenades.....45 credits
- Krak Grenades.....45 credits

Armour

- Flak armour.....10 credits
- Mesh armour.....15 credits

Personal Equipment

- Dum dum rounds (for stub gun).....5 credits
- Drop rig.....10 credits
- Filter plugs.....10 credits
- Acid rounds (for shotgun).....15 credits
- Chem-synth.....15 credits
- Respirator.....15 credits
- Las-projector.....35 credits
- Photo goggles.....35 credits

Naming your own Eschers

Escher names often come from great heroes and hell raisers of the clan, carried by their new owners with pride and no small amount of swagger. Below are some names that can be used, adapted or combined when creating your own Escher gang.

Jeliki, Sakura, Trix, Elle, Viata, Nenriatta, Anya, Exène, Lydial, Niko, Sioux, Ava, Gielle, Candela, Cyberna, Alexa, Iris, Io, Exa, Ami, Swan, Morta, Raven, Violetta, Ophelia, Lace, Sélène, Fable, Vega, Rain, Silver, Poly, Ramona...

HOUSE GOLIATH GANGS

Fighters

A starting Goliath gang is made up of the following fighters:

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+

Equipment

A Goliath Leader is equipped with furnace plate armour. They have no weapon restrictions.

Starting Skill

Goliath Leaders start with one free skill chosen from their Primary skill sets.

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+

Equipment

A Goliath Champion is equipped with furnace plate armour. They have no weapon restrictions.

Starting Skill

Goliath Champions start with one free skill chosen from their Primary skill sets.

Juves.....								25 credits each			
M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	4+	5+	3	3	1	3+	1	9+	5+	10+	9+

Equipment

A Goliath Juve starts with no equipment. They can be armed with Pistols and Close Combat Weapons, but cannot be given any item that is worth more than 20 credits when they are added to the gang. During a campaign, once a Juve has gained their first Advancement, this limit no longer applies.

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+

Equipment

A Goliath Ganger is equipped with furnace plate armour. They can be armed with Basic Weapons, Close Combat Weapons and Pistols. When the gang is created, one Ganger can be armed with a Special Weapon. During a campaign, additional Gangers can also take Special Weapons as they are added.

House Goliath Skill Access

Goliath fighters have access to the following skills:

	Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Shooting	Savant
Leader	-	Primary	Secondary	-	Primary	Primary	Secondary	-
Champion	-	Primary	Secondary	-	Primary	Secondary	Secondary	-
Juve	Secondary	Secondary	-	-	Primary	-	-	-
Specialist	-	Primary	Secondary	-	Primary	-	Secondary	-

House Goliath Equipment List

Weapons

Basic Weapons

- Stub cannon.....20 credits
- Shotgun
(with solid and scatter ammo).....30 credits
- Boltgun.....55 credits
- Combat Shotgun
(with salvo & shredder ammo).....60 credits

Close Combat Weapons

- Axe.....10 credits
- Fighting knife.....10 credits
- Maul (club).....10 credits
- Spud-jacker.....15 credits
- Brute Cleaver.....20 credits
- Chainsword.....25 credits
- Two-handed axe*.....25 credits
- Power axe.....35 credits
- Two-handed hammer*.....35 credits
- 'Renderizer' serrated axe*.....40 credits
- Power hammer.....45 credits

Pistols

- Stub gun.....5 credits
- Bolt pistol.....45 credits
- Combi-pistol
(stub gun/plasma pistol).....40 credits
- Hand flamer.....75 credits

Special Weapons

- Grenade launcher
(with frag & krak grenades).....55 credits
- Melta gun.....135 credits
- Flamer.....140 credits
- Combi-weapon
(boltgun/melta).....165 credits
- Combi-weapon
(boltgun/flamer).....175 credits

Heavy Weapons

- 'Krumper' rivet cannon*.....70 credits
- Heavy stubber*.....130 credits
- Heavy bolter*.....160 credits
- Heavy flamer*.....195 credits

Wargear

Grenades

- Smoke grenades.....15 credits
- Frag Grenades.....30 credits
- Blasting charges.....35 credits
- Krak Grenades.....45 credits

Armour

- Furnace plates.....10 credits

Personal Equipment

- Dum dum rounds (for stub gun).....5 credits
- Drop rig.....10 credits
- Respirator.....15 credits
- Stimm-slug stash.....25 credits
- Bio-booster.....35 credits
- Photo goggles.....35 credits

Naming your own Goliaths

Goliath names are simple and brutal, just like the gangers themselves, and are also easy to yell out in the midst of a firefight or when charging down enemies. Below are some names that can be used, adapted or combined when creating your own Goliath gang.

King, Orman, Gund, Hagen, Logan, Spike, Gunk, Stubber, Punker, Ghork, Ukak, Vorg, Blitz, Grand Dog, Skullmasher, Dead'ead, Bonesnapper...

HOUSE ORLOCK GANGS

House Orlock is known as the House of Iron because its wealth is built upon an empire of slag mining and scrap prospecting. Orlock gangers are hardened road warriors and hive junkers, the fighting arm of the clan mining combines who relish the chance to break bones and crack skulls for the House. Of all the gangs, Orlocks place the most value on personal loyalty, swearing their allegiance to their brothers and sisters first, then House, then hive.

Fighters

A starting Orlock gang is made up of the following fighters:

Leader.....								120 credits			
M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	3+	3+	3	3	3	4+	2	4+	5+	5+	5+

Equipment

An Orlock Leader is equipped with mesh armour. They have no weapon restrictions.

Starting Skill

Orlock Leaders start with one free skill chosen from their Primary skill sets.

Champions.....								95 credits each			
M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	4+	3+	3	3	2	4+	2	5+	6+	6+	6+

Equipment

An Orlock Champion is equipped with mesh armour. They have no weapon restrictions.

Starting Skill

Orlock Champions start with one free skill chosen from their Primary skill sets.

Juves.....								30 credits each			
M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
6"	5+	5+	3	3	1	3+	1	7+	8+	8+	8+

Equipment

An Orlock Juve starts with no equipment. They can be armed with Pistols and Close Combat Weapons, but cannot be given any item that is worth more than 20 credits when they are added to the gang. During a campaign, once a Juve has gained their first Advancement, this limit no longer applies.

Gangers.....								55 credits each			
M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	4+	4+	3	3	1	4+	1	6+	7+	7+	7+

Equipment

An Orlock Ganger is equipped with mesh armour. They can be armed with Basic Weapons, Close Combat Weapons and Pistols. When the gang is created, one Ganger can be armed with a Special Weapon. During a campaign, additional Gangers can also take Special Weapons as they are added.

House Orlock Skill Access

Orlock fighters have access to the following skills:

	Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Shooting	Savant
Leader	-	Secondary	-	-	Primary	Primary	Secondary	Primary
Champion	-	Secondary	-	-	Primary	Secondary	Secondary	Primary
Juve	-	-	-	-	Primary	-	Secondary	Secondary
Specialist	-	Secondary	-	-	Primary	-	Secondary	Primary

House Orlock Equipment List

Weapons

Basic Weapons

- Autogun.....15 credits
- Sawn-off shotgun.....15 credits
- Shotgun
(with solid and scatter ammo).....25 credits
- Boltgun.....55 credits
- Combat shotguns
(with salvo & shredder ammo).....55 credits

Close Combat Weapons

- Maul (club).....10 credits
- Fighting knife.....15 credits
- Flail.....20 credits
- Chainsword.....25 credits
- Power knife.....25 credits
- Servo claw.....30 credits
- Two-handed hammer*.....35 credits

Pistols

- Stub gun.....5 credits
- Autopistol.....10 credits
- Bolt pistol.....45 credits
- Plasma pistol.....50 credits
- Hand flamer.....75 credits

Special Weapons

- Grenade launcher
(with frag & krak grenades).....65 credits
- Plasma gun.....100 credits
- Melta gun.....135 credits
- Flamer.....140 credits
- Combi-weapon (bolter/melta).....165 credits

Heavy Weapons

- Harpoon launcher*.....110 credits
- Heavy stubber*.....130 credits
- Heavy bolter*.....160 credits
- Heavy flamer*.....195 credits

Naming your own Orlocks

The names most Orlocks go by are simple nicknames given to them by their crew – the practice of naming a new recruit is as old as the clan itself. Below are some elements that can be used individually or combined to name gangers aligned to the House of Iron.

Grimm, Ironhead, Nark, Groff, Fast, Don, Rock, Thorson, Jo, Silent, Sour, Fist, Gann, Red, Zeke, Lander, Mo, Radder, Crow, Duster...

Wargear

Grenades

- Blasting charges.....30 credits
- Frag Grenades.....30 credits
- Demo charges.....45 credits
- Krak Grenades.....45 credits

Armour

- Flak armour.....10 credits
- Mesh armour.....15 credits

Personal Equipment

- Dum dum rounds (for stub gun).....5 credits
- Drop rig.....10 credits
- Filter plugs.....10 credits
- Respirator.....15 credits
- Telescopic sight †.....25 credits
- Bio-booster.....35 credits
- Photo goggles.....35 credits

HOUSE VAN SAAR GANGS

The Van Saar are possessed of ancient and damning machine lore, and are the pre-eminent Necromundan House when it comes to advanced technologies. Van Saar gangers benefit from the finest weaponry and environmental suits the clan can provide, while its leaders follow cold and logical combat doctrines drilled into them by a reliance on their gear first and their gut second. Few outside of the House are aware however that the source of the House's technological treasure is slowly killing its people.

Fighters

A starting Van Saar gang is made up of the following fighters:

Leader.....									130 credits			
M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int	
4"	4+	2+	3	3	2	5+	2	4+	5+	5+	4+	

Equipment

A Van Saar Leader is equipped with an armoured bodyglove. They have no weapon restrictions.

Starting Skill

Van Saar Leaders start with one free skill chosen from their Primary skill sets.

Champions.....									110 credits each			
M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int	
4"	4+	2+	3	3	2	4+	1	5+	6+	6+	5+	

Equipment

A Van Saar Champion is equipped with an armoured bodyglove. They have no weapon restrictions.

Starting Skill

Van Saar Champions start with one free skill chosen from their Primary skill sets.

Juves.....									35 credits each			
M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int	
5"	5+	4+	3	3	1	4+	1	9+	8+	9+	7+	

Equipment

A Van Saar Juve is equipped with an armoured bodyglove. They can be armed with Pistols and Close Combat Weapons, but cannot be given any item that is worth more than 20 credits when they are added to the gang. During a campaign, once a Juve has gained their first Advancement, this limit no longer applies.

Gangers.....									65 credits each			
M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int	
4"	4+	3+	3	3	1	5+	1	6+	7+	7+	6+	

Equipment

A Van Saar Ganger is equipped with an armoured bodyglove. They can be armed with Basic Weapons, Close Combat Weapons and Pistols. When the gang is created, one Ganger can be armed with a Special Weapon. During a campaign, additional Gangers can also take Special Weapons as they are added.

House Van Saar Skill Access

Van Saar fighters have access to the following skills:

	Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Shooting	Savant
Leader	Secondary	-	-	Secondary	-	Primary	Primary	Primary
Champion	-	-	Secondary	Secondary	-	Secondary	Primary	Primary
Juve	Primary	-	-	-	-	-	Secondary	Secondary
Specialist	-	-	Secondary	Secondary	-	-	Primary	Primary

House Van Saar Equipment List

Weapons

Basic Weapons

- Lasgun.....10 credits
- Las carbine.....20 credits
- Suppression laser.....40 credits

Close Combat Weapons

- Power knife.....25 credits
- Shock stave.....25 credits
- Servo claw.....30 credits
- Shock baton.....30 credits
- 'Hystrar' pattern energy shield.....50 credits

Pistols

- Laspistol.....5 credits
- Las sub-carbine.....15 credits
- Plasma pistol.....50 credits
- Hand flamer.....75 credits

Special Weapons

- Combi-weapon (lasgun/plasma gun)....75 credits
- Plasma gun.....100 credits
- Rad gun.....100 credits
- Combi-weapon (lasgun/melta).....120 credits
- Grav-gun.....120 credits
- Melta-grenade.....135 credits
- Flamer.....140 credits

Heavy Weapons

- Plasma cannon*.....130 credits
- Rad cannon*.....130 credits
- Multi-melta*.....180 credits

Wargear

Grenades

- Smoke grenades.....15 credits
- Rad grenades.....25 credits
- Frag grenades.....30 credits
- Krak grenades.....45 credits

Armour

- Flak armour.....10 credits
- Mesh armour.....15 credits

Personal Equipment

- Drop rig.....10 credits
- Filter plugs.....10 credits
- Respirator.....15 credits
- Telescopic sight †.....25 credits
- Bio-booster.....35 credits
- Las-projector.....35 credits
- Mono-sight †.....35 credits
- Photo goggles.....35 credits
- Grav-chute.....40 credits
- Infra-sight †.....40 credits
- Suspenders.....60 credits

Naming your own Van Saars

Van Saar names are distinctive, harkening back to the ancient family line that spawned the clan, and still used as a means of binding the close and secretive House together. Below are some names that can be used, adapted or combined when creating your own Van Saar gang.

Lisbet, Schyhaar, Otto, Onia, Engael, Anbrecht, Larz, Espen, Dael, Basteaan, Schae, Aldona, Hanselt, Marteeus, Jeroen, Koen, Rutgeer, Lucien, Sargent, Maex...

CHAOS CULT GANGS

Gang Composition

- A Chaos Cult gang must follow these rules when it is founded and when new fighters are added to the gang:
- There must be one Leader (Cult Demagogue) chosen when the gang is first founded.
- The total number of Helot Cultists in the gang must always be equal to, or higher than, the total number of other fighters (Cult Demagogue, Cult Disciples and Cult Witch) in the gang, not counting Hangers-on.
- The gang may only ever include 0-1 Cult Witch.
- A fighter can be equipped with a maximum of three weapons. Weapons marked with an asterisk (*) take up the space of two weapons.
- Any fighter may take Wargear.
- Weapon accessories marked with a dagger (†) may not be combined together on the same weapon. If one such accessory is purchased for a weapon, another may not be added.

Hierarchy of the Damned

The rules presented here represent a small Chaos cult of the sort that can be found almost everywhere in the Imperium. It has no ties to larger cults and is insignificant enough to not have attracted the attention of the authorities... at least, not yet.

Unless specified otherwise, a Demagogue follows all of the rules for a Leader, Cult Disciples and Cult Witches follow all of the rules for Champions. For example, either one can lead a Group Activation – a Cult Demagogue would be able to lead a group of two other fighters, while a Cult Disciple or a Witch would be able to lead one other fighter.

Should the Cult Demagogue be killed, follow the rules for a Leader's death (see page 124). Their replacement automatically gains the Cult Leader skill, as described later. Cult Witches can never become the Leader of a gang.

During a campaign, all gangs continue to follow the previously mentioned rules as new fighters are added to the gang.

Additionally, the following rules apply:

- A gang founded for a campaign can contain no more than two Cult Disciples. Additional Cult Disciples may be added to the gang during the course of the campaign.
- During the course of a campaign, any fresh recruits added to the gang may be equipped with items currently held in the gang's Stash, rather than purchasing new equipment.

During the course of the campaign, gangs may gain new equipment, either by purchasing it from the Trading Post or as a result of Territory Boons. These items are added to the gang's Stash and may be distributed among fighters during any post-battle sequence:

- A fighter cannot be given a new weapon of a type not allowed by their entry within their House list.
- Helots Cultists cannot be given a new weapon if it would take them above the limit of three weapons carried.
- A Cult Demagogue, Cult Disciple or the Cult Witch can be given more than three weapons as they can have multiple Fighter cards, each representing a different 'set' of equipment, as described on page 145.
- A fighter may discard any Wargear carried when given new Wargear. Discarded Wargear is placed in the gang's Stash.

Chaos Cults in Campaigns

In a Dominion campaign, Chaos Cult gangs are treated just like any other. They begin the campaign with a Settlement territory which they cannot lose, representing their base of operations, they can take control of unoccupied territories during the Occupation phase and they can seize control of territories from other gangs during the Takeover phase. Settlement territories do not generate Juves; instead, if one of the D6 rolls is a 6, they generate a single free Helot Cultist. If both of the D6s roll a 6, this becomes two Helot Cultists.

Despite their secret agenda, a Chaos Cult gang is seen as just another gang by most of the locals. They claim Territory Boons just like any other gang. A Chaos Cult gang is treated as a Cawdor gang for the purposes of Enhanced Boons.

Gaining Experience

Chaos Cult fighters gain Experience in the same way as a normal House gang. The Cult Demagogue, Cult Disciples and the Cult Witch can have their XP spent on Advancements, in the same way as a Leader or Champion. Helot Cultists advance in the same way as Gangers, and can become Specialists if a 2 or 12 is rolled for their Advancement. Chaos Spawn cannot gain Experience or Advancements in any way.

The Post-Battle Actions

The Cult Demagogue, Cult Witch and any Cult Disciples can make one post-battle action, in the same way as a Leader or Champion respectively. Chaos Cult gangs cannot make the Sell to the Guilders action, instead sacrificing the Captive to perform a Dark Ritual (see page 45).

Chaos Cult Gangs In Turf War Campaigns

The rules presented here focus on the Dominion campaign rules. If using a Chaos Cult gang in a Turf War campaign, they act exactly like any other gang with the exception that they may not perform a Sell to the Guilders post-battle action, instead sacrificing the Captive to perform a Dark Ritual (see page 45).

Hangers-On, Hired Guns and Dramatis Personae

Chaos Cult gangs may hire Dramatis Personae and Hive Scum in the same way as other gangs.

Additionally, Chaos Cult gangs may hire Hangers-on, but they use the following table:

Reputation	Maximum Hangers-on
Less than 5	1
5 - 9	2
10 - 14	3
15 - 19	4
20 - 24	5
Each additional 5	+1

Loss of a Leader

If a gang's Leader is killed or is retired, a new Leader must be nominated from among the gang's Cult Disciples. If the gang has no Cult Disciples, the new Leader must be a Helot Cultist, Specialist or otherwise.

In either case, an eligible fighter with the best Leadership must be selected as the new Leader. If more than one eligible fighter is drawn for best Leadership, use Advancements as a tie-breaker; if there is still a tie, the controlling player can decide.

When a fighter is promoted in this way, their Type is changed to Leader, and from now on they count as a Leader for determining which equipment and skill sets they can access. Their characteristics do not change

Dark Rituals

A Chaos Cult is built around the worship of the Chaos Gods, and membership requires adherence to a number of ritualistic practices. The leadership guides the rest of the cult in solemn rites that glorify their dark masters, and – should the congregation be deemed worthy – might result in a gift from the gods themselves.

The Cult Demagogue can make the following post-battle action (see page 123). This action can only be made once per post-battle sequence

Lead Ritual

First, decide which of the Chaos Gods the ritual is invoking: Khorne, Nurgle, Slaanesh or Tzeentch.

If desired, a single member of the gang may be randomly chosen to be the focus of the ritual and offered up to be a vessel of the god's power. Make a deck of all of the gang's Fighter cards, removing the Cult Demagogue card(s) and only including one card for each Cult Disciple (should a Cult Disciple have more than one equipment set). Then draw one card at random.

Alternatively, if the gang is holding a Captive that, if held by another gang would be eligible to be sold to the Guilders (see page 154), the Captive may be sacrificed to fuel the ritual.

Then roll 2D6 and apply the following modifiers:

- +1 if the gang won this battle.
- +1 if the gang gained Reputation in this battle.
- +2 if the cult already has the favour of the god the ritual is invoking marked on their roster.
- +2 if the gang is sacrificing a Captive to fuel the ritual.
- -2 if the cult has the favour of a different god to the one the ritual is invoking marked on their roster.
- -1 if the gang lost this battle.
- -1 if the gang lost Reputation in this battle.

If the final result is 9 or more, the ritual is heeded by the cult's patron. Mark on their roster sheet that they have the favour of their chosen god – the effects of this favour are listed below. If they already have the favour of a different god, it is replaced. In addition, if a member of the gang was picked to be the focus of the ritual, they immediately gain D6 Experience.

If, however, the final result is a natural double 1, or is 2 or less after modification, the cult is deemed unworthy. They lose any favour they had with the gods. Furthermore, if a member of the gang was picked to be the focus of the ritual, they are turned into a Chaos Spawn.

The God's Favour

If the gang has successfully performed a Dark Ritual and has marked on their gang roster the favour of their chosen god, the appropriate bonus is gained during the gang's next battle:

- **Khorne:** Once per round, a single failed Wound roll can be re-rolled.
- **Nurgle:** Once per End phase, a single Recovery roll can be re-rolled
- **Slaanesh:** Once per round, during the Activation phase, two fighters that are Ready can be picked and activated one after the other, rather than the usual one.
- **Tzeentch:** Once per round, a single fighter may ignore all negative modifiers when making a Shoot (Basic) or Shoot (Double) action.

Chaos Spawn

Worship of the Chaos gods can be a route to unlimited power, but such power is not without its risks. Many a would-be champion has been found unworthy and reduced to a hideous Chaos Spawn, their flesh wracked with mutations and their mind scoured of even the slightest hint of sanity. Of course, a Chaos Spawn can be a potent (if unpredictable) weapon, and the cult that birthed it will still find uses for the creature.

If one of a Cult Gang's fighters is turned into a Chaos Spawn, they are effectively slain. They are deleted from the gang's roster, and any equipment they were carrying is lost. A Chaos Spawn no longer counts towards the gang's fighter limit – for example, if the gang has two Cult Disciples and one becomes a Chaos Spawn, they now only count as having one Cult Disciple, so another may be recruited.

They are immediately replaced with a Chaos Spawn, which is worth 130 credits for the purposes of calculating Gang Rating, and has the following profile:

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
D6"	?	-	?	?	?	?	?	-	-	-	-

When the Chaos Spawn is added to the gang, fill in a Fighter card for it as normal. For each characteristic value that is shown as a (?), roll a D6 and consult the appropriate column on the following table (roll separately for each such characteristic).

For example, a player might roll a 1 for Weapon Skill, a 3 for Strength, a 6 for Toughness, a 1 for Wounds, a 5 for Initiative and a 6 for Attacks, to create a Chaos Spawn with a Weapon Skill of 5+, a Strength of 4, a Toughness of 6, 1 Wound, an Initiative of 4+ and 3 Attacks.

Note that the Movement characteristic is random, determined by rolling a D6 each time the Spawn makes a Move or Charge action

D6	WS	S	T	W	I	A
1	5+	3	4	1	5+	1
2-5	4+	4	5	2	4+	2
6	3+	5	6	3	3+	3

Equipment

A Chaos Spawn carries no weapons and will always make unarmed attacks.

Special Rules

Warped Monstrosity: Chaos Spawn cannot be Pinned and will never become Broken or Insane. Any Flesh Wound and Serious Injury results on an Injury roll for it are ignored. If one is taken Out of Action, it does not suffer a Lasting Injury – instead, it is automatically restrained during the Wrap-up (as described below).

Mindless Beast: The only actions a Chaos Spawn can make are Move, Charge, Fight and Coup de Grace. It cannot use weapons or equipment of any kind. Any Cool or Willpower checks made for a Chaos Spawn automatically pass, but any Leadership or Intelligence checks automatically fail.

Out of Control: During the Wrap-up step of the post-battle sequence of any battle that featured the Chaos Spawn, the controlling player must roll to see whether the gang can restrain the Spawn. First, nominate up to three Helot Cultists from the gang who did not go Out of Action and were not Seriously Injured at the end of the battle. Roll a D6 for each nominated Cultist. If any of the dice score a 4 or more, the Chaos Spawn is restrained; otherwise, it scurries away to join the other nameless horrors of the underhive, and is removed from the gang's roster. If a dice scores a 1, make an immediate roll on the Lasting Injuries table for that Cultist, as they suffer the unfettered wrath of the Spawn.

Chaos Spawn in Skirmishes

In one-off Skirmish battles, up to two Chaos Spawn can be purchased for a Chaos Cult gang, at a cost of 130 credits each. Determine the characteristics for each Chaos Spawn individually.

Fighters

A starting Chaos Cult gang is made up of the following fighters:

Cult Demagogue.....100 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	3+	3+	3	3	2	3+	2	6+	5+	6+	7+

Equipment

A Cult Demagogue starts with no equipment. They may not be equipped with any Heavy weapons but otherwise they have no weapon restrictions.

Starting Skills

The Cult Demagogue starts with one skill chosen from their Primary skill sets.

Special Rules

Devotion: While this fighter is standing, all other fighters from their gang who are within 9" and line of sight of them use this fighter's Cool and Willpower characteristics instead of their own when making any checks.

Inured To Insanity: The touch of Chaos has a lasting effect on a cultist's mind, rendering them immune to horrors that would drive others utterly mad. The Cult Demagogue can never gain Insanity markers.

Cult Disciples.....60 credits each

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	4+	3+	3	3	2	4+	1	7+	6+	8+	8+

Equipment

A Cult Disciple starts with no equipment. They have no weapon restrictions.

Skills

Cult Disciples start with one skill chosen from their Primary skill sets.

Special Rules

Inured To Insanity: The touch of Chaos has a lasting effect on a cultist's mind, rendering them immune to horrors that would drive others utterly mad. Cult Disciples can never gain Insanity markers.

0-1 Cult Witch.....70 credits each

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	5+	5+	3	3	2	4+	1	8+	7+	6+	6+

Equipment

A Cult Witch starts with no equipment. They can be armed with Pistols and Close Combat Weapons.

Starting Skills

Additional Witch Powers may be purchased in the same way as a skill from a Secondary skill set.

Special Rules

Witch: The Cult Witch is a Psyker, as described on page 81. Chaos Cult Wyrd Powers are treated as Primary skill sets for the purposes of skill selection.

Inured To Insanity: The touch of Chaos has a lasting effect on a cultist's mind, rendering them immune to horrors that would drive others utterly mad. The Cult Witch can never gain Insanity markers.

Helot Cultists.....35 credits each

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	4+	4+	3	3	1	3+	1	9+	7+	7+	8+

Equipment

A Helot Cultist starts with no equipment. They can be armed with Basic Weapons, Close Combat Weapons and Pistols. When the gang is created, one Helot Cultist can be armed with a Special Weapon. During a campaign, additional Helot Cultists can also take Special Weapons as they are added.

Skill Access

Chaos Cult fighters have access to the following skills:

	Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Shooting	Savant	Cult Wyrd Powers
Cult Demagogue	-	-	Secondary	Primary	Primary	Primary	-	Secondary	-
Cult Disciple	-	-	Secondary	Primary	Primary	Secondary	-	Secondary	-
Cult Witch	-	-	Secondary	Secondary	Secondary	-	-	Primary	Primary
Specialist	-	-	Secondary	Primary	Primary	-	-	Secondary	-

Chaos Cult Equipment List

Weapons

Basic Weapons

- Reclaimed autogun.....10 credits
- Autogun.....15 credits
- Lasgun.....15 credits
- Shotgun
(with solid and scatter ammo).....30 credits

Close Combat Weapons

- Axe.....10 credits
- Maul (club).....10 credits
- Fighting knife.....15 credits
- Flail.....20 credits
- Sword.....20 credits
- Chainsword.....25 credits
- Two-handed axe*.....25 credits
- Two-handed hammer*.....35 credits
- Chain glaive*.....60 credits

Pistols

- Reclaimed autopistol.....5 credits
- Stub gun.....5 credits
- dum dum rounds.....5 credits
- Autopistol.....10 credits
- Laspistol.....10 credits
- Hand flamer.....70 credits

Special Weapons

- Long rifle.....30 credits
- Grenade launcher
(with frag and krak grenades).....55 credits
- Flamer.....130 credits

Heavy Weapons

- Heavy stubber*.....130 credits
- Heavy flamer*.....195 credits

Wargear

Grenades

- Frag grenades.....30 credits
- Blasting charges.....35 credits
- Incendiary grenades.....40 credits
- Krak grenades.....45 credits
- Demolitions charge.....65 credits

Armour

- Hazard suit.....10 credits
- Flak armour.....10 credits
- Mesh armour.....15 credits

Personal Equipment

- Filter plugs.....10 credits
- Respirator.....15 credits
- Mono-sight[†].....35 credits
- Photo-goggles.....35 credits
- Cult icon (max one per gang).....40 credits
- Infra-sight[†].....40 credits

Exotic Beasts

- Chaos Familiar.....25 credits

Chaos Cult Wyrd Powers

Cult Witches are Psykers, as described on page 81, drawing their powers from the warp and providing their Cultist brethren with a link to the dark gods of Chaos. A Cult Witch has access to the Chaos Cult Wyrd Power list below as one of their Primary skill sets.

1. Scouring (Basic), Continuous Effect: Coruscating balefire erupts from the Witch's eyes or outstretched hands, engulfing the enemy. For as long as this Wyrd Power is maintained, the Cult Witch counts as being armed with the following weapon:

Weapon	Rng		Acc		Str	AP	D	Ammo	Traits
	S	L	S	L					
Scouring	-	T	-	-	3	-	1	-	Blaze, Template

2. Levitation (Basic), Continuous Effect: The Cult Witch rises upon invisible aetheric updrafts, floating just above ground level as they are held aloft by a writhing curtain of warp energy. For as long as this Wyrd Power is maintained, the Cult Witch's Movement is increased by 3" and they ignore all terrain, may move freely between levels without restriction, and can never fall. They may not, however, ignore impassable terrain or walls and may not end their movement with their base overlapping an obstacle or another fighter's base. Furthermore, they cannot be Pinned. As the Cult Witch is only levitated a few inches above the ground, this ability does not affect lines of sight or the use of cover.

3. Warp Strength (Simple), Continuous Effect: The Witch's skin crackles with corposant as dark power grants them inhuman potency. For as long as this Wyrd Power is maintained, the Cult Witch's Strength is increased by 2, and the Damage of any close combat attacks they make is increased by 1.

4. Dark Shield (Simple): Powerful energies envelop the Witch, protecting them and their allies from harm. Until the End phase of this round, add 1 to the result of any save rolls made for the Cult Witch and any other fighters from their gang within 3" of them (if they do not have a save roll, they gain a 6+ save).

5. Madding Visions (Basic): Nearby enemies find themselves struck by nightmarish apparitions as the Cult Witch becomes a conduit for unfettered warp energy. Until the End phase of this round, make a Willpower check for any enemy fighter who ends their turn within 3" of the Cult Witch. If the check is failed, the fighter is driven temporarily insane – this can be marked by placing an Insanity marker on their Fighter card.

Each subsequent time the fighter is activated, roll a D6:

D6	Result
1-2	The fighter immediately becomes Broken – or, if they were already Broken, they flee the battlefield (even if their gang has not failed a Bottle test).
3-4	The opposing player can control the Insane fighter for the duration of this activation, treating them as part of their gang in all respects until their activation ends. As soon as their activation ends, the Insane fighter no longer counts as being a part of the opposing gang. In the case of a multi-player game, the winner of a roll-off between the other players will control the Insane fighter.
5-6	The fighter can act as normal. Once their turn is over, make a Willpower check for them; if it is passed, they regain their sanity and are no longer affected (remove the Insanity marker if one has been used).

6. Assail (Basic): The Cult Witch uses the force of their will to push enemies and objects from their path. Immediately make a ranged attack against an enemy fighter within 12" and line of sight. If hit, move the target D3" in any direction – if they were Standing, they become Prone and Pinned after moving. If they come into base contact with a Standing fighter or any terrain, they stop moving and suffer a Strength 3, Damage 1 hit. If they come into base contact with another fighter, that fighter also suffers a Strength 3, Damage 1 hit, and becomes Prone and Pinned.

GENESTEALER CULT GANGS

Gang Composition

A Genestealer Cult gang must follow these rules when it is founded, and when new fighters are added to the gang:

- There must be one Leader, this may be either a Cult Adept or a Cult Alpha, chosen when the gang is first founded.
- The total number of Neophyte Hybrids in the gang must always be equal to, or higher than, the total number of other fighters (Leader, Hybrid Acolytes and Aberrants) in the gang, not counting Hangers-on.
- A fighter can be equipped with a maximum of three weapons. Weapons marked with an asterisk (*) take up the space of two weapons.
- Any fighter may take Wargear.

During a campaign, all gangs continue to follow the above rules as new fighters are added to the gang. Additionally, the following rules apply:

- A gang founded for a campaign can contain no more than two Hybrid Acolytes. Additional Hybrid Acolytes may be added to the gang during the course of the campaign.
- During the course of a campaign, any fresh recruits added to the gang may be equipped with items currently held in the gang's Stash, rather than purchasing new equipment.

Cult Leadership

The Genestealer Cult represented here is small, an almost insignificant off-shoot of a greater whole compared to the ones that are found in Warhammer 40,000. As such, whereas those cults are traditionally led by a Magus or Primus, the cult here is led by a Cult Adept or Cult Alpha. This represents either a Neophyte in possession of low-level psychic ability similar in effect to the abilities shared by the leaders of more established cults, or blessed with a portion of the tactical brilliance and combat ability of the true Primus.

Unless specified otherwise, a Cult Adept or Cult Alpha follows all of the rules for a Leader, and Acolyte Hybrids follow all of the rules for Champions. For example, either one can lead a group activation – a Cult Adept or Cult Alpha would be able to lead a group of two other fighters, while an Acolyte Hybrid would be able to lead one other fighter.

During the course of the campaign, gangs may gain new equipment, either by purchasing it from the Trading Post or as a result of Territory Boons. These items are added to the gang's Stash and may be distributed among fighters during any post-battle sequence:

- A fighter cannot be given a new weapon of a type not allowed by their entry within this gang list.
- Aberrants and Neophyte Hybrids cannot be given a new weapon if it would take them above the limit of three weapons carried. A Leader or Hybrid Acolyte can be given more than three weapons as they can have multiple Fighter cards, each representing a different 'set' of equipment.
- A fighter may discard any Wargear carried when given new Wargear. Discarded Wargear is placed in the gang's Stash.

Many Generations of Hybrids

Genestealer Cults grow over many generations. The earliest generations, those closest to the Purestrain Genestealer Patriarch of the cult, are the most alien in appearance and behaviour. Often showing very little in the way of human characteristics, most will possess three arms and a greater degree of alien strength and ferocity. Over time, new generations become ever more human in appearance until they are almost indistinguishable from true humans.

The Genestealer Cult gang represents an offshoot of something larger and far more sinister, and members of the gang are normally of later generations, the better to conceal themselves amongst the population of Necromunda. Any Hybrid Acolyte or Neophyte Hybrid recruited for the gang is automatically a later generation hybrid. When hired, such fighters may be upgraded to an early generation hybrid.

Genestealer Cult Gangs in Campaigns

In a Dominion Campaign, Genestealer Cult gangs are treated just like any other. They begin the campaign with a Settlement Territory which they cannot lose, representing their base of operations. They can take control of unoccupied Territories during the Occupation phase and they can seize control of Territories from other gangs during the Takeover phase. Settlement Territories do not generate Juves; instead, if one of the D6 rolls is a 6, they generate a single free later generation Neophyte Hybrid. If both of the D6 roll a 6, this becomes an early generation Neophyte Hybrid (as follows).

Despite their secret agenda, a Genestealer Cult gang is seen as just another gang by most of the locals. They claim Territory Boons just like any other gang, but are treated as an Orlock gang for the purposes of Enhanced Boons.

Gaining Experience

Genestealer Cult fighters gain Experience in the same way as fighters in a normal House gang. The Adept or Alpha and any Acolyte Hybrids can have their XP spent on Advancements in the same way as a Leader or Champion. Neophyte Hybrids and Aberrants advance in the same way as Gangers, and can become Specialists if a 2 or 12 is rolled for their Advancement.

Captured Fighters

If any member of a Genestealer Cult gang is captured, the normal rules are followed. However, due to their alien nature, they are worth more when sold to the Guilders; the gang that is selling them receives their full value in credits, instead of half their value.

Post-Battle Actions

The Leader and any Hybrid Acolytes in the gang can make one post-battle action, in the same way as a Leader or Champion respectively. Genestealer Cult gangs cannot make the Sell to the Guilders action, lest they risk revealing themselves. If any member of a Genestealer Cult gang is escorted to the Doc with a Medical Escort action, the cost is increased to 3D6x10 credits – the extra coin going towards ensuring the Doc's silence.

Genestealer Cult Gangs in Turf War Campaigns

The rules presented over these pages focus on the Dominion Campaign rules. If using a Genestealer Cult gang in a Turf War campaign, the following rules apply:

Income and Special Territories

Genestealer Cult gangs gain income from their Turf as normal – after all, despite their secret agenda, they are seen as just another gang by most of the locals.

Any Special Territory that requires one or more Gangers (for example, a Chem-pit or Mine Workings) can instead be worked by one or more Neophytes. Settlement Territories do not generate Juves; instead, they generate a free Neophyte. Genestealer Cults cannot have a Guilder Contact territory; if they roll 1 on the Special Territories table, the controlling player should roll again. If a Genestealer Cults gang steals a Guilder Contact from a rival gang, it is not added to their roster – it is simply removed from the other gang's roster.

Loss of a Leader

If a gang's Leader is killed or is retired, a new Leader must be nominated from among the gang's Hybrid Acolytes. If the gang has no Hybrid Acolytes, the new Leader must be a Neophyte Hybrid, Specialist or otherwise.

In either case, the eligible fighter with the best Leadership must be selected as the new Leader. If more than one eligible fighter is drawn for best Leadership, use Advancements as a tie-breaker; if there is still a tie, the controlling player can decide.

When a fighter is promoted in this way, their Type is changed to Cult Alpha if they are an early generation hybrid, or Cult Adept if they are a later generation hybrid, and from now on they count as a Leader for determining which equipment and skill sets they can access. Their characteristics do not change.

Hangers-On, Hired Guns and Dramatis Personae

Genestealer Cult gangs may hire Dramatis Personae and Hive Scum in the same way as other gangs.

Additionally, Genestealer Cult gangs may hire Hangers-on, but they use the following table:

Reputation	Maximum Hangers-on
Less than 10	1
10 - 14	2
15 - 19	3
20 - 24	4
Each additional 5	+1

Fighters

A starting Genestealer Cult gang is made up of the following fighters:

Leader

A Genestealer Cult gang may be led by either a Cult Adept or a Cult Alpha.

Cult Adept.....								120 credits			
M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
4"	4+	4+	3	3	2	3+	2	3+	5+	5+	4+

Equipment

A Cult Adept starts with no equipment. They have no weapon restrictions.

Skills

The Cult Adept starts with one skill chosen from their Primary skill sets or the Non-sanctioned Psyker skill.

Special Rules

The Cult Adept is a Psyker as described on page 81. Cult Wyrd Powers are treated as Primary skill sets for the purposes of skill selection.

A Cult Adept is always a later generation hybrid.

Cult Alpha.....								145 credits			
M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	3+	3+	3	3	2	3+	2	3+	5+	5+	4+

Equipment

The Cult Alpha is equipped with a hazard suit. They have no weapon restrictions.

Skills

The Cult Alpha starts with one skill chosen from their Primary skill sets.

Special Rules

The Cult Alpha is always an early generation hybrid and therefore possesses a third arm:

Third Arm: Any fighter with a third arm may use it to better handle Unwieldy weapons, or to gain an extra attack in combat. If armed with a ranged weapon with the Unwieldy trait, shooting it becomes a Basic action rather than a Double action. Otherwise, the fighter gains +1 Attack on their profile and may carry a fourth weapon. Regardless of the weapon used, this additional attack gains the Rending trait.

Hybrid Acolytes.....								85 credits each			
M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
4"	3+	3+	4	3	1	3+	1	4+	5+	7+	6+

Equipment

A Hybrid Acolyte is equipped with a hazard suit. They have no weapon restrictions.

Skills

Hybrid Acolytes start with one skill chosen from their Primary skill sets.

Special Rules

When recruited, Hybrid Acolytes belong to a later generation by default. They may be designated as an early generation hybrid for +45 credits. An early generation hybrid has an extra arm:

Third Arm: Any fighter with a third arm may use it to better handle Unwieldy weapons, or to gain an extra attack in combat. If armed with a ranged weapon with the Unwieldy trait, shooting it becomes a Basic action rather than a Double action. Otherwise, the fighter gains +1 Attack on their profile and may carry a fourth weapon. Regardless of the weapon used, this additional attack gains the Rending trait.

Aberrants.....95 credits each

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	3+	6+	5	4	2	5+	2	9+	4+	6+	10+

Equipment

An Aberrant starts with no equipment. They can only be equipped with Close Combat weapons. An Aberrant may be given armour but may take no other Wargear.

Skills

All Aberrants have the Unstoppable skill.

Special Rules

Aberrants can appear in any generation; malformed hulking brutes possessed of great strength and durability but minimal intelligence. Whether an Aberrant belongs to an early or late generation makes little difference and any physical mutations or abnormalities they may show are already factored into their profile.

Neophyte Hybrids.....45 credits each

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
4"	4+	4+	3	3	1	4+	1	7+	5+	6+	8+

Equipment

A Neophyte Hybrid is equipped with a hazard suit. They can be armed with Basic Weapons, Close Combat Weapons and Pistols. When the gang is created, one Neophyte Hybrid can be armed with a Special Weapon. During a campaign, additional Neophyte Hybrids can also take Special Weapons as they are added.

Special Rules

When recruited, Neophyte Hybrids belong to a later generation by default. They may be designated as an early generation hybrid for +45 credits. An early generation hybrid has an extra arm:

Third Arm: Any fighter with a third arm may use it to better handle Unwieldy weapons, or to gain an extra attack in combat. If armed with a ranged weapon with the Unwieldy trait, shooting it becomes a Basic action rather than a Double action. Otherwise, the fighter gains +1 Attack on their profile and may carry a fourth weapon. Regardless of the weapon used, this additional attack gains the Rending trait.

Genestealer Cult Equipment List

Weapons

Basic Weapons

- Autogun.....15 credits
- Lasgun.....15 credits
- Shotgun
(with solid and scatter ammo).....30 credits

Close Combat Weapons

- Fighting knife.....15 credits
- Chainsword.....25 credits
- Shock stave (Staff of Office).....25 credits
- Shock whip.....25 credits
- Power maul.....30 credits
- Two-handed hammer.....35 credits
- Power pick.....40 credits
- Power hammer.....45 credits
- Power sword.....45 credits
- Heavy rock drill*.....90 credits
- Heavy rock saw*.....120 credits
- Heavy rock cutter*.....135 credits

Pistols

- Autopistol.....10 credits
- Laspistol.....10 credits
- Needle pistol.....40 credits
- Hand flamer.....50 credits

Special Weapons

- Long las.....20 credits
- Grenade launcher
(with frag and krak grenades).....55 credits
- Flamer.....100 credits
- Web gun.....125 credits

Heavy Weapons

- Mining laser*.....125 credits
- Seismic cannon*.....140 credits
- Heavy stubber*.....145 credits

Wargear

Grenades

- Frag grenades.....30 credits
- Blasting charges.....35 credits
- Incendiary grenades.....40 credits
- Demolitions charge.....65 credits

Armour

- Hazard suit.....10 credits
- Flak armour.....10 credits
- Mesh armour.....15 credits

Personal Equipment

- Filter plugs.....10 credits
- Respirator.....15 credits
- Bio-booster.....35 credits
- Photo-goggles.....35 credits
- Cult icon (max one per gang).....40 credits

Exotic Beasts

- Psychic Familiar.....25 credits

Skill Access

Genestealer Cult fighters have access to the following skills:

	Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Shooting	Savant	Cult Wyrd Powers
Adept	Secondary	-	-	Primary	-	Primary	-	Secondary	Primary
Alpha	-	-	Primary	Secondary	Secondary	Primary	Primary	-	-
Hybrid Acolyte	Secondary	-	Secondary	Primary	Primary	Secondary	-	-	-
Specialist – Aberrant	-	Primary	Secondary	Secondary	Primary	-	-	-	-
Specialist – Neophyte Acolyte	Secondary	-	Secondary	Primary	Primary	-	-	-	-

Cult Wyrd Powers

Genestealer Cult Adepts are Psykers, as described on page 81, drawing their powers from their connection to the distant patriarch of the wider cult that this gang represents one creeping tendril of. A Cult Adept has access to the Cult Wyrd Power list below as one of their Primary skill sets.

1. Hypnosis (Basic): With little more than a piercing stare, the Adept can dominate the minds of the weaker-willed. Select an enemy fighter that is both within 9" and line of sight of the Adept, and that has not been activated this turn. If the Willpower check to perform this action is successful, that fighter may only perform a single Move (Simple) action when activated this round.

2. Unbreakable Will (Basic), Continuous Effect: The Adept channels some measure of the Patriarch's control over nearby cult members. Whenever a Nerve or Willpower test is made for another fighter from the gang who is within 9" of the Adept, use the Adept's characteristic value.

3. Zealot (Double), Continuous Effect: The mere presence of the Adept can drive their cult brethren to acts of aggressive hatred. Once per turn, when another fighter from the same gang that is within 9" of the Adept makes a Fight (Basic) or Charge (Double) action, any dice that roll a 1 to hit may be re-rolled.

4. Mind Control (Basic): Twitching and spasming under the control of the Adept, an enemy fighter is forced to slowly raise their weapon and take aim upon one of their friends. Select an enemy fighter that is within 9" of the Adept. That fighter immediately makes a Shoot (Basic) action, even if they have already activated this round, targeting an eligible fighter from their gang, chosen by the Genestealer Cult player.

5. Assail (Basic): The Adept uses the force of their will to push enemies from their path. Immediately make a ranged attack against an enemy fighter within 12" and line of sight. If hit, move the target D3" in any direction – if they were Standing, they become Prone and Pinned after moving. If they come into base contact with a Standing fighter or any terrain, they stop moving and suffer a Strength 3, Damage 1 hit. If they come into base contact with another fighter, that fighter also suffers a Strength 3, Damage 1 hit and becomes Prone and Pinned.

6. Force Blast (Basic): Any enemy fighters within 3" of this Psyker are immediately pushed D3+1" directly away. If this movement would push a fighter from a platform or into a pitfall, stop them at the edge and take an Initiative test for them. If the test is passed, they are placed Prone at the edge. If the test is failed, they will fall. If this movement is interrupted by a wall or other impassable terrain, the fighter is immediately Pinned and takes a hit with a Strength equal to the number of inches rolled for the push distance .

VENATOR GANGS

Gang Composition

A Venator Cult gang must follow these rules when it is founded, and when new fighters are added to the gang:

- There must be one Hunt Leader. If the Leader is killed, follow the rules for a Leader's death (see page 124)
- There can be no more than two Hunt Champions, plus one for every full 10 Reputation the gang has.
- The total number of Hunters in the gang must be equal to or higher than the total number of other fighters (Hunt Leader and Hunt Champions) in the gang, not counting Hangers-on (see page 64).
- A fighter can be equipped with a maximum of five weapons. Only one weapon may have the Unwieldy Trait, and this counts as two weapons choices.
- Four profiles are presented for each category. When hiring a fighter one profile must be picked. It is possible to have several different profile in a band – for example, a gang that includes three Hunt Champions could use a different Hunt Champion profile for each one.

Hierarchy of the Hunt

Unless specified otherwise, a Venator Hunt Leader follows all of the rules for a Leader, and Hunt Champions follow all of the rules for Champions. For example, either one can lead a Group Activation – a Hunt Leader would be able to lead a group of two other fighters, while a Hunt Champion would be able to lead one other fighter.

Venators in Campaigns

Venator bands do not hold turf like other gangs in a campaign. They do not therefore gain or lose turf as a result of winning or losing battles and they can never hold any Special Territories.

They do however collect Income after the first battle of a cycle, but rather than multiplying their turf size by 10 they multiply their Reputation by 10 to determine the retainer they are paid by their patrons to continue operating in the area. Additionally, the gang's Leader (and only the Leader) may make a special 'Work the Gang's Turf' action (see page 123) in the post-battle sequence to represent the Venators making an appeal to their patron for extra operating expenses. However, should the D6 roll be a 1 the plea has fallen on deaf ears and no extra funding is granted.

Finally, the Venators will earn additional income for every enemy fighter captured and not rescued, which they will automatically sell to the Guilders, and for any enemy fighters killed. When the Venators sell captives to the Guilders, they earn the full value of each fighter in credits rather than the usual half. When an opponent the Venators have just fought deletes a dead fighter from their roster during the Update Roster step of the post-battle sequence, the Venators immediately claim half of that fighter's value rounded up to the nearest 5 credits as bounty.

Gaining Experience

Venators gain experience in the same way as any a normal House gang. Hunt Leaders and Hunt Champions can have their XP spent on Advancements in the same way as a Leader or Champion. Hunters advance in the same ways as Gangers and can become Specialists if a 2 or 12 is rolled for their Advancement.

Skill Access

When creating Venator gang, pick any four skill sets apart from Leadership. Rank them from 1 to 4, 1 being the one that most embodies the way you envisage the band operates as a team. Each fighter's access to the skill sets is determined by looking at the table below – this should be noted down separately.

	Primary	Secondary
Hunt Leader	1 & 2 plus Leadership	3 & 4
Hunt Champion	1 & 2	3 & 4 plus Leadership
Specialist	1 & 2	3 & 4

Hired Guns and Dramatis Personae

Venator bands may hire Dramatis Personae and Hive Scum in the same way as other gangs, however they may not hire Bounty Hunters apart from Dramatis Personae ones (such as Grendl Grendlsen). This is because they are already a tightly knit group of bounty hunters themselves and are very reluctant to split profits with outsiders, but they will make use of local expertise where it suits their ends, and both Dramatis Personae and Hive Scum represent exactly this.

Additionally, Venator Bands may hire Hangers-on, but they use the following table:

Reputation	Maximum Hangers-on
Less than 9	0
10-14	1
15-19	2
20-24	3
Each additional 5	+1

Fighters

A starting Venator gang is made up of the following fighters:

Hunt Leader.....105 credits

Pick one of the following profiles to use when recruiting your Hunt Leader.

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	3+	3+	3	3	2	3+	2	7+	6+	6+	6+
3"	3+	4+	3	4	2	5+	2	6+	6+	5+	5+
4"	3+	5+	4	4	2	4+	2	7+	5+	8+	9+
4"	4+	2+	3	3	2	3+	1	5+	5+	6+	5+

Equipment

A Venator Hunt Leader has no equipment. They may choose Common equipment and Rare equipment with a Rarity value up to and including 11 from the THE TRADING POST. They have no equipment restrictions.

Skills

Venator Hunt Leaders start with one skill chosen from their Primary skill sets.

Hunt Champion.....80 credits

Pick one of the following profiles to use when recruiting a Hunt Champion.

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	4+	4+	3	3	2	4+	2	7+	6+	7+	7+
3"	4+	4+	3	4	2	5+	2	6+	6+	6+	5+
4"	3+	5+	4	4	2	5+	2	7+	5+	8+	8+
4"	5+	2+	3	3	2	4+	1	6+	6+	6+	6+

Equipment

A Venator Hunt Champion has no equipment. They may choose Common equipment and Rare equipment with a Rarity value up to and including 10 from the THE TRADING POST. They have no equipment restrictions.

Skills

Venator Hunt Champions start with one skill chosen from their Primary skill sets.

Hunters.....45 credits

Pick one of the following profiles to use when recruiting a Hunter.

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	4+	4+	3	3	1	4+	1	7+	6+	7+	7+
3"	4+	4+	3	4	1	5+	1	6+	6+	7+	6+
4"	3+	4+	3	4	1	5+	1	7+	6+	8+	9+
4"	5+	3+	3	3	1	4+	1	6+	6+	6+	7+

Equipment

A Venator Hunter has no equipment. They may choose Common equipment and Rare equipment with a Rarity value up to and including 8 from the THE TRADING POST. They can be equipped with Basic Weapons, Close Combat Weapons, Grenades, Pistols and Wargear.

House Legacy:

20 Credits – (Goliath, Escher, Cawdor, Orlock, Van Saar, Delaque)

Any fighter in a Venator Gang may be given a single House Legacy for 20 credits. A fighter with a House Legacy may choose equipment from the corresponding House Equipment lists.

There is no restriction on House Legacies, a Venator gang may contain as many or as few as you wish. However each fighter may only originate from one house !

HIRED GUNS

BOUNTY HUNTERS AND HIVE SCUM

In campaign play, gangs have the chance to recruit Hired Guns in the pre-battle sequence (see page 124); this secures their services for that one battle. They are not added to the gang roster, but a Fighter card will need to be filled out for them. They can be hired again for subsequent battles – as such, players might find it useful to keep an appropriate Fighter card, already filled in, for each Hired Gun model they have.

Hired Guns never gain Experience, they cannot purchase Advancements, and they do not suffer Lasting Injuries – if they go Out of Action, they simply play no further part in the battle. Also, no additional equipment can be added to their Fighter card, aside from what is listed in their entry below.

In skirmish battles, Hired Guns can be purchased in the same way as any other fighter.

In either mode of play, a Hired Gun increases the gang's Rating in the same way as any other fighter.

Hive Scum

A gang can recruit up to five Hive Scum at a time.

Hive Scum.....								30 credits			
M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	4+	4+	3	3	1	4+	1	8+	8+	8+	8+

Equipment

The Hive Scum may be equipped with up to 60 credits' worth of weapons and Wargear from the Trading Post. They may take any Common item and may take any item with a Rarity value of 7 or below. The only weapons they may take are Pistols, Close Combat Weapons and Basic Weapons. They may be armed with up to three weapons, only one of which may have the Unwieldy Weapon Trait, and this counts as two weapons choices.

Dramatis Personae: Hive Scum

Grub Targeson, Hive Scum.....								105 credits			
M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
4"	4+	3+	3	3	1	4+	1	8+	8+	8+	6+

Wargear: Flak armour; fighting knife; shotgun with scatter and executioner ammo, frag grenades

Skills: Backstab, Evade, Infiltrate

Mad Dog Mono, Hive Scum.....								90 credits			
M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	3+	4+	3	3	1	3+	1	8+	7+	8+	8+

Wargear: Boiler plate armour (counts as furnace plates); respirator; stub gun; grab hook

Skills: Dodge, Escape Artist

Bounty Hunter

A gang can recruit no more than one Bounty Hunter at a time. To represent the great variety of Bounty Hunters active on Necromunda, the recruiting player picks one of the following profiles to use.

Bounty Hunter.....								80 credits			
M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	3+	3+	3	3	2	3+	1	7+	5+	6+	6+
3"	3+	4+	3	4	2	5+	1	5+	7+	5+	5+
4"	3+	4+	3	4	1	4+	2	7+	6+	7+	8+

EQUIPMENT

A Bounty Hunter is equipped with either mesh or flak armour. In addition, Bounty Hunters may purchase up to 150 credits' worth of weapons and Wargear from the Trading Post. They may take any Common item and may take any item with a Rarity value of 10 or below. They have no weapon restrictions.

They may be armed with up to five weapons, only one of which may have the Unwieldy Weapon Trait, and this counts as two weapons choices.

SKILLS

A Bounty Hunter may take either three skills determined at random, or one skill determined at random and one skill chosen by the recruiting player. Each skill is chosen from the following skill sets: Agility, Brawn, Combat, Cunning, Ferocity, or Shooting. To determine a random skill, the player declares which skill set they are generating the skill from, and rolls a D6, re-rolling if the Bounty Hunter already has that skill. Choosing a skill is a simple matter of picking the desired skill from the sets available.

SPECIAL RULES

All Bounty Hunters, including named Dramatis Personae Bounty Hunters, benefit from the following special rules:

Dead, Not Alive: Any gang that employs a Bounty Hunter may be awarded extra bonuses for enemy fighters they help to bring down, due to the Bounty Hunter claiming extra fees from the authorities for troublesome gangers they bring in dead. In the post-battle sequence, when an opponent deletes a dead fighter from their roster during the Update Roster step of the post-battle sequence, the gang immediately claims half of that fighter's value, rounded up to the nearest 5 credits, as bounty.

Claiming Bounties: If the recruiting gang Captures an enemy fighter, roll a D6 in the Receive Rewards step of the post-battle sequence. On the roll of a 3 or higher, the Bounty Hunter recognises the Captive as a wanted outlaw. Mark this on the capturing gang's roster. If the Captive is later sold to the guilders, the Bounty Hunter receives an additional D6x10 credits.

“We’ll Get Our Bit...”: If a Bounty Hunter does not generate additional income during a campaign battle via the Dead, Not Alive or Claiming Bounties special rules above, there is a strong chance they will stick around until they do, whether the gang wants them to or not!

If, at the end of the Update Roster step of the post-battle sequence, only one of the Dead, Not Alive or Claiming Bounties special rules has been used, roll a D6. If the result is a 4 or higher, the Bounty Hunter is dissatisfied with their earnings and is available for the recruiting gang's next battle for free. If the result is a 1-3, they take their credits and leave.

If neither the Dead, Not Alive or Claiming Bounties special rules are used, there is no need to roll and the Bounty Hunter is automatically available for the recruiting gang's next battle for free.

If, however, both the Dead, Not Alive and Claiming Bounties special rules are used during the post-battle sequence, the Bounty Hunter, happy with their payment, automatically leaves.

If a Bounty Hunter that is available for the next battle for free in this way is not used, they will automatically leave. In other words, they must be used in the next battle, or be lost.

If a Bounty Hunter is taken Out of Action during a Campaign battle, they are considered to have automatically rolled a result of 12-26 – Out Cold on the Lasting Injuries table.

Dramatis Personae: Bounty Hunters

Baertrum Arturos.....290 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	3+	3+	3	3	2	3+	2	6+	5+	6+	5+

Wargear: Infra-sight; light carapace armour; artisan needle pistol with auto loader; stiletto knife

Skills: Disarm, Escape Artist, Nerves of Steel

Weapon	Rng		Acc		Str	AP	D	Ammo	Traits	Ld	Cl	Will	Int
	S	L	S	L									
Artisan needle pistol with auto loader	4"	9"	+2	-	-	-1	-	4+	Sidearm, Silent, Toxin				

Belladonna, Noble Bounty Huntress.....275 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
6"	2+	5+	3	3	2	3+	2	7+	7+	6+	6+

Wargear: Light carapace armour; power axe; stiletto knife; fighting knife; plasma pistol

Skills: Berserker, Combat Master, True Grit

The Deserter, Human Bounty Hunter.....225 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
4"	3+	4+	3	4	2	4+	2	7+	6+	7+	8+

Wargear: Armoured undersuit; fighting knife; flak armour; frag grenades; shotgun with solid and scatter ammo

Skills: Medicae, Mentor, Overseer

Eyros Slagmyst, Enhanced Bounty Hunter.....270 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
4"	3+	4+	3	4	2	5+	1	5+	7+	5+	5+

Wargear: Armoured undersuit; bio-booster; fighting knife; frag grenades; furnace plates; laspistol; medicae kit; photo-goggles

Skills: Iron Jaw, Nerves of Steel, True Grit

Gor Half-Horn, Beastman Bounty Hunter.....235 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
4"	3+	4+	4	4	2	4+	1	5+	6+	6+	6+

Wargear: Chainsword; fighting knife; flak armour; plasma pistol; shotgun with solid and scatter ammo

Skills: Berserker, Bull Charge, Fearsome

Grendl Grendlsen, Squat Bounty Hunter.....280 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
3"	3+	4+	3	4	3	5+	1	5+	7+	5+	5+

Wargear: Armoured undersuit; boltgun; flak armour; frag grenades; power hammer

Skills: Combat Master, Iron Jaw, Nerves of Steel

Kria Kytoro, Escher Bounty Hunter.....240 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	3+	3+	3	3	3	3+	2	6+	5+	6+	6+

Wargear: Chem synth; mesh armour; infra sight (long las); long las; autopistol; throwing knives; stiletto knives

Skills: Infiltrate, Precision Shot, Step Aside

Special Rules:

Death-maiden: Kria the Huntress is a Bounty Hunter that can only be taken by Escher gangs.

Krotos Hark, Goliath Bounty Hunter.....220 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
4"	3+	4+	3	4	2	4+	2	7+	4+	7+	4+

Wargear: Armoured undersuit; fighting knife; furnace plates; stub cannon

Skills: Headbutt, Inspirational, Munitioneer

Ortruum 8-8.....250 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
4"	5+	5+	3	3	2	4+	1	6+	7+	5+	5+

Skills: Fearsome, Sanctioned Psyker

Special Rules: Dead, Not Alive, Flight, Soul Hound, Team Work

Wyrd Powers:

Telepathy: Premonition, Mind Lock

Telekinesis: Force Blast

Flight: Ortruum 8-8 ignores all terrain, may move freely between levels without restriction, and can never fall. It may not, however, ignore impassable terrain or walls, and may not end its movement with its base overlapping an obstacle or another fighter's base.

Soul Hound: A unique ability possessed by Ortruum 8-8, and one that makes its services particularly valuable to Bounty Hunters, Enforcers and Guilders, is the ability to hunt down individuals based on their psychic spoor. Before a game begins, nominate one fighter (Leader, Champion, Juve, Specialist or equivalent) from your opponent's gang. This fighter is the one that Ortruum 8-8 has been sent to track down. This fighter must be deployed on the table at the start of the game, and must therefore be included in your opponent's crew, however that is selected.

For the duration of this game, the nominated fighter is haloed by a ghostly illumination, marking them out to their enemies as Ortruum 8-8 constantly focuses upon their location. All shooting attacks made against the nominated fighter gain a +1 modifier on hit rolls. Additionally, the nominated fighter may not use the Infiltrate or Lie Low skills for the duration of this game.

Team Work: Unlike other Bounty Hunters, Ortruum 8-8 may be hired alongside other Bounty Hunters, allowing a gang to field two Bounty Hunters rather than the usual one.

Slate Merdene, Orlock Boss.....360 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	2+	3+	3	4	3	3+	3	4+	5+	4+	5+

Wargear: Mesh armour; frag grenades; photo-goggles; power hammer; plasma pistol; Macula, Cyber-Mastiff

Skills: Fearsome, Iron Will, Nerves of Steel

Special Rules:

Orlock Road Boss: Slate Merdene is a Bounty Hunter that can only be taken by Orlock gangs.

Macula, Cyber-Mastiff.....

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	3+	-	3	3	2	4+	2	7+	6+	8+	9+

Skills: Combat Master

Special rules: Loyal Protector, Watchdog

Weapon	Rng		Acc		Str	AP	D	Ammo	Traits
	S	L	S	L					
<i>Savage bite</i>	-	E	-	-	S	-2	1	-	Disarm, Melee

Yar Umbra, Void-Born Bounty Hunter.....230 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
4"	4+	2+	3	4	2	3+	1	7+	5+	7+	7+

Wargear: Fighting knife; flak armour; long las; infra-sight; photo-goggles; respirator

Skills: Infiltrate, Marksman, Overwatch

Yolanda Skorn, Escher Bounty Hunter.....230 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	3+	3+	3	3	2	3+	2	7+	5+	6+	6+

Wargear: Flak armour; frag grenades; photo-goggles; respirator; stiletto knife; stub gun

Skills: Counter-Attack, Fearsome, Parry

HANGERS-ON AND BRUTES

Hangers-on are primarily used in Campaign play, although some will prove particularly useful in Skirmish games. Brutes are purchased specifically to add some extra muscle and prowess on the battlefield and can be fielded alongside the rest of the gang normally. In the Update Roster step of the post-battle sequence, players can recruit Hangers-on and Brutes. These are purchased with credits from the gang's Stash in the same way as new fighters. A Fighter card is filled out for them and they are added to the gang roster. Most Hangers-on and Brutes have various options for their equipment – these must be decided when they are recruited.

The maximum number of Hangers-on and Brutes a gang can have is limited by their Reputation, as shown by the table below. If a gang's Reputation drops to the point they do not have enough for their Hangers-on or Brutes, they must remove one or more of them from their roster until they are back within their limit. Also, note that there is a limit on each type of Hanger-on and Brute – a gang can have up to two Rogue Docs, but only one Dome Runner, for example. Hangers-on and Brutes do not count towards the number of fighters in the gang; for example, they are not counted when determining how many Gangers the gang must contain.

Reputation	Maximum Hangers-on
Less than 5	1
5 - 9	2
10 - 14	3
15 - 19	4
20 - 24	5
Each additional 5	+1

Each of the types of Hangers-on gives a gang a special rule, but they do not normally take part in battles. However, whenever a battle happens on the gang's turf (i.e., they have the Home Turf Advantage in a scenario), roll a D6 for each of their Hangers-on before choosing a crew. On a result of 1, 2 or 3, the Hanger-on is unfortunate enough to be around when the fighting starts, and must be included as part of the crew. Hangers-on cannot gain Experience or Advancements; if they suffer a Lasting Injury that would make a change to their-Fighter card, they decide that the hideout is no longer safe and move on – they are removed from the gang roster. They also cannot be given any equipment other than what is listed.

Hangers-On in skirmish battles

Hangers-on are primarily designed for campaign play, but they can also be used in skirmish battles when playing a scenario in which the defender has the Home Turf Advantage (see page 166). They do not cost any credits when used in this way; instead, the defender tolls a D3, and can include up to that many Hangers-on in their crew.

Brutes, however, are purchased with the express intention that they be fielded in battle and are treated like any other fighter when selecting a crew. Unlike other Hangers-on, Brutes will gain Experience and Advancements in the same manner as a Specialist Ganger, and their skill set access is detailed below. Unlike other Hangers-on, Brutes will not leave the gang should they suffer a Lasting Injury that makes a change to their Fighter card. They also cannot be given any equipment other than what is listed.

Both Hangers-on and Brutes can be taken Captive, in which case the gang can attempt to rescue them and the capturing gang may sell them as if they were a normal fighter.

	Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Shooting	Savant
Cawdor Stig-shambler	-	Primary	Secondary	Secondary	-	-	-	Primary
Delaque Spyker	Secondary	-	-	Secondary	-	-	-	Primary
Escher Khimerix	Secondary	-	Secondary	-	Primary	-	-	-
Goliath 'Zerker	-	Primary	Secondary	-	Secondary	-	-	-
'Jotunn' Servitor Ogryn	-	Primary	Secondary	-	Secondary	-	-	-
Luther Pattern Excavation Automata	-	Secondary	Secondary	-	Primary	-	-	-
Orlock 'Lugger'	-	Secondary	Secondary	-	-	-	Primary	-
Van Saar 'Arachni-rig'	-	Secondary	-	-	Secondary	-	Primary	-

HANGERS-ON

Rogue Docs

If a gang has a Rogue Doc, it can make an additional Medical Escort action in the post-battle sequence (see page 123) in addition to any other actions made by the gang's Leader or Champions. This visit does not cost any credits – however, a result of 6 on the table is treated as Stabilised rather than a Full Recovery, thanks to the Doc's comparatively limited supplies and the lack of proper medical technology. If a gang has more than one Rogue Doc, it can make this additional action once for each of them.

0-2 Rogue Docs.....50 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	5+	5+	2	3	1	4+	1	9+	8+	7+	5+

Equipment: Laspistol or stub gun, medicae kit.

Skills: Medicae

Ammo-Jacks

If a gang has an Ammo-jack, its weapons are regularly serviced and their ammo stocks are carefully maintained. As such, fighters from the gang can re-roll any Ammo checks that roll a natural 1. The Ammo-jack does not have to take part in the battle for the gang to receive this bonus, but if they are not available for the battle, for example, if they are In Recovery or have been Captured, the bonus does not apply.

If a gang has more than one Ammo-jack, the bonus increases. A gang with two Ammo-jacks can re-roll failed Ammo checks that roll a natural 1 or 2. A gang with three can re-roll failed Ammo checks that roll a natural 1, 2 or 3.

0-3 Ammo-Jacks.....50 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	4+	3+	3	3	1	5+	1	9+	7+	6+	7+

Equipment: Boltgun or combat shotgun with salvo and shredder ammo; power hammer or power sword; mesh armour.

Skills: Munitioneer

Dome Runner

Whenever a fighter from a gang with a Dome Runner opens a loot casket, they may choose to re-roll the D6 to determine what the contents are. However, they must accept the result of the re-roll, even if it is worse.

0-1 Dome Runner.....20 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	5+	5+	3	3	1	3+	1	10+	9+	7+	8+

Equipment: Laspistol or stub gun; fighting knife or axe.

Skills: Lie Low

Slopper

At the end of the Spend Experience step of the pre-battle sequence, roll a D6 for each of the gang's fighters that is In Recovery. On a roll of 6, a constant supply of good food has helped them recover more quickly – their In Recovery box on the gang roster is cleared, and are now available for this battle.

0-1 Slopper.....20 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
4"	4+	4+	2	3	1	3+	1	9+	9+	5+	7+

Equipment: Fighting knife.

Skills: None

Gang Look-out

In a Skirmish game, a gang with a Look-out may add 1 to the dice roll to determine which gang is the attacker or defender. Additionally, if a gang with a Look-out is the defender in a scenario that uses the Sneak Attack rules, add 1 to all rolls to determine if a sentry spots an attacker.

0-1 Gang Look-out.....								20 credits			
M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	5+	4+	2	3	1	3+	1	9+	7+	5+	7+

Equipment: Laspistol or stub gun; fighting knife or axe

Skills: Evade

BRUTES

Cawdor Stig-shambler

0-1 Cawdor Stig-shambler.....240 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
4"	4+	4+	5	4	4	4+	2	9+	8+	9+	8+

Weapon	Rng		Acc		Str	AP	D	Ammo	Traits
	S	L	S	L					
<i>Heavy Club</i>	-	E	-	-	S	-	2	-	Melee
<i>Polearm</i>	E	2"	-	-	+1	-	1	-	Melee, Unwieldy, Versatile
<i>Heavy stubber</i>	20"	40"	-	-1	4	-1	1	4+	Rapid Fire (2), Unwieldy
<i>Twin-linked heavy stubber</i>	20"	40"	-	-1	4	-1	2	4+	Rapid Fire (3), Unwieldy
<i>Heavy flamer</i>	-	T	-	-	5	-2	1	5+	Blaze, Template, Unwieldy

Weapons

A Cawdor Stig-shambler is armed with a heavy club and a heavy stubber.

Options

- A Cawdor Stig-shambler may upgrade its club with a polearm.....**Free**
- A Cawdor Stig-shambler may upgrade its heavy stubber to a twin-link heavy stubber.....**+40 credits**
- A Cawdor Stig-shambler may upgrade its heavy stubber to a heavy flamer.....**+70 credits**
- A Cawdor Stig-shambler may take flak armour.....**+10 credits**

Special Rules

Intelligent Control

This fighter may immediately re-roll any failed Leadership, Cool, Willpower or Intelligence check.

Move and Shoot

This fighter may fire an Unwieldy weapon as a Basic action rather than a Double action. However, doing so confers an additional -1 to hit modifier.

Twin-linked Heavy Stubber

When this fighter makes a ranged attack, they may re-roll any number of the Ammo dice rolled. However, they must accept the result of the re-roll, even if it is worse.

Delaque Spyker

Spyker.....								190 credits			
M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
6"	6+	6+	3	4	4	3+	1	5+	5+	4+	6+

Weapons

A Delaque Spyker is unarmed. It may make unarmed attacks when Engaged, but usually relies upon its psychic powers.

Options

- A Delaque Spyker may be equipped with a displacer field.....+50 credits

Skills: Unsanctioned Psyker

Special Rules:

Flight: A Spyker ignores all terrain, may move freely between levels without restriction, and can never fall. It may not, however, ignore impassable terrain or walls, and may not end its movement with its base overlapping an obstacle or another fighter's base.

Wyrd Powers:

Telepathy: Psychic Scream, Psychic Assault

Telekinesis: Force Blast

Escher Khimerix

0-1 Escher Khimerix.....								220 credits			
M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
6"	4+	4+	4	5	3	3+	3	8+	7+	7+	8+

Weapon	Rng		Acc		Str	AP	D	Ammo	Traits
	S	L	S	L					
Chemical cloud breath weapon	6"	12"	+1	-	3	-1	1	-	Blast (3")
Gaseous eruption breath weapon	-	T	-	-	-	-	-	-	Gas, Template
Talons	-	E	-	-	S	-1	2	-	Melee, Pulverise
Razor-sharp talons	-	E	-	-	+1	-2	3	-	Melee, Rending

Weapons

An Escher Khimerix is armed with a chemical cloud breath weapon and talons.

Options

- An Escher Khimerix may replace its chemical cloud breath with a gaseous eruption breath.....+80 credits
- An Escher Khimerix may upgrade its talons to razor-sharp talons.....+30 credits
- An Escher Khimerix may have a toughened or scaly hide which counts as flak armour.....+10 credits

Special Rules

Regeneration

Unless this fighter has a Blaze marker on it, an Escher Khimerix may perform the following action:

Regeneration (Simple) – Roll a D6. On a 4+, this fighter immediately heals one lost wound.

Crushing Blow

Before rolling to hit for this fighter's close combat attacks, the controlling player can nominate one dice to make a Crushing Blow. If that dice hits, the attack's Strength and Damage are each increased by one.

Goliath 'Zerker

0-1 Goliath 'Zerker.....210 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
4"	3+	6+	6	5	3	5+	3	7+	6+	8+	10+

Weapon	Rng		Acc		Str	AP	D	Ammo	Traits
	S	L	S	L					
Open fists	-	E	-	-	S	-1	1	-	Knockback, Melee
Mutated fists & bone spurs	E	2"	-	-	+1	-2	2	-	Knockback, Melee, Pulverise, Versatile

Weapons

A Goliath 'Zerker is armed with two open fists.

Options

- Goliath 'Zerker may take mutated fists & bone spurs.....+70 credits
- Goliath 'Zerker may take furnace plate armour.....+10 credits
- Goliath 'Zerker may take stimm slug stash.....+20 credits

Special Rules

Combat Drug Stash

Whenever this fighter is chosen to make an action, it may choose to use combat drugs. Until the end of the turn, this fighter gains an additional +D3 Attacks. However, if the dice roll is a natural 1, the fighter instead suffers a bad reaction and its Attacks characteristic is reduced to 1 until the End phase of this round.

Impetuous

When this fighter Consolidates at the end of a close combat, they can move up to 4" instead of up to 2".

'Jotunn' H-Grade Servitor-Ogrym

0-2 Servitor-Ogryn.....210 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	4+	5+	5	5	3	4+	2	7+	6+	8+	9+

Weapon	Rng		Acc		Str	AP	D	Ammo	Traits
	S	L	S	L					
Augmetic fist	-	E	-	-	+1	-1	2	-	Melee, Knockback
Arc welder	-	E	-	-	+2	-3	3	-	Blaze, Melee

Weapons

A 'Jotunn' H-Grade Servitor-Ogrym is armed with two augmetic fists.

Options

- A Servitor-Ogrym may replace one of its augmetic fists with an arc welder.....+70 credits
- A Servitor-Ogrym may be upgraded with furnace plate armour.....+15 credits

Special Rules

Headbutt

If the fighter is Engaged, they can use the following action:

Headbutt (Basic) – Pick an engaged enemy fighter and roll two D6. If either result is equal to or higher than their Toughness, they suffer a hit with a Strength equals to this fighter's Strength +2 resolved at Damage 2. However, if both dice score lower than the enemy fighter's Toughness, this fighter instead suffers a hit equal to their own Strength.

Loyal

Ogryns are very loyal creatures and form strong bonds with those they live and fight with. Whenever this fighter is assisting a friendly fighter in melee, the fighter adds 2 to the result of any hit rolls rather than the usual 1.

Slow-witted

Ogryns are not especially bright or quick on the uptake. This fighter may never be activated as a part of a Group Activation.

Luther Pattern Excavation Automata ('Ambot')

0-2 Ambot.....	215 credits										
M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
4"	3+	5+	5	5	3	5+	2	8+	6+	8+	9+

Weapon	Rng		Acc		S	L	Str	AP	D	Ammo	Traits
	S	L	S	L							
<i>Tunnelling claw</i>											
- <i>melee</i>	-	E	-	-	S	-1	2	-		Melee	
- <i>ranged</i>	4"	8"	-	-	6	-2	2	5+		Melta, Scarce, Sidearm	

Grav-fist (Ambot)

- <i>melee</i>	-	E	-	-	S	-1	2	-	Melee, Pulverise
- <i>ranged</i>	6"	12"	+1	-	*	-1	2	5+	Blast (3"), Graviton Pulse, Concussion

Weapons

An Ambot is armed with two tunnelling claws.

Options

- An Ambot may replace one of its tunnelling claws with a grav-fist.....+70 credits

Special Rules

Infiltrate

If this fighter should be set up at the start of a battle, they are instead placed to one side. Then, immediately before the start of the first round, their controlling player sets them up anywhere on the battlefield that is not visible to any enemy fighters, and not within 6" of any of them. If both players have fighters with this skill, take turns to set one up, starting with the winner of a roll-off.

Cranial Governors

In normal circumstances, an Ambot's behaviour will be heavily governed to protect other workers from the aggressive instincts of the Ambot. Gangers however have no such safety concerns and will frequently switch off the inhibitors on an Ambot in their possession. When an Ambot is operating in Safe Mode, it follows the rules and profile describe above. Should the controlling player wish, Safe Mode can be switched off at the beginning of any round. Whilst Safe Mode is off, the Ambot gains the Berserker (Ferocity) skill and its Attacks characteristic becomes D3+1. However, when Standing and Engaged, the Ambot must divide its attacks amongst all models it is in base-to-base contact with, including friendly fighters. Once Safe Mode is off, it cannot be reinitiated until the Wrap Up.

Mechanical Construct

An Ambot is equipped with light carapace armour.

Excavation Automata

If the gang that owns the Ambot also controls a Mine Workings territory, roll an additional D6 to generate income to represent the Ambot being put to work.

Valuable

Should an Ambot be captured by a rival gang and not be rescued, the gang holding it captive may choose to either sell it to the Guilders as a normal captive or to keep it and add it to their gang roster for free, assuming they have sufficient Reputation to take on an extra Hanger-on.

Orlock ‘Lugger’ Cargo Servitor

0-1 Orlock ‘Lugger’ Cargo Servitor.....230 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
4”	5+	4+	5	5	3	5+	2	7+	5+	9+	8+

Weapon	Rng		Acc		Str	AP	D	Ammo	Traits
	S	L	S	L					
<i>Harpoon launcher</i>	6”	18”	+2	-	5	-3	1	5+	Drag, Impale, Scarce
<i>Heavy bolter</i>	18”	36”	+1	-	5	-2	2	6+	Rapid Fire (2), Unwieldy
<i>Heavy flamer</i>	-	T	-	-	5	-2	1	5+	Blaze, Template, Unwieldy
<i>Heavy stubber</i>	20”	40”	-	-1	4	-1	1	4+	Rapid Fire (2), Unwieldy
<i>Servitor combat weapon</i>	-	E	-	-	S	-1	1	-	Knockback, Melee

Weapons

A Lugger is armed with a harpoon launcher.

Options

- A Lugger may replace its harpoon launcher with a:
 - Heavy bolter.....+50 credits
 - Heavy flamer.....+85 credits
 - Heavy stubber.....+20 credits
- A Lugger may upgrade its light carapace armour to heavy carapace armour.....+20 credits
- A Lugger may take a mono-sight.....+25 credits

Special Rules

Mechanical Constructions

A Lugger is equipped with a light carapace armour.

Weapons Platform

An unwieldy ranged weapon mounted on a servitor is far more manoeuvrable. When a Lugger fires an Unwieldy ranged weapon, it becomes a Basic action rather than a Double action.

Ammo Hoppers

A Lugger can re-roll any failed Ammo checks that roll a natural 1.

Van Saar Arachni-rig Servo-suit

0-1 Van Saar Arachni-rig Servo-suit.....240 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	4+	4+	5	4	3	4+	4	5+	5+	8+	6+

Weapon	Rng		Acc		Str	AP	D	Ammo	Traits
	S	L	S	L					
<i>Twin-linked heavy las carbine</i>	15"	30"	+1	-	4	-	1	4+	Plentiful, Rapid Fire (3)
<i>Rad gun</i>	-	T	-	-	2	-2	1	4+	Rad-phage, Template
<i>Plasma gun</i>									
- <i>Low power</i>	12"	24"	+2	-	5	-1	2	5+	Rapid Fire (1), Scarce
- <i>Maximal power</i>	12"	24"	+1	-	7	-2	3	5+	Scarce, Unstable
<i>Servo-arm</i>	E	3"	-	+1	S	-	1	-	Melee, Versatile

Weapons

An Van Saar Arachni-rig Servo-suit is armed with a twin-linked las carbine and four servo-arms.

Options

- An Van Saar Arachni-rig Servo-suit may replace one servo-ram with a rad gun.
Doing so will reduce its Attacks characteristic by 1.....+60 credits
- An Van Saar Arachni-rig Servo-suit may replace one servo-arm with a plasma gun.
Doing so will reduce its Attacks characteristic by 1.....+60 credits
- An Van Saar Arachni-rig Servo-suit may upgrade its light carapace to heavy carapace armour.....+20 credits

Special Rules

Twin-linked Carbines

When this fighter makes a ranged attack, they may re-roll any number of the Ammo dice rolled. However, they must accept the result of the re-roll, even if it is worse.

Mechanical Construction

A Van Saar Arachni-rig Servo-suit is equipped with a light carapace armour.

Van Saar Protective Gear

Van Saar fighters are somewhat protected from the effects of their own rad weapons by their armour and are therefore immune to the effects of the Rad-phage Weapon Trait (i.e., they will not suffer the additional flesh wound).

Superior Weapons Array

Rather than making a single Shoot (Basic) action each turn, this fighter may make two Shoot (Simple) actions per turn. Each action may be made with a different weapons, and each action may target a different enemy fighter, provided that all of the normal rules for Target Priority are followed.

EXOTIC BEASTS

Exotic Beasts are only available to gang Leaders and Champions. They are purchased as wargear and should be recorded on their owner's Fighter card accordingly. However, where Exotic Beasts differ to normal wargear is that they will have their own Fighter card which details their unique stats, skills, and weaponry.

They follow all of the normal rules for a fighter, with the following exceptions:

- Whenever the fighter that owns the Exotic Beast is selected for a scenario, the Exotic Beast may also be deployed. This may take the number of fighters in a starting crew above the number specified by the scenario.
- Whenever the owner of an Exotic Beast activates, the Exotic Beast will activate at the same time if it has been taken.
- Exotic Beasts must always end their activation within 3" of their owner. If the Exotic Beast is more than 3" away at the end of its activation, it must pass a Nerve test or become Broken.
- Should an Exotic Beast become Broken, it will run towards its owner when activated rather than for cover. When an Exotic Beast makes a Running for Cover (Double) action, it runs towards its owner. It is only concerned with getting back within 3" of its owner.
- An Exotic Beast that has become Broken automatically rallies if it ends an activation within 3" of its owner.
- If the owner is removed from the battlefield for any reason, the Exotic Beast is also removed from play.
- If an Exotic Beast is removed from the battlefield for any reason, it is not counted for the purposes of Bottle tests.
- Exotic Beasts gain Experience and suffer Lasting Injuries as a normal Ganger and may become a Specialist. However, due to their nature, the variety of skills available to them as a Specialist is much reduced compared to any other gang fighter. Therefore, Exotic Beasts have their own Skill table on the following page.
- Exotic Beasts may not take any additional equipment. They may no use weapons other than those detailed on their profile. They may never use Wargear.
- Exotic Beasts can be taken Captive, in which case the owning fighter's gang can attempt to rescue them and the capturing gang may sell them as if they were a normal fighter. Exotic Beasts taken Captive cannot be put to work in any Territories.

Exotic Beast Skills

By their very nature, Exotic Beasts are unable to utilise many of the skills detailed in the complete Skill lists. Therefore, when an Exotic Beast gains a new skill, roll a D3 and consult the table below:

D6	Agility	Brawn	Combat	Cunning	Ferocity
1	Catfall	Bull Charge	Counter-Attack	Backstab	Berserker
2	Dodge	Crushing Blow	Disarm	Evasive	Fearsome
3	Sprint	Iron Jaw	Step Aside	Lie Low	Nerves of Steel

Skill Access

Exotic Beasts have access to the following skills:

	Agility	Brawn	Combat	Cunning	Ferocity
Caryatid	Primary	-	-	Secondary	-
Cephalopod Spekter	Secondary	-	-	Primary	-
Chaos Familiar	-	-	Secondary	Primary	-
Cyber-mastiff	-	-	Primary	-	Secondary
Cyberachnid	Secondary	-	-	Primary	-
Phyrr Cat	Primary	-	-	Secondary	-
Psychic Familiar	Secondary	-	-	Primary	-
Sheen Bird	Secondary	-	-	-	Primary
Sumpkroc	-	Primary	-	-	Secondary

Caryatid

0-1, 0 credits* – Rare (15)

*: A Caryatid is not purchased like other items of wargear, instead one may decide of its own volition to make a companion of a gang leader or not.

Should the gang roll 15 or higher after modification when making a Seek Rare Equipment check during the post-battle sequence, there is a change that a Caryatid will attach itself to the gang Leader. Roll 2d6 and add the gang's current Reputation. If the result is 20 or higher, a Caryatid has decided to form a bond with the gang Leader.

A Caryatid has the following profile and weapons:

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
6"	5+	-	2	2	1	2+	1	7+	7+	8+	8+

A Caryatid carries no weapons and will always make unarmed attacks.

Special Rules

Omen of Fortune

A Caryatid is able to sense bad fortune and forewarn its chosen companion, giving them a flash of precognition.

Whilst the Caryatid is within 3" of its owner, that fighter may avoid one successful hit per turn by making a successful Willpower check. Make the check immediately after a successful roll to hit has been made against the fighter. If the check is failed, the attack hits as normal. If the check is passes, the attack counts as having missed and the dice roll is discarded. Templates and Blast markers are placed as normal for the purposes of determining hits against other models, but the Caryatid's owner is assumed to have somehow dodged clear.

Precognition

The gift of foresight possessed by the Caryatid enables it to dodge and evade all but the most unexpected attacks.

This tremendous precognition grants the Caryatid a 3+ save roll, which cannot be modified by Armour Penetration.

Additionally, a Caryatid may avoid being caught by a Blast marker or Flame template. If a Caryatid is caught under a Blast marker or Flame template, the attacker should roll a D6. On a 4-6, the Caryatid is hit by the attack. On a 1-3, the Caryatid is able to fly clear of the area of the attack. Leave the model where it is and assume that it has fluttered around to avoid the attack and returned to where it was.

Symbol of Renown

So long as your gang Leader is accompanied by a Caryatid, the gang's Reputation is increased by 1. However, should the Caryatid ever be killed, or should it ever abandon its companion, the gang's Reputation will be reduced by -2.

Abandonment

Should the gang reduce its Reputation for any reason, roll a D6 and subtract from the result the number of Reputation lost. If the total is 1 or less, the Caryatid will abandon its companion. A natural roll of 6 is always a success, regardless of modifiers.

Flight

A Caryatid ignores all terrain, may move freely between levels without restriction, and can never fall. It may not, however, ignore impassable terrain or walls, and may not end its movement with its base overlapping an obstacle or another fighter's base.

Cephalopod Spekter

0-1, Delaque Only, 100 credits – Rare (11)

The fighter is accompanied by a Chaos Familiar – a psychic manifestation of the favour of their dark patrons. The Familiar has the following profile:

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int		
5"	4+	5+	3	3	1	3+	1	7+	5+	6+	4+		
Weapon	Rng		Acc		S	L	S	L	Str	AP	D	Ammo	Traits
Shock tendrils	E	2"	-	-	+1	-	1	-				Melee, Shock, Versatile	

Special Rules

Flight

A Cephalopod Spekter ignores all terrain, may move freely between levels without restriction, and can never fall. It may not, however, ignore impassable terrain or walls, and may not end its movement with its base overlapping an obstacle or another fighter's base.

Sensor Array

If a Cephalopod Spekter is within 3" of its owner when the owner is required to make an Intelligence check for any reason, roll an extra D6, then pick one of the dice to discard.

Threat Response

If the Cephalopod Spekter's owner is taken Out of Action whilst within 3" of the Cephalopod Spekter, immediately before the Cephalopod Spekter itself is removed from play, all enemy fighters within D6" of the Cephalopod Spekter suffer a Strength 1 automatic hit, as if from a weapon with the Seismic trait.

Watchdog

If the Cephalopod Spekter's owner is a sentry in a scenario that uses the Sentries special rule, they can attempt to spot attackers even if they are not within their vision arc. In addition, the D6 roll to see whether a fighter is spotted has a +1 modifier (a natural 1 still fails).

Chaos Familiar

0-2, Chaos Cult Only, 25 credits – Common

The fighter is accompanied by a Chaos Familiar – a psychic manifestation of the favour of their dark patrons. The Familiar has the following profile:

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	4+	-	2	2	1	2+	1	7+	7+	6+	7+

Equipment

A Chaos Familiar carries no weapons and will always make unarmed attacks.

Special Rules

Omen of Fortune

A Chaos Familiar is able to sense bad fortune and forewarn its chosen companion, giving them a flash of precognition. Whilst the Familiar is within 3" of its owner, that fighter may avoid one successful hit per turn by making a successful Willpower check. Make the check immediately after a successful roll to hit has been made against the fighter. If the check is failed, the attack hits as normal. If the check is passed, the attack counts as having missed and the dice roll is discarded. Templates and Blast markers are placed as normal for the purposes of determining hits against other models, but the Familiar's owner is assumed to have somehow dodged clear.

Precognition

The gift of foresight possessed by the Chaos Familiar enables it to dodge and evade all but the most unexpected of attacks. This tremendous precognition grants the Familiar a 3+ save roll, which cannot be modified by Armour Penetration.

Additionally, a Chaos Familiar may avoid being caught by Blast or Template weapon. If a Familiar is caught under a Blast or Flame Template, the attacker should roll a D6. On a 4-6, it is hit by the attack. On a 1-3, it is able to dodge clear of the area of the attack. Leave the model where it is and assume it has scuttled around and returned to where it was.

Psychic Manifestation

A Chaos Familiar is an extension of its owner's will and a clear indication of the favour the dark gods of Chaos have bestowed upon them. If the owning fighter is a Psyker, once per round they may re-roll a failed Willpower check to perform a Wyrd Power (X) action.

Clamber

When the fighter climbs, the vertical distance they move is not halved. In other words, they always count as climbing up or down a ladder.

Cyber-Mastiff

0-3, Orlock Only, 100 credits – Rare (10)

A Cyber-mastiff has the following profile and weapons:

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	3+	-	3	3	1	4+	1	7+	6+	8+	8+
Rng Acc											
Weapon	S	L	S	L	Str	AP	D	Ammo	Traits		
Savage bite	-	E	-	-	S	-2	1	-	Disarm, Melee		

Special Rules

Watchdog

If the Cyber-mastiff's owner is a sentry in a scenario that uses the Sentries special rule, they can attempt to spot attackers even if they are not within their vision arc. In addition, the D6 roll to see whether a fighter is spotted has a +1 modifier (a natural 1 still fails).

Loyal Protector

Whilst the Cyber-mastiff is Standing and either Active or Engaged and within 3" of its owner, enemy fighters may not make a Coup de Grace action against the owner.

Cyberachnid

0-3, Van Saar Only, 75 credits – Rare (10)

A Cyberachnid has the following profile and weapons:

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
6"	4+	5+	2	2	1	2+	1	7+	8+	8+	8+

Weapon	Rng		Acc		Str	AP	D	Ammo	Traits
	S	L	S	L					
Venomous bite	-	E	-	-	-	-	1	-	Melee, Toxin
Web projector	-	T	-	-	2	-	-	6+	Scarce, Template, Web

Special Rules

Clamber

When the fighter climbs, the vertical distance they move is not halved. In other words, they always count as climbing up or down a ladder.

Fear Inducing

Cyberachnids have the Fearsome (Ferocity) skill and may confer this onto their owner. The owner only gains this skill provided they have an Active Cyberachnid within 3", otherwise the skill is lost.

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

Horrific

A Cyberachnid is a horrifying meld of machine and spider that gangers of other Houses would just as soon not have in their hide-out. A Cyberachnid can never be Captured.

Phyrr Cat

0-2, Escher Only, 120 credits – Rare (12)

A Phyrr Cat has the following profile and weapons:

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
7"	3+	-	3	3	1	2+	2	7+	8+	7+	8+

Weapon	Rng		Acc		Str	AP	D	Ammo	Traits
	S	L	S	L					
Talons	-	E	-	-	S	-1	2	-	Melee, Pulverise

Special Rules

Independent

Unlike other Exotic Beasts, a Phyrr Cat must always try to remain within 9" of its owner rather than the usual 3"

Lands on her Feet

If a Phyrr Cat falls for any reason, it will always reduce the Strength of the impact by -2.

Psychic Familiar

0-3, Genestealer Cult Only, 25 credits – Common

A Psychic Familiar has the following profile and weapons:

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	4+	-	2	2	1	2+	1	7+	7+	6+	7+

A Psychic Familiar carries no weapons and will always make unarmed attacks.

Special Rules

Omen of Fortune

A Psychic Familiar is able to sense bad fortune and forewarn its chosen companion, giving them a flash of precognition. Whilst the Familiar is within 3" of its owner, that fighter may avoid one successful hit per turn by making a successful Willpower check. Make the check immediately after a successful roll to hit has been made against the fighter. If the check is failed, the attack hits as normal. If the check is passed, the attack counts as having missed and the dice roll is discarded. Templates and Blast markers are placed as normal for the purposes of determining hits against other models, but the Familiar's owner is assumed to have somehow dodged clear.

Precognition

The gift of foresight possessed by the Familiar enables it to dodge and evade all but the most unexpected of attacks. This tremendous precognition grants the Familiar a 3+ save roll, which cannot be modified by Armour Penetration.

Additionally, a Familiar may avoid being caught by Blast or Template weapon. If a Familiar is caught under a Blast or Flame Template, the attacker should roll a D6. On a 4-6, it is hit by the attack. On a 1-3, it is able to dodge clear of the area of the attack. Leave the model where it is and assume it has scuttled around and returned to where it was.

Catfall

When this fighter falls or jumps down from a ledge, they count the vertical distance moved as being half of what it actually is, rounded up. In addition, if they are not Seriously Injured, or taken Out of Action by a fall, make an Initiative test for them – if it is passed, they remain Standing rather than being Prone and Pinned.

Clamber

When the fighter climbs, the vertical distance they move is not halved. In other words, they always count as climbing up or down a ladder.

Sheen Bird

0-2, Cawdor Only, 90 credits – Rare (12)

A Sheen Bird has the following profile and weapons:

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
6"	4+	6+	3	2	1	3+	2	8+	7+	8+	9+
		Rng		Acc							
Weapon		S	L	S	L	Str	AP	D	Ammo	Traits	
<i>Beak & Talons</i>		-	E	-	-	S	-1	2	-	Melee, Rending	

Special Rules

Flight

A Sheen Bird ignores all terrain, may move freely between levels without restriction, and can never fall. It may not, however, ignore impassable terrain or walls and may not end its movement with its base overlapping an obstacle or another fighter's base.

Bate

When the owning fighter activates, the Sheen Bird will attempt to charge an enemy fighter even if the owning fighter does not wish it to. Make a Willpower check for the owning fighter, if this test is failed, the Sheen Bird must attempt to charge the closest enemy fighter. If the check is passed, the Sheen Bird activates as normal.

Rake Away

At the end of the Sheen Bird's activation, if the owning fighter is Standing and Active or Prone and Pinned, they may choose to make a Willpower check. If this check is passed, the Sheen Bird will immediately make a free Move (Simple) action, or Retreat (Basic) action if Engaged, directly towards the owner. If the check is failed, the Sheen Bird does not make this free action and stays where it is.

Sumpkroc

0-1, Goliath Only, 130 credits – Rare (11)

A Sumpkroc has the following profile and weapons:

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
4"	3+	-	4	4	2	6+	2	8+	6+	7+	11+
		Rng		Acc							
Weapon		S	L	S	L	Str	AP	D	Ammo	Traits	
<i>Ferocious jaws</i>		-	E	-	-	S	-1	1	-	Melee, Rending	

Special Rules

Counter-Charge

If the Sumpkroc's owner is Engaged by an enemy fighter as the result of the enemy fighter making a Charge (Double) action, and if the Sumpkroc is Standing and Active, it may immediately activate and make a Charge (Double) action, moving towards the charging enemy fighter. If, at the end of this movement, the Sumpkroc has Engaged the enemy fighter, it may immediately Attack, as normal for a fighter performing a Charge (Double) action. This activation interrupts the enemy fighter's action, being performed after movement but before attacks.

The Sumpkroc may only make one Counter-charge per round.

Scaly Hide

The Sumpkroc has a naturally scaly and resilient hide, granting it a 5+ save roll.

PSYKERS

PSYKERS IN NECROMUNDA

Psykers are a distinct type of fighter able to manifest strange and powerful abilities, bringing death, destruction and worse to the gang wars of the underhive. During a battle, Psykers are activated just like any other fighter, with the exception that they may perform Wyrd Power (X) actions which enable them to manifest their abilities.

A Wyrd Power (X) action may be (Simple), (Basic) or (Double) depending upon the complexity of the Wyrd Power that the Psyker is attempting to manifest. This will always be shown in brackets after the name of the Wyrd Power itself. When a Psyker is activated, they may choose to perform one or more Wyrd Power (X) actions, however they may not attempt to use the same Wyrd Power twice during an activation, even if that Wyrd Power is a (Simple) action.

Wyrd Powers are split into disciplines, such as Telekinesis – the power to manipulate and move objects, or Pyromancy – the power to spontaneously create and to control fires, amongst others. Most Psykers follow one discipline closely, though it is not uncommon for a Psyker to possess abilities drawn from two or more different disciplines.

Regardless of the Wyrd Power(s) a Psyker knows, all Psykers are able to perform the following actions:

Maintain Control (Simple) – In order to maintain a Continuous Effect (as follows) the Psyker must perform this action. If they do not, the Continuous Effect expires at the end of this fighter's activation. The Psyker immediately makes a Willpower check, adding 3 to the result of the dice roll.

Concentrate (Basic) – If the fighter makes a Willpower check in their subsequent action, add 1 to the result of the dice roll.

USING WYRD POWERS

When a Psyker makes a Wyrd Power (X) action, they must make a Willpower check to see if the action is successful. If the check is passed, the Wyrd Power takes immediate effect. If it is failed, then the Wyrd Power has no effect and the action is wasted.

Some Wyrd Power (X) actions are noted as being a Continuous Effect. Such a power lasts from when the Psyker performs the action until the start of their next activation, when it will expire, unless their first action is to perform a Maintain Control (Simple) action, in which case the Continuous Effect remains in play for another round. A Psyker can only ever have one Continuous Effect in play. If a Psyker is Seriously Injured or taken Out of Action, any Continuous Effects will immediately expire.

However, using Wyrd Powers is not without risk. If the Willpower check is failed on the roll of a double 1, the Psyker must immediately roll on the Perils of the Warp table (see page 82). If the Willpower check is passed on the roll of a double 6, the Wyrd Power takes effect, cannot be Disrupted (see below) and the Psyker must immediately roll on the Perils of the Warp table.

PSYCHIC DUELS

Whenever a Psyker is activated to make a Wyrd Power (X) action or to make a Maintain Control (Simple) action, if there is an Active or Pinned enemy Psyker within 18", they may attempt to Disrupt the Psyker's successful Wyrd Power. An Engaged or Seriously Injured Psyker may not attempt to Disrupt a Wyrd Power. To Disrupt a successful Wyrd Power (X) action, a Psyker must roll 2D6. If the total is higher than the total rolled for the Willpower check made to successfully perform the action, the Wyrd Power is Disrupted and fails, as if the Psyker making the action had failed their own Willpower check. If the total is equal to or lower than the total of the Willpower check made to successfully perform the action, the Disruption attempt fails and the Wyrd Power (X) action is resolved.

However, Disruption attempts can be just as risky as manifesting psychic powers. If a double 6 is rolled, the Wyrd Power is cancelled, but the Psyker making the Disruption attempt must immediately roll on the Perils of the Warp table. If a double 1 is rolled, the Disruption attempt fails and the Psyker making the Disruption attempt must immediately roll on the Perils of the Warp table.

PERILS OF THE WARP

Whenever a Psyker rolls a double 1 or a double 6 when making a Willpower check to perform a Wyrd Power (X) action, or when attempting to Disrupt a Wyrd Power, roll 2D6 and consult the table below:

2D6	Result
2-3	A Tear in Reality! The Psyker loses control and warp energy tears reality apart around them. Centre a 5" Blast marker on the Psyker; any fighter touched by the marker must pass a Willpower check or lose a wound. The Psyker then goes Out of Action.
4-5	Immaterium Inverse. The Warp inverts upon those attempting to control it. The Psyker becomes the target of the power (regardless of range). If the power is beneficial, the Psyker instead becomes Pinned and suffers a Strength 6 hit that inflicts 2 Damage ignoring armour saves. The power has no other effects.
6-8	Whispers from the Warp. The Psyker's mind is filled with screaming daemonic voices. Place an Insanity marker on the Psyker's Fighter card and roll a D6 when they activate: <ul style="list-style-type: none">1-2 They immediately become Broken – or, if they were already Broken, they flee the battlefield (even if their gang has not failed a Bottle test)3-4 The opposing player can control the Psyker this round, treating them as part of their gang. For example, they could charge, or use a Wyrd Power on another fighter from the insane Psyker's gang, treating them as an enemy. Once the turn is over, the Psyker no longer counts as part of the opposing gang.5-6 The Psyker can act as normal. Once their activation is over, make a Willpower check for them; if it is passed, they lose their Insanity marker.
9-10	Warp Surge! The Psyker's power becomes overcharged with warp energy. The Psyker may immediately try to manifest the same power again as a free action, or if they were trying to disrupt a power, they may immediately manifest one of their own powers as a free action – this additional manifestation of the power can trigger Perils of the Warp as normal. After working out the effects of the power, the Psyker becomes Pinned and suffers a Strength 4 hit that inflicts 1 Damage ignoring armour saves.
11-12	Daemonic Possession. Daemonic energy courses through the Psyker's body. The Psyker increases their Movement, Strength, Toughness and Attacks characteristics all by 3 and their Weapon Skill to 2+. Their unarmed attacks inflict 2 Damage and have an armour modifier of -1. In the End phase of the following round, or if the Psyker generates this result again, they go Out of Action.

SANCTIONED AND NON-SANCTIONED PSYKERS

All Psykers fall into two broad types, regardless of the types of power they wield or where they originate from: Sanctioned Psykers and Non-sanctioned Psykers. Bearing the official approval of the Imperium's authorities, Sanctioned Psykers wield their powers under the control and vigilance of overseers and handlers. Trained from an early age in the correct use of their abilities and to minimise the risks of daemonic possession, a Sanctioned Psyker is free to operate as they wish without the risk of censure by the authorities. A Non-sanctioned Psyker, by contrast, exists outside of the system and in secret, unaware of the great risks they present to themselves and others, and oblivious to the great efforts the Imperium goes to in order to control their kind.

The rewards for bringing a Non-sanctioned Psyker to

Imperial justice can be great, often great enough to justify the risks of going against them!

Sanctioned Psyker: A Psyker with this skill may re-roll a failed Willpower test once per battle.

Non-sanctioned Psykers: Should a Psyker with this skill be taken Out of Action, the enemy gang is rewarded a bounty of D3x10 credits at the end of the battle. Should a Psyker with this skill be Captured and sold to the Guilders, they are worth their full value.

Note that when a Hired Gun is captured, they can be sold immediately without the need to attempt a Rescue Mission.

WYRD POWERS

Telepathy

Mind Lock

(Basic): Nominate an enemy fighter anywhere within 18" of this Psyker that has not already activated this round. For the remainder of this round, that fighter cannot activate and may not take part in a group activation.

Premonition

(Simple), Continuous Effect: The ability to read the thoughts of others possessed by this Psyker enables it to dodge and evade all but the most unexpected of attacks. This Wyrd Power grants the Psyker a 4+ save roll, which cannot be modified by a weapon's Armour Piercing characteristic.

Psychic Assault

(Basic): Nominate an enemy fighter anywhere within 18" of this Psyker. The nominated fighter must immediately take a Willpower check. If the check is passed, the fighter is Pinned. If the test is failed, the fighter loses 1 Wound and is Pinned. If this reduces the fighter to 0 Wounds, roll one Injury dice and apply the result.

Psychic Scream

(Basic): Any enemy fighters within 3" of this Psyker must immediately pass a Nerve test, subtracting 1 from the result. Any enemy fighter that fails this test is immediately Broken and runs for cover.

Telekinesis

Force Blast

(Basic): Any enemy fighters within 3" of this Psyker are immediately pushed D3+1" directly away. If this movement would push a fighter from a platform or into a pitfall, stop at the edge and take an Initiative test for them. If the test is passed, they are placed Prone at the edge. If the test is failed, they will fall. If this movement is interrupted by a wall or other impassable terrain, the fighter is immediately Pinned and takes a hit with a Strength equal to the number of inches rolled for the push distance.

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.

YAQ: A: Weapons with an Ammo value of “-” cannot go Out of Ammo, and as such do not need to make an Ammo roll. Scarce on such a weapon (e.g. the Ambot tunnelling claw) is an error.

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 cannot 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

Pistols	Range	Accuracy							
Weapon	S	L	S	L	Str	AP	D	Ammo	Traits
<i>Autopistol</i>	4"	12"	+1	-	3	-	1	4+	Rapid Fire (1), Sidearm
<i>Compact autopistol (gun skull)</i>	4"	12"	+1	-	2	-	1	4+	Rapid Fire (1), Scarce
<i>Bolt pistol</i>	6"	12"	+1	-	4	-1	2	6+	Sidearm
<i>Combi-pistol</i>									
<i>Primary component:</i>									
- <i>autopistol</i>	4"	12"	+1	-	3	-	1	4+	Combi, Rapid Fire (1), Sidearm
- <i>bolt pistol</i>	6"	12"	+1	-	4	-1	2	6+	Combi, Sidearm
- <i>stub gun</i>	6"	12"	+2	-	3	-	1	4+	Combi, Plentiful, Sidearm
<i>Secondary component:</i>									
- <i>hand flamer</i>	-	T	-	-	3	-	1	5+	Blaze, Combi, Template, Unstable
- <i>plasma pistol</i>	6"	12"	+2	-	5	-1	2	5+	Combi, Scarce, Sidearm
<i>Flechette pistol</i>									
- <i>solid ammo</i>	4"	12"	+1	-	3	-	1	4+	Rapid Fire (1), Sidearm, Silent
- <i>fleshbane ammo</i>	4"	12"	-	-	-	-	-	6+	Rapid Fire (1), Scarce, Sidearm, Silent, Toxin
<i>Hand flamer</i>	-	T	-	-	3	-	1	5+	Blaze, Template
<i>Laspistol</i>	8"	12"	+1	-	3	-	1	2+	Plentiful, Sidearm
<i>Las sub-carbine</i>	4"	12"	+1	-	3	-	1	4+	Plentiful, Rapid Fire (1), Sidearm
<i>Needle Pistol</i>	4"	9"	+2	-	4	-1	-	6+	Scarce, Sidearm, Silent, Toxin
<i>Plasma Pistol</i>									
- <i>low</i>	6"	12"	+2	-	5	-1	2	5+	Scarce, Sidearm
- <i>maximal</i>	6"	12"	+1	-	7	-2	3	5+	Scarce, Sidearm, Unstable
<i>Reclaimed autopistol</i>	4"	12"	+1	-	3	-	1	5+	Rapid Fire (1), Sidearm
<i>Stub gun</i>	6"	12"	+2	-	3	-	1	4+	Plentiful, Sidearm
- <i>with dum dum rounds</i>	5"	10"	+1	-	4	-	1	4+	Limited, Sidearm
<i>Web pistol</i>	-	T	-	-	4	-	-	6+	Silent, Template, Web
<i>Web projector (Van Saar Cyberarchnid)</i>	-	T	-	-	2	-	-	6+	Scarce, Template, Web

Basic Weapons	Range	Accuracy								
Weapon	S	L	S	L	Str	AP	D	Ammo	Traits	
<i>Autogun</i>	8"	24"	+1	-	3	-	1	4+	Rapid Fire (1)	
<i>Boltgun</i>	12"	24"	+1	-	4	-1	2	6+	Rapid Fire (1)	
<i>Combat Shotgun</i>										
- <i>Salvo fire</i>	4"	12"	+1	-	4	-	2	4+	Knockback, Rapid Fire (1)	
- <i>Shredder blast</i>	-	T	-	-	2	-	1	4+	Scattershot, Template	
- <i>Firestorm</i>	-	T	-	-	5	-1	1	6+	Blaze, Limited, Template	
<i>Lasgun</i>	18"	24"	+1	-	3	-	1	2+	Plentiful	
<i>Las carbine</i>	10"	24"	+1	-	3	-	1	4+	Plentiful, Rapid Fire (1)	
<i>Polearm/autogun</i>										
<i>Polearm</i>	E	2"	-1	-	+1	-	1	-	Melee, Unwieldy, Versatile	
<i>Autogun</i>	8"	24"	+1	-	3	-	1	5+	Rapid Fire (1)	
<i>Polearm/blunderbuss</i>										
<i>Polearm</i>	E	2"	-1	-	+1	-	1	-	Melee, Unwieldy, Versatile	
<i>Blunderbuss</i>										
- <i>Grape shot</i>	-	T	-	-	2	-	1	6+	Plentiful, Template, Scattershot	
- <i>Purgation shot</i>	-	T	-	-	3	-	1	6+	Blaze, Template, Scarce	
- <i>Emperor's Wrath</i>	8"	12"	-	-1	4	-1	2	4+	Knockback, Pulverise	
<i>Reclaimed autogun</i>	8"	24"	+1	-	3	-	1	5+	Rapid Fire (1)	
<i>Sawn-off shotgun</i>	4"	8"	+2	-	3	-	1	6+	Plentiful, Scattershot	
<i>Shotgun</i>										
- <i>Acid rounds</i>	4"	16"	+1	-	3	-1	1	4+	Blaze, Scattershot	
- <i>Executioner ammo</i>	4"	16"	-1	+1	4	-2	2	6+	Knockback, Limited	
- <i>Inferno ammo</i>	4"	16"	+1	-	4	-	2	5+	Blaze, Limited	
- <i>Scatter ammo</i>	4"	8"	+2	-	2	-	1	4+	Scattershot	
- <i>Solid ammo</i>	8"	16"	+1	-	4	-	2	4+	Knockback	
<i>Stub cannon</i>	9"	18"	-	-	5	-	1	3+	Knockback	
<i>Suppression laser</i>										
- <i>broad burst</i>	4"	8"	+2	-	2	-	1	4+	Plentiful, Scattershot	
- <i>short burst</i>	8"	16"	+1	-	4	-	2	4+	Knockback, Plentiful	
<i>Throwing knives</i>	Sx2	Sx4	-	-1	-	-1	-	5+	Scarce, Silent, Toxin	

Special Weapons	Range	Accuracy							
Weapon	S	L	S	L	Str	AP	D	Ammo	Traits
Chemical cloud breath (Escher Khimerix)	6"	12"	+1	-	3	-1	1	-	Blast (3")
<i>Combi-weapon</i>									
<i>Primary component:</i>									
- autogun	8"	24"	+1	-	3	-	1	4+	Combi, Rapid Fire (1)
- bolter	12"	24"	+1	-	4	-1	2	6+	Combi, Rapid Fire (1)
- lasgun	18"	24"	+1	-	3	-	1	2+	Combi, Plentiful
<i>Secondary component:</i>									
- flamer	-	T	-	-	4	-1	1	5+	Blaze, Combi, Template, Unstable
- grenade launcher (frag)	6"	24"	-1	-	3	-	1	*	Blast (3"), Knockback, Single Shot
- melta	6"	12"	+1	-	8	-4	3	4+	Combi, Melta, Scarce
- needler	9"	18"	+1	-	-	-1	-	6+	Combi, Scarce, Silent, Toxin
- plasma gun	12"	24"	+2	-	5	-1	2	5+	Combi, Rapid Fire (1), Scarce
Flamer	-	T	-	-	4	-1	1	5+	Blaze, Template
Gaseous eruption breath (Escher Khimerix)	-	T	-	-	-	-	-	-	Gas, Template
Grav-gun	9"	18"	+1	-	*	-1	2	5+	Blast (3"), Concussion, Graviton Pulse
<i>Grenade Launcher</i>									
- frag grenades	6"	24"	-1	-	3	-	1	6+	Blast (3"), Knockback
- krak grenades	6"	24"	-1	-	6	-2	2	6+	-
- choke grenades	6"	24"	-1	-	-	-	-	5+	Blast (3"), Gas, Limited
- photon flash grenades	6"	24"	-	-	-	-	-	5+	Blast (5"), Flash
- scare gas grenades	6"	24"	-1	-	-	-	-	6+	Blast (3"), Fear, Gas, Limited
- smoke grenades	6"	24"	-1	-	-	-	-	4+	Smoke
Long las	18"	36"	-	+1	4	-	1	2+	Plentiful
Long rifle	24"	48"	-	+1	4	-1	1	4+	Knockback
Melta gun	6"	12"	+1	-	8	-4	3	4+	Melta, Scarce
Needle Rifle	9"	18"	+2	-	-	-2	-	6+	Scarce, Silent, Toxin
"Nightshade" Chem-Thrower	-	T	-	-	-	-	-	5+	Gas, Silent, Template
<i>Plasma gun</i>									
- low	12"	24"	+2	-	5	-1	2	5+	Rapid Fire (1), Scarce
- maximal	12"	24"	+1	-	7	-2	3	5+	Scarce, Unstable
Rad gun	-	T	-	-	2	-2	1	4+	Rad-phage, Template
Web gun	-	T	-	-	5	-	-	5+	Silent, Template, Web

Heavy Weapons	Range	Accuracy							
Weapon	S	L	S	L	Str	AP	D	Ammo	Traits
<i>Harpoon launcher</i>	6"	18"	+2	-	5	-3	1	5+	Drag, Impale, Scarce
<i>Heavy bolter</i>	18"	36"	+1	-	5	-2	2	6+	Rapid Fire (2), Unwieldy
<i>Heavy crossbow</i>									
- <i>frag</i>	15"	30"	-	-1	4	-	1	4+	Blast (5"), Knockback, Unwieldy
- <i>krak</i>	15"	30"	-	-1	6	-2	2	6+	Unwieldy
<i>Heavy flamer</i>	-	T	-	-	5	-2	1	5+	Blaze, Template, Unwieldy
<i>Heavy stubber</i>	20"	40"	-	-1	4	-1	1	4+	Rapid Fire (2), Unwieldy
<i>Krumper "Rivet" Cannon</i>									
- <i>rapid Fire</i>	3"	9"	+2	-	4	-1	2	3+	Rapid Fire (1), Rending
- <i>super-heated rivet</i>	3"	9"	+2	-	6	-2	2	3+	Blaze, Rending
<i>Lascannon</i>	24"	48"	-	+1	10	-3	3	4+	Knockback, Unwieldy
<i>Mining laser</i>	18"	24"	-	-1	9	-3	3	3+	Unwieldy
<i>Missile launcher</i>									
- <i>frag missile</i>	24"	48"	+1	-	4	-1	1	6+	Blast (5"), Knockback, Unwieldy
- <i>krak missile</i>	24"	48"	+1	-	6	-2	3	6+	Unwieldy
<i>Multi-melta</i>	12"	24"	+1	-	8	-4	3	4+	Blast (3"), Melta, Scarce, Unwieldy
<i>Plasma cannon</i>									
- <i>low</i>	18"	36"	+1	-	6	-1	2	5+	Rapid Fire (1), Scarce, Unwieldy
- <i>maximal</i>	18"	36"	+1	-	8	-2	3	5+	Blast (3"), Scarce, Unstable, Unwieldy
<i>Rad cannon</i>	16"	32"	-	-1	2	-2	1	4+	Blast (5"), Rad-phage, Unwieldy
<i>Seismic cannon</i>									
- <i>short wave</i>	12"	24"	-	-1	6	-1	2	5+	Knockback, Rapid Fire (1), Seismic, Unwieldy
- <i>long wave</i>	12"	24"	-1	-	3	-	1	5+	Knockback, Rapid Fire (2), Seismic, Unwieldy
<i>Twin-linked heavy las carbine</i>									
(Van Saar Arachni-rig)	15"	30"	+1	-	4	-	1	4+	Plentiful, Rapid Fire (3)
<i>Twin-linked heavy stubber</i>									
(Cawdor Stig-Shambler)	20"	40"	-	-1	4	-1	2	4+	Rapid Fire (3), Unwieldy

WEAPON ACCESSORIES

Weapon accessories marked with a dagger (†) may not be combined together on the same weapon. If one such accessory is purchased for a weapon, another may not be added.

Gunshroud

(Pistols and Basic weapons)

A weapon fitted with a gunshroud gains the Silent trait.

Hotshot Las Pack

(Lasgun and Laspistol only)

At the expense of reliability, a lasgun or laspistol (not including las carbines, las sub-carbines or suppression lasers) can be fitted with a hotshot las pack, increasing its Strength to 4 and Armour Piercing to -1. However, the weapon loses the Plentiful trait and its Ammo value is reduced to 4+.

Infra-sight

(Pistols, Basic, Special and Heavy weapons)

Weapons with the Rapid Fire (X) or Blast (3"/5") trait cannot be fitted with an infra-sight. A weapon with an infra-sight can be used to attack through smoke clouds (see page 103), and prove more effective in Pitch Black conditions (see page 192). In addition, there is no hit modifier when the weapon targets a fighter in partial cover, and a -1 modifier (instead of -2) when it targets a fighter in full cover.

YAQ: This does not stack with Trick Shot.

Las-Projector

(Pistols, Basic and Special weapons)

The weapon's Short range accuracy bonus is improved by 1 (for example, if it is +1 it becomes +2; if it is - it becomes +1; if it is -1 it becomes -)

Mono-Sight

(Basic, Special and Heavy weapons)

If the fighter attacks with this weapon after making an Aim action, add 2 to the result of the hit roll instead of 1.

Suspensor

(Heavy weapons)

An Unwieldy ranged weapon fitted with suspensors is far more manoeuvrable. Firing it becomes a Basic action rather than a Double action.

Telescopic Sight

(Pistols, Basic and Special weapons)

If a fighter attacks with this weapon after making an Aim action, the weapon's Short range accuracy modifier is used even if the target is within the weapon's Long range.

GRENADES

Weapon	Range		Accuracy		Str	AP	D	Ammo	Traits
	S	L	S	L					
Blasting charges	-	Sx2	-	-	5	-1	2	5+	Blast (5"), Knockback, Grenade
Choke gas grenades	-	Sx3	-	-	-	-	-	5+	Blast (3"), Gas, Grenade
Demolitions charges	-	Sx2	-	-	6	-3	3	*	Blast (5"), Grenade, Single Shot
Frag grenades	-	Sx3	-	-	3	-	1	4+	Blast (3"), Grenade, Knockback
Incendiary charges	Sx3	-	-	3	-	1	5+	Blast (5"), Blaze, Grenade	
Krak grenades	-	Sx3	-	-1	6	-2	2	4+	Demolitions, Grenade
Melta bombs	Sx3	-	-1	8	-4	3	6+	Demolitions, Grenade, Melta, Scarce	
Photon flash grenades	-	Sx3	-	-	-	-	-	5+	Blast (5"), Flash, Grenade
Rad grenades	Sx3	-	-	2	-2	1	4+	Blast (3"), Grenade, Rad-phage	
Scare gas grenades	-	Sx3	-	-	-	-	-	6+	Blast (3"), Fear, Gas, Grenade
Smoke grenades	-	Sx3	-	-	-	-	-	4+	Smoke, Grenade
Stun grenades	-	Sx3	-	-	2	-1	1	4+	Concussion, Grenade

BOOBY TRAPS

Weapon	Range		Accuracy		Str	AP	D	Ammo	Traits
	S	L	S	L					
Frag trap	-	-	-	-	3	-	1	-	Blast (5"), Knockback, Single Shot
Gas Trap	-	-	-	-	-	-	-	-	Blast (5"), Gas, Single Shot
Melta trap	-	-	-	-	8	-4	3	-	Blast (5"), Melta, Single Shot

CLOSE COMBAT WEAPONS

Weapon	Range		Accuracy		Str	AP	D	Ammo	Traits
	S	L	S	L					
Arc welder ('Jotunn' Servitor)	-	E	-	-	+2	-3	3	-	Blaze, Melee
Augmetic fist ('Jotunn' Servitor)	-	E	-	-	+1	-1	2	-	Knockback, Melee
Axe	-	E	-	-	+1	-	1	-	Disarm, Melee
Beak & talons (Cawdor Sheen bird)	-	E	-	-	S	-1	2	-	Melee, Rending
Bonesword	-	E	-	+1	S	-2	1	-	Melee, Parry
Brute cleaver	-	E	-	-	S	-1	1	-	Disarm, Melee
Cawdor polearm (Stig-shambler)	E	2"	-1	-	+1	-	1	-	Melee, Unwieldy, Versatile
Chain glaive	E	2"	-1	-	+2	-2	2	-	Melee, Unwieldy, Versatile
Chainaxe	-	E	-	+1	+1	-1	1	-	Disarm, Melee, Parry, Rending
Chainsword	-	E	-	+1	S	-1	1	-	Melee, Parry, Rending
Digi laser	E	3"	-	-	1	-	1	6+	Digi, Melee, Versatile
Ferocious jaws (Goliath Sumpkroc)	-	E	-	-	S	-1	1	-	Melee, Rending
Fighting knife	-	E	-	-	S	-1	1	-	Backstab, Melee
Flail	-	E	-	+1	+1	-	1	-	Entangle, Melee
Flensing claw	-	E	-	+1	S	-	1	-	Melee, Disarm
Grab hook	E	2"	-	-	S	-	1	-	Melee, Disarm, Versatile
<i>Grav-fist (Ambot)</i>									
- melee	-	E	-	-	S	-1	2	-	Melee, Pulverise
- ranged	6"	12"	+1	-	*	-1	2	5+	Blast (3"), Graviton Pulse, Concussion
Heavy club (Cawdor Stig-shambler)	-	E	-	-	S	-	2	-	Melee
Heavy rock cutter	-	E	-	-	+4	-4	3	-	Melee, Unwieldy
Heavy rock drill	-	E	-	-	+2	-3	2	-	Melee, Pulverise, Unwieldy
Heavy rock saw	-	E	-	+1	+3	-3	2	-	Melee, Rending, Unwieldy
'Hystrar' pattern energy shield	-	E	-	-	S	-	1	-	Energy Shield, Knockback, Melee
Las cutter	E	2"	+1	-	9	-3	2	6+	Melee, Scarce, Versatile
Lash whip	E	2"	-	-	S	-	1	-	Melee, Versatile
Maul (club)	-	E	-	-	S	+1	2	-	Melee
Mutated fists & bone Spurs (Goliath 'Zerker')	E	2"	-	-	+1	-2	2	-	Knockback, Melee, Pulverise, Versatile
Open fists (Goliath 'Zerker')	-	E	-	-	S	-1	1	-	Knockback, Melee
Power axe	-	E	-	-	+2	-2	1	-	Disarm, Melee, Power
Power hammer	-	E	-	-	+1	-1	2	-	Melee, Power
Power knife	-	E	-	-	+1	-2	1	-	Backstab, Melee, Power
Power maul	-	E	-	-	+2	-1	1	-	Melee, Power
Power pick	-	E	-	-	+1	-3	1	-	Melee, Power, Pulverise
Power sword	-	E	-	-	+1	-2	1	-	Melee, Parry, Power
Razor Sharp Talons (Escher Khimerix)	-	E	-	-	+1	-2	3	-	Melee, Rending

CLOSE COMBAT WEAPONS

	Range	Accuracy							
'Renderer's serrated axe	-	E	-	-	+2	-1	2	-	Melee, Pulverise, Unwieldy
Savage Bite (Cyber-mastiff)	-	E	-	-	S	-2	1	-	Disarm, Melee
Servitor combat weapon (Lugger)	-	E	-	-	S	-1	1	-	Knockback, Melee
Servo arm (Van Saar Servo-suit)	E	3"	-	+1	S	-	1	-	Melee, Versatile
Servo-claw	-	E	-	-	+2	-	2	-	Melee
Shock baton	-	E	-	-	S	-	1	-	Melee, Parry, Shock
Shock stave	E	2"	-	-	+1	-	1	-	Melee, Shock, Versatile
Shock tendrils (Delaque Cephalopod Spekter)	E	2"	-	-	+1	-	1	-	Melee, Shock, Versatile
Shock whip	E	3"	-1	-	+1	-	1	-	Melee, Shock, Versatile
Spud-jacker	-	E	-	-	+1	-	1	-	Knockback, Melee
Staff of office	-	E	-	-	S	-	1	-	Melee, Parry
Stiletto Knife	-	E	-	-	-	-	-	-	Melee, Toxin
Stiletto Sword	-	E	-	-	-	-1	-	-	Melee, Parry, Toxin
Sword	-	E	-	+1	S	-1	1	-	Melee, Parry
Talons (Khimerix and Phyrr Cat)	-	E	-	-	S	-1	2	-	Melee, Pulverise
Thunder hammer	-	E	-	-	+1	-1	3	-	Melee, Power, Shock
Toxin injector claw	-	E	-	-	S	-1	1	-	Melee, Toxin
<i>Tunnelling claw (Ambot)</i>									
- melee	-	E	-	-	S	-1	2	-	Melee
- ranged	4"	8"	-	-	6	-2	2	5+	Melta, Scarce, Sidearm
Two-handed axe	-	E	-	-1	+2	-	2	-	Melee, Unwieldy
Two-handed hammer	-	E	-	-1	+1	-	3	-	Melee, Knockback, Unwieldy
Venomous bite (Cyberachnid)	-	E	-	-	-	-	-	-	Melee, Toxin
Web gauntlet	-	E	-	+1	3	-	-	-	Backstab, Melee, Web

ARMOUR

A fighter can only be equipped with one type of armour at a time.

Armoured Bodyglove

Van Saar fighters are somewhat protected from the effects of their own rad weapons by their armour and are therefore immune to the effects of the Rad-phage Weapon Trait (i.e., they will not suffer the additional flesh wound) unless, otherwise noted. If a fighter is wearing an armoured bodyglove, their save roll is improved by 1. For example, if they are wearing Flak armour and an armoured bodyglove, they would have a 5+ save, which would be increased to 4+ against Blasts. If a fighter does not already have a save roll, an armoured bodyglove grants a 6+ save. An armoured bodyglove may be combined with other types of armour. It may not however be combined with an armoured undersuit.

Carapace

-Light: Light carapace armour grants a 4+ save roll.
-Heavy: Heavy carapace armour grants a 4+ save roll. This is increased to 3+ against attacks originating within the fighter's vision arc (the 90° arc to their front); check this before the fighter model is placed prone and is Pinned. If it is not clear if the attacker is within the fighter's arc, use a Vision Arc template to check – if the centre of the attacker's base is within the arc, use the 3+ save roll. Against attacks with the Blast trait, use the centre of the Blast marker in place of the attacker. If the fighter does not have a facing (for example, if they are prone), use the 4+ save roll. However, due to the extra weight of this armour, the fighter's Initiative is reduced by 1 and their movement by 1" when making a Charge action.

Flak

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

Furnace Plates

Furnace plates grant a 6+ save roll. This is increased to 5+ against attacks originating within the fighter's vision arc (the 90° arc to their front); check this before the fighter model is placed prone and is Pinned. If it is not clear if the attacker is within the fighter's arc, use a Vision Arc template to check – if the centre of the attacker's base is within the arc, use the 5+ save roll. Against attacks with the Blast trait, use the centre of the Blast marker in place of the attacker. If the fighter does not have a facing (for example, if they are prone), use the 6+ save roll.

Hazard suit

The Ash Wastes are a hostile place, their dunes are frequently toxic or corrosive, and strong winds whip up regular ash storms capable of blasting any exposed skin raw in minutes. Consequently, those such as ash crust miners and the poor wretches who maintain a hive's outer armoured skin frequently wear heavy suits of rubberised canvas with vulcanised plates that protect them from the dangers of their working environment. A hazard suit grants a 6+ save roll. Additionally, when a hazard suit is combined with a respirator, the fighter's Toughness is increased by 3 against Gas attacks, rather than the usual 2. Finally, a fighter wearing a hazard suit is immune to the Blaze and Rad-phage traits.

Mesh

Mesh armour grants a 5+ save roll.

FIELD ARMOUR

Any fighter may wear a force field. These provide an alternative to conventional armour and may be worn as well as conventional armour. The save they offer cannot be modified by a weapon's Armour Penetration value. However, a fighter can only make one save attempt per attack, therefore you must choose to either make a save attempt using the fighter's Armour save, or using the field.

Conversion Field

A conversion field works by transforming the kinetic energy of an attack into light energy, absorbing the impact in a blinding flash. When a fighter wearing a conversion field is hit by an attack, roll a D6. On a 5+, the conversion field works and the attack has no further effect. However, any fighters, friend or foe, within 3" of the wearer count as being hit by a weapon with the Flash trait as the field reacts in a tremendous burst of light. Note that the wearer is unaffected by this flash of light as they are inside the field.

Displacer Field

A displacer field reacts to the energy of an impact by teleporting the wearer a safe distance away. The harder the impact, the further the wearer will be moved. If a fighter wearing a displacer field is hit, roll a D6. On a 4+, the fighter is moved a number of inches equal to the Strength of the attack in a random direction, determined by rolling a Scatter dice, and the hit is ignored (even if any part of the fighter is still under the template – if the attack used one – after being displaced). A displacer field will not deposit its wearer inside a terrain feature, the fighter will move by the shortest route possible so that it can be placed clear of any impassable terrain features. Similarly, the fighter's base cannot overlap another fighter's base and the wearer must be moved by the shortest route possible until its base can be placed without overlapping. Note that the wearer may end up within 1" of an enemy fighter and may even end up Engaged as a result of being displaced.

However, displacer fields are notoriously oblivious to safe footings. In a Zone Mortalis game, a fighter wearing a displacer field may be deposited above a pit fall or similar hazard. In a Sector Mechanicus game, a fighter above ground level may simply be flung into the open air. If any part of the fighter's base ends overhanging a hazard or overhanging a platform edge, the fighter must pass an initiative test or will fall, following all the rules for falling as required by the terrain type being fought over. If the entirety of the fighter's base is over a hazard or in the open air, they will simply fall.

If a fighter wearing a displacer field is transported off the board, they immediately go Out of Action.

If an attack does not have a Strength value, then a displacer field cannot work against it.

Refractor Field

A refractor field bends the energy of an attack around the wearer, harmlessly distributing it over a large area and robbing the attack of its lethal force. When a fighter wearing a refractor field is hit by an attack, roll a D6. On a 5+ the hit is ignored.

However, should the field work and the hit be ignored, roll another D6. If the result is a 1, then the field has been overburdened by the attack and its generator is burned out. Remove the refractor field from the fighter's card, it no longer works.

EQUIPMENT

Ammo cache

Ammo caches are added to the gang's Stash, instead of being carried by a particular fighter. Immediately after the last of the fighters in the crew is set up at the start of a battle, the controlling player can choose to set up any ammo caches from their Stash. If the scenario has an attacker and a defender, and this gang is defending, roll a D6 for each of their ammo caches. On a 1-4, they were not expecting the attackers and the caches cannot be used; on a 5 or 6, they are lucky enough to have them to hand.

Each ammo cache must be set up within 1" of one of their fighters and within their deployment zone if the scenario has one. It is then deleted from the gang's Stash. During the battle, ammo caches follow the rules on p. 20.

Armoured Undersuit

If a fighter is wearing an armoured undersuit, their save roll is improved by 1. For example, if they are wearing Flak armour and an armoured undersuit, they would have a 5+ save, which would be increased to a 4+ save against blasts. If a fighter does not already have a save roll, an armoured undersuit grants a save of 6+.

Bio-booster

The first time in each game that an Injury roll is made for a fighter with a bio-booster, one less Injury dice is rolled. If only one dice should have been rolled, two dice are rolled instead and the player controlling the fighter with the bio-booster can discard one of them.

Bio-scanner

If a fighter with a bio-scanner is a sentry in a scenario that uses the Sentries special rule, they can attempt to spot attackers even if they are not within their vision arc. In addition, the D6 roll to see whether a fighter is spotted has a +1 modifier (a natural 1 still fails)

Bomb Delivery Rats

A fighter equipped with bomb delivery rats may deploy one per turn to carry a single grenade of a type that fighter is equipped with by performing a Prime Bomb Rat (Basic) action. When a bomb delivery rat is deployed, make an Ammo roll for the grenade used as if it had been used normally. The fighter may run out of grenades before they run out of rats !

When the bomb delivery rat is deployed, place it so that the edge of its base is touching that of the fighter and make an Intelligence check for the fighter. If the check is passed, the fighter may choose which direction the rat moves in. If the check is failed, the rat will move in a direction determined by rolling a Scatter dice. In either case, the rat may move up to 6". Bomb delivery rats ignore all terrain when moving except any that would normally be impassable, such as walls and structures. They suffer no penalties for climbing, they will never fall, and they may freely leap any gap of 2" or less. Wider gaps are considered impassable.

A bomb delivery rat is not a fighter and may pass within 1" of other models. Should the rat end its movement within 1" of a fighter, friend or enemy, or another bomb delivery rat, roll a D6. On a 2+, the grenade will go off. On a 1, the grenade proves to be a dud and the rat vanishes into the darkness to dwell upon its good fortune. In either case, the rat is removed from play.

At the start of every subsequent round, after rolling for Priority but before activating any fighters, if the bomb delivery rat has not exploded then it will activate again. Check to see if it is within 9" of the fighter that deployed it. If it is and if that fighter is Active or Pinned, make an Intelligence check for the fighter. If this is passed, the rat will immediately move up to 6" in a direction of your choosing. If it is beyond 9", the Intelligence check is failed, the fighter is Engaged or Seriously Injured (Secondary Statuses have no effect), or if the fighter has been taken Out of Action, then the rat will move 6" in a direction determined by rolling a Scatter dice. Should the rat end its movement within 1" of a fighter, friend or enemy, or another bomb delivery rat, roll a D6. On a 2+, the grenade will go off. On a 1, the grenade proves to be a dud. In either case, the rat is removed from play.

Any fighter may attempt to shoot at a bomb delivery rat or make a melee attack against one as if it were an enemy fighter. However, there is always an additional -1 modifier on any hit roll made against a bomb delivery rat. If the rat is hit, roll a D6. On a 4+, the grenade goes off. On a 1-3, the grenade does not go off. In either case, once a bomb delivery rat has been hit by a shooting or melee attack, it is removed from play.

Booby Traps – Frag, Gas and Melta

A booby trap is represented by a marker placed upon the battlefield at the start of the game, after the battlefield has been set up but before deploying any fighters. If both gangs possess and wish to use booby traps, the defender or the winner of a roll-off (if there is no defender) places theirs first.

If any fighter, friendly or enemy, comes within 2" of a booby trap for any reason, they risk setting the booby trap off. Roll a D6. On a 1, the booby trap is a dud and is removed from the battlefield. On a 2 or 3, the booby trap does not go off but is left in place. On a 4, 5 or 6, the booby trap is triggered and will explode. The profiles for booby traps can be found on page 89. The movement of a moving fighter is interrupted whilst this roll is resolved. If the booby trap does not go off, their movement continues after the roll is made. If the booby trap does go off, and the fighter is Pinned or Injured as a result, their movement ends.

Any fighter can target a booby trap with ranged attacks. Doing so has a -1 modifier to the hit roll at Short range, or a -2 modifier at Long range. If the 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.

Chem-Synth

At the start of their activation, a Standing and Active or Standing and Engaged fighter with a chem-synth can choose to make an Intelligence check. If the check is passed, any Gas or Toxin weapons they use until the end of their activation are enhanced and the target's Toughness is reduced by 1 when resolving those attacks.

Cult Icon (Cawdor)

Only one fighter in a gang may carry a cult icon, this must be either the gang Leader or a Champion. This symbol of dedication and devotion serves to inspire gang members to greater acts in battle. When the Leader or Champion carrying the icon makes a group activation, they may activate one additional Readied fighter within 3", meaning that the Leader may activate three additional fighters whilst a Champion may activate two additional fighters.

Cult Icon (Genestealer Cult)

One Hybrid Acolyte in the gang may carry a Cult Icon. This symbol of the Four-Armed Emperor serves to inspire the cult members to greater acts in battle. When the Hybrid Acolyte carrying the icon makes a Group Activation, it may activate two Readied fighters within 4", rather than the usual one.

Drop Rig

An Active fighter with a drop rig can make the following action while they are within 1" of the edge of a platform:

Descend (Basic) – The fighter makes a move of up to 3" horizontally and up to 12" vertically. Any vertical movement must be downwards, ie. towards the ground.

Filter Plugs

If a fighter with filter plugs is hit by a weapon with the Gas trait, their Toughness is increased by 1 for the purposes of the roll to see whether they are affected. Filter plugs are one-use; if a fighter uses them during a battle, they are deleted from their fighter's card when the battle ends.

Grapnel-Launcher

An Active fighter with a grapnel launcher can make the following action:

Grapnel (Double) – The fighter can move up to 12" in a straight line, in any direction. This move can take them to a different level, as long as they do not move through any terrain.

Grav-chute

If a fighter falls or jumps down to a lower level, they do not suffer any damage – they simply move down without any rolls being made.

Medicae Kit

When a fighter with a Medicae kit assists a friendly fighter's Recovery test, roll an extra injury dice then choose one to discard.

Photo-goggles

A fighter with photo-goggles can attack through smoke clouds, can make ranged attacks against fighters 12" away under the Pitch Black rules (see page 192) and may gain other benefits in low light conditions, depending upon the scenario. In addition, if they are hit by a Flash weapon, add 1 to the result of the Initiative test to see whether they become subject to the Blind condition.

Respirator

If a fighter 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.

Servo Harness – Partial

A fighter wearing a partial servo harness gains a +2 modifier to their Strength characteristic and a +1 modifier to their Toughness characteristic. This may take them above their maximum characteristics but it is not a permanent increase and will be lost should the servo harness be lost or cease to function for any reason.

Additionally, a fighter wearing partial servo harness gains the benefits of suspensors on any Unwieldy ranged weapon they carry. However, a fighter wearing a partial servo harness reduces their Movement and Initiative by 1. This item cannot be combined with a servo claw or any other type of servo harness.

Servo Harness – Full

A fighter wearing a full servo harness gains all of the benefits of a partial servo harness, but without the negative modifiers to Movement and Initiative. This item cannot be combined with a servo claw or any other type of servo harness.

Skinblade

If the fighter is captured at the end of a battle, they can attempt to escape. If they do, roll a D6. On a result of 1 or 2, they are unsuccessful. On a result of 3 or 4, they can escape but are injured in the process – make a Lasting Injury roll for them. On a result of 5 or 6, they escape. A fighter who escapes is no longer Captured, however, their skinblade is lost and deleted from their Fighter card.

Stimm-Slug Stash

Once per game, a fighter with a stimm-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 End phase, roll a D6. On a 1, the stimm overload is too much – roll an Injury dice and apply the result to the fighter.

Strip Kit

When a fighter with a strip kit makes an Intelligence check to operate a door terminal or bypass the lock on a loot casket, add 2 to the result.

Web Solvent

When a fighter equipped with web solvent makes a Recovery check due to the Webbed condition (see page 103), roll an extra Injury dice, picking one of the dice to resolve it and discarding the other. Additionally, when a fighter equipped with web solvent assists a fighter subject to the Webbed condition with a Recovery test, roll an extra two Injury dice and choose which one to apply.

BIONICS

Mundane Bionics

Should a fighter suffer any Lasting Injury as a result of going Out of Action which permanently reduces one or more of their characteristics, the injured body part may be replaced with a bionic prosthesis, thus restoring some degree of lost function. Mundane bionics may be bought from the Trading Post in the same way as other items, provided their Availability level has been met. The price of getting a Doc to install the bionic is included in its cost. All Mundane bionics will increase one of the characteristics listed in their description by +1, thus negating part or all of the effect of the Lasting Injury.

Multiple Characteristic

Players should note that some Lasting Injuries only cause one characteristic to be decreased whilst other Lasting Injuries cause two characteristics to be decreased. Where a Lasting Injury causes two characteristics to be decreased, the bionic will give a choice of which characteristic is improved. If a fighter wishes to rectify two characteristic decreases caused by a Lasting Injury, they should look at purchasing an Improved Bionic (as follows), they cannot purchase two Mundane bionics in order to rectify the effects of a single Lasting Injury.

Improved Bionics

As with Mundane bionics, any fighter that has suffered a Lasting Injury as a result of going Out of Action which permanently reduces two of their characteristics may replace their injured body part with Improved bionics. Improved bionics may be bought from the Trading Post in the same way as other items provided their Availability level has been met. The price of getting a Doc to install the bionic is included in its cost. All improved bionics allow a fighter that has suffered a Lasting Injury that decreases two characteristics to increase both at the same time for a higher cost. Consequently, Lasting Injuries that only cause one characteristic to be decreased do not have the Improved bionics option.

Characteristic Increases and Bionics

If a characteristic has been increased advancements since the injury was sustained as a result of any Advancements, any bionics purchased (Mundane and Improved), may still increase the characteristic by 1 but may not take any characteristics beyond the maximum characteristics.

Bionics and Recovery

If a fighter is In Recovery when bionics are purchased, they will remain in Recovery. Purchasing bionics does not negate the need to recover from an injury even if the bionics mitigate the long-term effects.

Damaged Bionics

When a fighter takes a fresh Lasting Injury to a location previously injured and subsequently replaced with bionics, there is a chance that their bionics will save them from further harm, taking only minor damage that can easily be repaired. Roll a D6. On a 1-3, the Lasting Injury is applied as normal (perhaps a fighter with a bionic left leg has sustained a similar injury to their right leg, for example). On a 4+, the bionics are hit and the effects of the Lasting Injury are ignored. However, if hit there is a chance that the bionics will be irreparably damaged. Roll a D6. On a 2+, the bionics are scratched and dented but suffer no longer-term effects. On a 1, however, the bionics are damaged beyond repair, the effects of the Lasting Injury are applied and the bionics and their benefits are also lost.

Lobo Chip

(Humiliated Lasting Injury Table Result)

Mundane

Increase either the fighter's Leadership or Cool by +1.

Improved

Increase both the fighter's Leadership and Cool by +1.

Cortex-Cogitator

(Head Injuries Lasting Injury Table Result)

Mundane

Increase either the fighter's Intelligence or Willpower by +1.

Improved

Increase both the fighter's Intelligence and Willpower by +1.

Bionic Eye

(Eye Injuries Lasting Injury Table Result)

Mundane

The fighter's Ballistic Skill is increased by +1.

Bionic Arm

(Hand Injuries Lasting Injury Table Result)

Mundane

The fighter's Weapon Skill is increased by +1.

Bionic Leg

(Hobbled Lasting Injury Table Result)

Mundane

The fighter's Movement is increased by +1.

Skeletal Enhancers

(Spinal Injury Lasting Injury Table Result)

Mundane

The fighter's Strength is increased by +1.

Aortic Supercharger

(Enfeebled Lasting Injury Table Result)

Mundane

The fighter's Toughness is increased by +1.

STATUS ITEMS

The following section covers the rules for Extravagant Goods and servo-skulls. The rules for Exotic Beasts can be found on page 74. These can be purchased for a Leader or Champions as normal when visiting the Trading Post in the post-battle sequence.

Extravagant Goods

Extravagant Goods are only available to Gang Leaders or Champions.

Gold-Plated Gun

Any weapon can be gold-plated. A fighter with a gold-plated gun adds +1 to their Leadership characteristic. Additionally, once per game, the fighter may re-roll a failed Ammo check.

Exotic Furs

Should this fighter make a Trade action in the post-battle sequence, they add an additional +1 modifier to the dice roll to determine the rarity of the items on offer.

Master-Crafted Weapon

The fighter purchases a new weapon of exceptional craftsmanship. Any weapon may be master-crafted (note that grenades are Wargear, not weapons). The cost of a master-crafted weapon is that of the weapon plus 25%, with fractions rounded up to the nearest 5 credits. For example, a master-crafted bolter/plasma combi weapon would cost 145 credits (115 credits plus 25% equals 143.75 credits. Rounded up to the nearest 5 credits, this weapon costs 145 credits).

Note that the fighter may replace a weapon with which they are already equipped with a master-crafted version of that weapon, and that the original may be discarded and added to the gang's Stash. This is an exception to the norm.

A fighter may re-roll a single failed hit roll for this weapon every round.

Opulent Jewellery

If this fighter makes a Medical Escort action in the post-battle sequence, they will attempt to impress the Doc with their visible wealth. Sometimes this works, sometimes it does not...

You may re-roll the dice when determining the fee the Doc charges, but you must accept the second result, even if it is worse.

Uphive Raiments

If this fighter is not In Recovery during the post-battle sequence, their gang gains an extra D3x10 credits during the Collect Income step.

Servo-Skulls

Servo-skulls are only available to gang Leaders or Champions. All servo-skulls are treated as ordinary Wargear and should be recorded on their owner's Fighter card accordingly. Servo-skulls follow these rules:

- Servo-skulls must be represented by a separate model that must stay within 2" of the owning fighter. This is not a gang fighter or friendly model; it is purely a marker representing the servo-skull and matters only for its own line of sight and targeting purposes. Nor will they give away their owner's location as they are assumed to be aware enough of stealthy movement to emulate it, and remain very low and close when needed.
- When the owner activates it, the servo-skull will move with them, servo-skulls ignore all terrain, and can never fall.
- Servo-skulls cannot be targeted by shooting or melee attacks, and can never be Engaged in combat – they simply float away.
- Servo-skulls may be caught by a Blast marker or Flame template. If a servo-skull is caught under a Blast marker or Flame template, the attacker should roll a D6. On a 4-6, it is hit by the attack. On a 1-3, it is able to float clear of the area of the attack. Leave the model where it is and assume it has bobbed around and returned to where it was. If a servo-skull is hit in this way, the owning player rolls a D6. On a 1, it is destroyed and should be removed from the owning fighter's Fighter card. On a 2-6, it is taken Out of Action and plays no further part in the game, but otherwise suffers no long-term effects.
- If the owning fighter leaves the table for any reason, the servo-skull will accompany them and takes no further part in the game.

Sensor Skull

A sensor skull grants the owning fighter the same benefits as a bio-scanner (see page 99). In addition, when the fighter takes an Aim action, they may add 2 to the result of any hit rolls they make for subsequent shots taken in the same activation rather than the usual 1. This bonus is in addition to any granted by any other wargear or skills the fighter may have.

Medi Skull

When making a Recovery test for the owning fighter, roll an extra Injury dice, then pick one of the dice to resolve and discard the other. This is in addition to any friendly fighters assisting the recovery and any other items such as medicae kits, so it is possible that the owning fighter may be rolling several Injury dice to choose from.

Gun Skull

A gun skull is equipped with a compact autopistol (see page 145) and will target whatever or whoever the owning fighter does when they make a ranged attack. Simply roll one extra hit dice and one extra Ammo dice for the gun skull, ideally of a different colour to those being used for the fighter, to represent the gun skull making a ranged attack. Note though that range, line of sight and cover must be worked out from the gun skull itself rather than that of the owning fighter. If the owning fighter does not possess any ranged weapons, the gun skull may shoot at an enemy it can see, chosen by the owning fighter and following the normal target priority rules in relation to the owning fighter's position.

The owning fighter is never considered to be in the way of a gun skull's shooting attacks and cannot be hit by Stray Shots.

A gun skull has a BS of 5+ and may never benefit from aiming or any wargear or skills that modify the owning fighter's to-hit rolls.

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 marker. As describe p.7 and p.13.

YAQ: Since it does not specifically target a fighter, weapon with Blast trait bypasses the rules for target priority, does not suffer penalty for cover and can hit fighter in hiding (prone and in cover).

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 become subject to the Blaze condition. When activated, a fighter subject to the Blaze condition suffers an immediate Strength 3, AP -1, Damage 1 hit before acting as follows:

- If Prone and Pinned the fighter immediately becomes Standing and Active and acts as described below.
- If Standing and Active the fighter moves 2D6" in a random direction, determined by the Scatter dice. The fighter will stop moving if this movement would bring them within 1" of an enemy fighter or into base contact with impassable terrain. If this movement brings them within 1/2" of the edge of a level or platform, they risk falling as described on page 63 of the Necromunda Rulebook. If this movement takes the fighter beyond the edge of a level or platform, they will simply fall. At the end of this move, the fighter may choose to become Prone and Pinned. The fighter may then attempt to put the fire out.
- If Standing and Engaged or Prone and Seriously Injured, the fighter does not move and attempts to put the fire out. To attempt to put the fire out, roll a D6, adding 1 to the result for each other Active friendly fighter within 1". On a result of 6 or more, the flames go out and the Blaze marker is removed. Pinned or Seriously Injured fighters add 2 to the result of the roll to see if the flames go out.

YAQ: Inorganic targets, like doors cannot be set ablaze.

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.

Concussion

Any model hit by a Concussion weapon has their Initiative reduced by 2 to a minimum of 6+ until the end of the round.

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.

Digi

A digi weapon is worn mounted on a ring or hidden inside a glove. It can be used in addition to any other Melee weapon or Pistol carried by the fighter granting either an additional shot or an additional close combat attack. A weapon with this trait does not count towards the maximum number of weapons a fighter can carry, however the maximum number of weapon with this trait a fighter can carry is 10.

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.

Drag

If a fighter is hit by a Drag weapon but not taken Out of Action, the attacker can attempt to drag the target closer after the attack has been resolved. If they do, roll a d6. If the score is equal to or higher than the target's Strength, the target is dragged D3" straight towards the attacker, stopping if they hit any terrain. If they move into another fighter (other than the attacker), both fighters are moved the remaining distance towards the attacker.

If the weapon also has the Impale special rule and hits more than one fighter, only the last fighter to be hit can be dragged.

Energy Shield

An energy shield grants a +2 armour roll modifier (to a maximum of 2+) against melee attacks that originate from within the fighter's vision arc (the 90° arc to their front), and a +1 armour save modifier against ranged attacks that originate from within the fighter's vision arc; check this before the fighter model is placed prone and is Pinned. If it is not clear whether the attacker is within the target's front arc, use a Vision Arc template to check – if the centre of the attacker's base is within the arc, the energy shield can be used. Against attacks with the Blast trait, use the centre of the Blast marker in place of the attacker. If the target does not have a facing (for example, if they are Prone) the energy shield cannot be used.

Entangle

Hits scored by weapons with the Entangle trait cannot be negated by the Parry trait. In addition, if the hit roll for an Entangle weapon is a natural 6, any Reaction attacks made by the target have an additional -2 hit modifier.

Fear

Instead of making an Injury roll for an attack with the Fear trait, the opposing player makes a Nerve test for the target, subtracting 2 from the result. If the test fails, the target is immediately Broken and runs for cover.

Flash

If a fighter is hit by a Flash weapon, no wound roll is made. Instead, make an Initiative check for the target. If it is failed, they are blinded. A blinded fighter loses their Ready marker; if they do not have a Ready marker, they do not gain a Ready marker at the start of the following round. Until the next time the fighter is activated, they cannot make any attacks other than reaction attacks, for which any hit rolls will only succeed on a natural 6.

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). If the roll is lower than the target's Toughness, they shrug off the effects of the gas – no save roll can be made.

YAQ: This special rule doesn't apply against inorganic targets, like doors. Normal wound roll is made using the Strength of the weapon.

Graviton Pulse

Instead of rolling to wound normally with this weapon, any model caught in the blast must instead roll to or under their Strength on a D6 (a roll of 6 always counts as a fail). After the weapon has been fired, leave the Blast marker in place. For the remainder of the round, any model moving through this area will use 2" of their movement for every 1" they move. Remove the Blast marker during the End phase.

Grenade

Despite being Wargear, grenades are treated as a special type of ranged weapon. A fighter equipped with grenades can throw one as a Shoot (Basic) action. Grenades do not have a Short range, and their Long range is determined by multiplying the fighter's Strength by the amount shown.

A fighter can only carry a limited number of grenades. The Firepower dice is not rolled when attacking with a grenade. Instead, after the attack has been resolved, an Ammo check is made automatically. If this is failed, grenades cannot be reloaded; the fighter has run out of that type of grenade and cannot use them for the remainder of the battle.

Impale

If an attack made by this weapon hits and wounds the target, and the save roll is unsuccessful (or no save roll is made), the projectile continues through them and might hit another fighter! Trace a straight line from the target, directly away from the attacker. If there are any fighters within 1" of this line, and within the weapon's Long Range, the one that is closest to the target is at risk of being hit. Roll a D6 – on a 3 or more, resolve the weapon's attack against that fighter, subtracting 1 from the Strength. The projectile can continue through multiple fighters in this way, but if the Strength is reduced to 0, it cannot hit any more fighters.

Knockback

If the hit roll for a weapon with the Knockback trait is equal to or higher than the target's Strength, they are immediately moved 1" directly away from the attacking fighter. If the fighter cannot be moved the full 1" because of impassable terrain 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 centre of the Blast marker instead. If the centre of the Blast marker was over the centre 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 base contact. If the attack was made across a barricade, the attacker cannot do this. If any part of the knocked back fighter's base crosses the edge of a platform, make an Initiative check. If this is failed, they will fall. If this is passed, they stop moving at the edge of the platform.

Limited

This special rule is applied to some special ammo types which can be purchased for weapons. If a weapon fails an Ammo check while using limited ammo, they have run out – that ammo type is deleted from their fighter card (**YAQ: the cost is also subtracted from the Fighter's value**), and cannot be used again until more of that special ammo is purchased from the Trading Post. This is in addition to the normal rules for the weapon running Out of Ammo. The weapon can still be reloaded as normal, using its remaining profile(s).

YAQ: Same fighter cannot carry more than one “dose” of one ammo type at a time.

Melee

This weapon can be used during close combat attacks.

Melta

If a Short range attack from a weapon with this Trait reduces a fighter to 0 wounds, no Injury dice are rolled – instead, any Injury dice that would be rolled cause an automatic Out of Action result.

Parry

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

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.

Pulverise

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.

Rad-Phage

After fully resolving any successful hits a fighter suffers from a weapon with this Trait, roll an additional D6. If the roll is a 4 or higher, the fighter will suffer an additional Flesh Wound.

YAQ: It is added irrespective of the result of the hit, and is applied after the hit has been resolved.

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.

Rending

If the roll to wound with a Rending weapon is a natural 6 the attack causes 1 extra point of damage.

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.

Seismic

If the target of a Seismic attack is Active, they are always Pinned – even if they have an ability that would normally allow them to avoid being Pinned by ranged attacks. In addition, if the wound roll for a Seismic weapon is a natural 6, no save roll can be made against that attack.

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).

Sidearm

Weapons with this Trait can be used to make ranged attacks, and can also be used in close combat to make a single attack. Note that their Accuracy bonus only applies when making a ranged attack, not when used to make a close combat attack.

Silent

In scenarios that use the Sneak Attack special rules, there is no test to see whether the alarm is raised when this weapon is fired. Additionally, if using the Pitch Black rules, a fighter using this weapon that is Hidden does not become Revealed.

Single Shot

This weapon can only be used once per game. After use it counts as having automatically failed an Ammo Check. There is no need to roll the Firepower dice unless the weapon also has the Rapid Fire (X) trait.

Smoke

Smoke weapons do not cause hits on fighters – they do not cause Pinning and cannot inflict Wounds. Instead, mark the location where they hit with a counter. They generate an area of dense smoke, which extends 2.5" out from the centre of the counter; a 5" Blast marker can be used to determine this area, but it should be considered to extend vertically as well as horizontally. Fighters can move through the smoke, but it blocks line of sight, so attacks cannot be made into, out of or through it. In the End phase, roll a D6. On a 4 or less, the cloud dissipates and the counter is removed.

Template

Template weapons use the Flame template to determine how many targets they hit. See p.7 and p.13.

YAQ: Since it does not specifically target a fighter, weapon with Template trait bypasses the rules for target priority, does not suffer penalty for cover and can hit fighter in hiding (prone and in cover).

Toxin

Instead of making a wound roll for a Toxin attack, 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). If the roll is lower than the target's Toughness, they shrug off the toxin's effects.

YAQ: A save roll can be made against Toxin attack (if the Toxin roll results in the target being Seriously Injured or Out of Action and it has armour, their controller make a save roll. If it's passed, the results of the Toxin roll is ignored.) Toxin does bypass Wounds though (the target directly goes Seriously Injured or Out of action no matter how many Wounds they have left. If they are Seriously Injured by a Toxin attack, they don't lose any Wounds).

This special rule doesn't apply against inorganic targets, like doors. Normal wound roll is made using the Strength of the 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 a weapon with both the Unwieldy and Melee traits in close combat cannot use a second weapon at the same time – this one requires both hands to use.

Versatile

The wielder of a Versatile weapon does not need to be in base contact with an enemy fighter in order to Engage them in melee during their activation. They may Engage and make close combat attacks against an enemy fighter during their activation, so long as the distance between their base and that of the enemy fighter is equal to or less than the distance shown for the Versatile weapon's Long range characteristic. For example, a fighter armed with a Versatile weapon with a Long range of 2" may Engage an enemy fighter that is up to 2" away.

The enemy fighter is considered to be Engaged, but may not in turn be Engaging the fighter armed with the Versatile weapon unless they too are armed with a Versatile weapon, and so may not be able to make Reaction attacks.

At all other times other than during this fighter's activation, Versatile has no effect.

Web

If the wound roll for a Web attack is successful, no wound is inflicted, and no save roll or Injury roll is made. Instead, the target automatically becomes Webbed. Treat the fighter as if they were Seriously Injured and roll for Recovery for them during the End phase (Web contains a powerful sedative capable of rendering the strongest fighter unconscious). If a Flesh Wound result is rolled during Recovery, apply the result to the fighter as usual and remove the Webbed condition. If a Serious Injury is rolled, the fighter remains Webbed. If an Out of Action result is rolled, the fighter succumbs to the powerful sedative and is removed from play, automatically suffering a result of 12-26 (Out Cold) on the Lasting Injuries table.

A fighter that is Webbed at the end of the game does not succumb to their Injuries and will automatically recover. However, during the Wrap Up, when rolling to determine if any enemy fighters are Captured at the end of the game, add +1 to the dice roll for each enemy fighter currently Webbed and include them among any eligible to be Captured.

THE TRADING POST

The Trading Post represents the various markets, traders and caravans where gangs can barter for weapons and equipment. Where the House Equipment Lists provide commonly-used equipment for each House's gangs, the type of arms and armament that gangs will readily be able to lay their hands on, the Trading Post lets them expand their arsenal beyond the norm.

Note that some weapons and Wargear that are found on House Equipment Lists do not appear here; these items are preciously guarded by each House, and are not available on the open market. Furthermore, some items are so intrinsically linked to a certain House that gangers of other Houses would be unwilling or even ashamed to use them even if they could get their hands on them. For example, some of the other Houses view House Van Saar's reliance upon energy-based weapons as a symptom of their inherent weakness, and so they shun las carbines in favour of more robust autoguns.

Also, note that some items are cheaper in the House Equipment Lists, and that some items listed as Rare here are available in the House Equipment Lists; this is intentional, representing the increased availability of those items to specific Houses. Where this is the case, the entry in the House Equipment List takes precedence over the entry shown here for that gang.

Weapons marked with an asterisk (*) take up the space of two weapons. If, for example, a fighter can carry three weapons, any weapon marked with an asterisk counts as two weapons of those three.

Weapon accessories marked with a dagger (†) may not be combined together on the same weapon. If one such accessory is purchased for a weapon, another may not be added

Stashed Weapons and Wargear

Should a fighter die, their weapons and wargear might not be lost (see page 125). Such useful equipment and expensive or rare items that can be looted will be and are kept by the gang and added to its Stash on the gang roster. These items may be redistributed amongst other fighters in the post-battle sequence, or a new fighter may be equipped for free with any weapons or wargear held in the gang's Stash when recruited (see page 125).

It is important to note that this is not limited to items contained in the House Equipment list, items purchased through the Trading Post as detailed here may also be kept in the Stash and redistributed in this way. Should any fighter purchase new Wargear, old Wargear may be added to the Stash.

BASIC WEAPONS

Item	Price	Rarity
Autogun	15	Common
Boltgun	55	Rare (8)
Combat shotgun		
- salvo & shredder ammo	70	Rare (7)
- firestorm ammo	30	Rare (8)
Lasgun	15	Common
Reclaimed autogun	10	Common
Sawn-off shotgun	15	Common
Shotgun		
- solid and scatter ammo	30	Common
- executioner ammo	20	Rare (9)
- inferno ammo	15	Rare (8)
Throwing knives	10	Common

PISTOLS

Item	Price	Rarity
Autopistol	10	Common
Bolt pistol	45	Rare (8)
Combi-pistol		
- autopistol/hand flamer	65	Rare (10)
- autopistol/plasma pistol	50	Rare (10)
- bolt pistol/hand flamer	110	Rare (11)
- bolt pistol/plasma pistol	80	Rare (11)
- stub gun/plasma pistol	40	Rare (8)
Hand flamer	75	Rare (8)
Laspistol	10	Common
Needle pistol	30	Rare (9)
Plasma pistol	50	Rare (9)
Reclaimed autopistol	5	Common
Stub gun	5	Common
- dumdum rounds	5	Rare (7)
Web pistol	90	Rare (9)

HEAVY WEAPONS

Item	Price	Rarity
Harpoon launcher*	110	Rare (9)
Heavy bolter*	160	Rare (10)
Heavy flamer*	195	Rare (10)
Heavy stubber*	130	Rare (7)
Lascannon*	155	Rare (10)
Mining laser*	125	Rare (9) Rare (8) (Orlock)
Missile launcher*		
- frag & krak missiles	165	Rare (10)
Multi-melta*	180	Rare (11)
Plasma cannon*	130	Rare (11)
Seismic cannon*	140	Rare (10)

GRENADES

Item	Price	Rarity
Blasting charges	35	Rare (8)
Choke gas grenades	50	Rare (9)
Demo charges	50	Rare (12)
Frag grenades	30	Common
Incendiary charges	40	Rare (7)
Krak grenades	45	Rare (8)
Melta bombs	60	Rare (11)
Photon flash flares	15	Rare (9)
Scare gas grenades	45	Rare (10)
Smoke grenades	15	Common
Stun grenades	15	Rare (8)

SPECIAL WEAPONS

Item	Price	Rarity
Combi-weapon		
- autogun/flamer	110	Rare (10)
- autogun/grenade launcher (frag)	30	Rare (7)
- bolter/flamer	180	Rare (8)
- bolter/melta	170	Rare (12)
- bolter/needler	90	Rare (10)
- bolter/plasma	115	Rare (10)
Flamer	140	Rare (7)
Grav-gun	120	Rare (11)
Grenade launcher		
- frag & krak grenades	65	Rare (8)
- choke gas grenades	35	Rare (9)
- photon flash grenades	15	Rare (9)
- scare gas grenades	45	Rare (10)
- smoke grenades	15	Common
Long las	20	Common
Long rifle	30	Rare (7)
Meltagun	135	Rare (11)
Needle rifle	40	Rare (9)
Plasma gun	100	Rare (9)
Web gun	125	Rare (9)

CLOSE COMBAT WEAPONS

Item	Price	Rarity
Axe	10	Common
Chain glaive*	60	Rare (7)
Chainaxe	30	Rare (9)
Chainsword	25	Rare (8)
Digi laser	25	Rare (10)
Fighting knife	15	Common
Flail	20	Common
Heavy rock cutter*	135	Rare (9) Rare (8) (Goliath/Orlock)
Heavy rock drill*	90	Rare (9)
Heavy rock saw*	120	Rare (9)
Las cutter	85	Rare (10)
Maul (club)	10	Common
Power axe	35	Rare (8)
Power hammer	45	Rare (8)
Power knife	25	Rare (9)
Power maul	30	Rare (8)
Power pick	40	Rare (8)
Power sword	50	Rare (9)
Servo claw	35	Rare (10)
Shock baton	30	Rare (8)
Shock stave	25	Rare (9)
Stiletto knife	20	Rare (9)
Stiletto sword	35	Rare (9)
Sword	20	Rare (6)
Thunder hammer	70	Rare (11)
Two-handed axe*	25	Common
Two-handed hammer*	35	Common

ARMOUR

Item	Price	Rarity
Carapace armour		
- light	80	Rare (10)
- heavy	100	Rare (11)
Flak armour	10	Common
Hazard suit	10	Rare (10)
Mesh armour	15	Common

BIONICS

Item	Price	Rarity
Aortic Supercharger (Mundane)	65	Rare (13)
Bionic Eye (Mundane)	45	Rare (13)
Bionic Arm (Mundane)	45	Rare (13)
Bionic Leg (Mundane)	25	Rare (12)
Cortex-Cogitator		
- Mundane	15	Rare (11)
- Improved	30	Rare (12)
Lobo Chip		
- Mundane	20	Rare (11)
- Improved	45	Rare (12)
Skeletal Enhancers (Mundane)	70	Rare (13)

EXOTIC BEASTS

Item	Price	Rarity
Caryatid	*see page 75	Rare (15)
Cephalopod Spekter	100	Rare (11) Delaque only
Cyber-mastiff	100	Rare (10) Orlock only
Cyberachnid	75	Rare (10) Van Saar only
Phyrr cat	120	Rare (12) Escher only
Sheen bird	90	Rare (12) Cawdor only
Sumpkroc	130	Rare (11) Goliath only

FIELD ARMOUR

Item	Price	Rarity
Conversion field	60	Rare (11)
Displacer field	70	Rare (12)
Refractor field	50	Rare (10)

GANG EQUIPMENT

Item	Price	Rarity
Ammo cache	60	Rare (8)
Booby traps		
- frag trap	20	Common
- gas trap	40	Rare (8)
- melta trap	50	Rare (10)

PERSONAL EQUIPMENT

Item	Price	Rarity
Armoured undersuit	25	Rare (7)
Bio-booster	35	Rare (8)
Bio-scanner	30	Rare (8)
Chem-synth	15	Rare (12)
Drop rig	10	Common
Filter plugs	10	Common
Grapnel launcher	25	Common
Grav-chute	50	Rare (10)
Medicae kit	30	Rare (9)
Photo-goggles	35	Rare (9)
Respirator	15	Common
Servo harness		
- partial	130	Rare (12) Rare (11) (Goliath/Orlock) Rare (10) (Van Saar)
- full	160	Rare (12) Rare (11) (Goliath/Orlock) Rare (10) (Van Saar)
Skinblade	10	Common
Stimm-slug stash	30	Rare (7)
Strip kit	15	Common
Web solvent	25	Rare (8)

STATUS ITEM

Item	Price	Rarity
Extravagant Goods		
Exotic furs	50	Rare (12)
Gold-plated gun	40	Rare (10)
Master-crafted weapon	Cost of the weapon +25% rounded up to the nearest 5 credits	Rare (10)
Opulent jewellery	80	Rare (11)
Uphive raiments	50	Rare (10)
Servo Skulls		
Gun skull	65	Rare (12)
Medi skull	80	Rare (12)
Sensor skull	60	Rare (12)

WEAPON ACCESSORIES

Item	Price	Rarity
Gunshroud (Pistol, Basic)	20	Rare (8)
Hotshot las pack	20	Common
Infra-sight † (any ranged weapon)	40	Rare (8)
Las-projector (Pistol, Basic, Special)	35	Rare (9)
Mono-sight † (Basic, Special, Heavy)	35	Rare (9)
Suspensor (Heavy)	60	Rare (10)
Telescopic-sight † (Pistol, Basic, Special)	25	Common

TURF WAR CAMPAIGNS

This section contains rules and guidelines for running a Necromunda campaign – a series of linked games which let players develop their gang and vie for territory and reputation alike against their rivals.

WHAT IS A CAMPAIGN

While one-off Necromunda battles are ideal for pick-up-and-play games, the game's true appeal lies in campaigns. In a campaign, a group of players commits to fighting a number of linked battles that represent an escalating series of clashes between their gangs. There's everything to win – reputation, riches and a slice of prime territory – and fighters can advance through the ranks and pick up new skills, or suffer debilitating lasting injuries. Participating in (and, especially, running) a campaign requires a bit more organisation than setting up one-off battles, but the tales of epic deeds, last stands and hard-fought vengeance make it entirely worthwhile.

RUNNING A CAMPAIGN

How a Campaign Works

A campaign can be run with as few as two players, but is at its best with six or more. Each player founds a gang, then they all play games against each other. After each battle, there is the chance that gangs will claim new territories or steal them from each other, expanding their turf and pushing out their rivals. During battles, gangers might gain experience and become better fighters, or might suffer debilitating injuries that last for the rest of the campaign.

Campaigns are divided up into rounds, called Turf Wars, each of which usually lasts several weeks, separated by periods of Downtime which let the players take a break and play other games for a while. The start of a Turf War is a great chance for new players to join in, and for existing players to start a new gang or step down entirely.

The Arbitrator

Every Necromunda campaign needs to be run by an Arbitrator. This is often the person whose idea it was to play a campaign in the first place, and it helps if they have a good knowledge of the Necromunda rules. They will be responsible for organising the players, keeping notes and records, maintaining any central resources, and so on. The Arbitrator is the ultimate power in the campaign, and their word is final. If they wish to adapt any campaign rules, they can do so. If they wish to add their own bespoke rules, this is also fine. In short, they're the ones who put the hard work in, so their word is quite literally the law. The one exception to this is with regards to the Arbitrator's gang. Most Arbitrators will want to play in the campaign as well, and will have a gang just like any other player. Their gang does not get any special bonuses, and the Arbitrator is expressly forbidden from abusing their position of power to give their gang any advantages.

Although the Arbitrator is responsible for keeping the campaign running smoothly, organising individual battles is down to the players themselves. They must ensure that the results of the battle, including any changes to Reputation, Gang Rating and Turf Size, are reported to the Arbitrator as soon as possible.

Designer's Note: Campaign Newsletters

Player engagement is key to running a successful campaign and one of the best ways to keep everyone involved is to run a campaign newsletter. This is admittedly another job for the Arbitrator, but it's an incredibly rewarding one! A good rule of thumb is to send out newsletters on a regular basis, for example once a week. The contents of a newsletter can vary, but it's good to include a summary of recent events (for example, which gangs have faced off and how those battles went), a leaderboard of sorts (maybe ranking the gangs by their Gang Rating, or their Turf Size), and some gangs of note (e.g., biggest expansion this week, most kills). The most fun part of running a newsletter is the chance to include brief in-character stories, threats and obituaries for lost fighters; players can contribute these when they submit their battle results, or the Arbitrator can come up with them based on anecdotes they've heard. Don't worry if your technical skills are lacking, either; some Arbitrators will no doubt make works of art, but just text in an email does the job nicely!

Note: Reputation is used at the end of the campaign to determine who the Top Dogs are (see page 126). But mid-campaign it is fun to include other ways of ranking gangs, and this section aims to give some ideas to use in newsletters.

Zones

Names

Zones, much like the settlements within them, can take their name from any number of sources – their founder, a landmark, local resources, flora or fauna, and so on. Arbitrators should always name their Zones, and the list below is included to give some inspiration:

- Brunner's Dome
- Chem Falls
- Dead End Pass
- Misfortune
- Irontree
- Oil Springs
- Old Bay
- Raffik's Folly
- Rust Sprawl
- Spoilheap
- Starcher's Rise
- Steelgate
- The Tangle
- Toxic Shore
- Vat City

Zones

In smaller campaigns, all of the gangs are assumed to occupy the same Zone, vying for territory in a contained area. In campaigns with more than eight players, it is recommended that multiple Zones are used, dividing the gangs between them as evenly as possible – ideally, there should be between four and eight gangs per Zone. It goes without saying that each Zone should be given a suitable name!

During the campaign, gangs will be able to seize territory from other gangs in the same Zone as them, and fighting gangs in their Zone will increase their Reputation. They can also fight gangs from other Zones, but doing so cannot expand their territory and will have a lesser impact on their Reputation.

It is up to the Arbitrator how they divide gangs between Zones. It could be a completely random draw, it could be done based on real world concerns (for example, if four of the players in a campaign already meet up regularly to play games, putting them in the same Zone is an obvious choice) or it could take certain things into consideration – for example, not wanting to have more than one gang of a given House in a particular Zone. As before, the Arbitrators decision is final.

Turf Wars and Cycles

A Campaign can potentially run forever, but to keep things focused campaigns are divided into Turf Wars. This is a period of continuous time during which the campaign is active – for example, a Turf War might last for six weeks, with players facing off one or more times per week. Once the Turf War is over, there is a period of Downtime, during which players can take a break and play some other games, and then a new Turf War begins.

Designer's Note: What are we fighting for ?

Over the course of a Turf War gangs are fighting to become the top dog in their Zone. This is measured by more than the size of their Turf; to make it to the top they will need to show their superiority over the other gangs, represented by their Reputation. When it comes to the Apotheosis at the end of the Turf War, Reputation is the metric that is used to determine the overall winner, so players should push to increase their Reputation wherever possible.

Turf Wars are further divided into Cycles. Necromundan culture is built around industry, and with the lack of natural light within the Hive, its inhabitants use work shifts to measure time, in the same way that the people of other planets use days. These shifts are then grouped into Cycles, each roughly the equivalent of a Terran week. During a campaign, each Turf War lasts a number of Cycles, and several rules apply to them – for example, gangs collect income once per Cycle.

When setting up a campaign, the Arbitrator should decide how long they would like each Cycle to run for, and how many Cycles there will be in the first Turf War. There is no correct answer here; the Arbitrator should consider how many players they have, how often they are likely to play games, and so on. As a rule of thumb, a Cycle should last long enough for most players to be able to play one or two games. A campaign of between four and six Cycles is a good place to start, but again this is not set in stone, and the Arbitrator should adjust it to match the wants and needs of their players. Whatever the case, it is important that the Arbitrator makes it clear to the players when Cycle begins and ends.

Apotheosis

Each Turf War ends with an Apotheosis – a climactic series of battles to determine which of the gangs comes out on top. Apotheosis is described in more details on page 126.

Example: Starting a Campaign

Charlie is preparing to run a Necromunda campaign with seven other players. As this makes eight players in total, he notes that the campaign will take place in a single Zone, which he names Irontree. Most at the players are part of his regular gaming group, which meets at their local club every Thursday evening, and after having a chat as a group, they decide they'll be able to get at least a couple of games in every session. They also agree that they'd like the campaign to run for a couple of months at most, as their Blood Bowl League is due to start up again soon.

Bearing all of that in mind, Charlie decides that the campaign's first Turf War will last for six Cycles, with each Cycle lasting one week (starting on a Thursday and running to the following Wednesday).

Designer's Note: Keeping it Short

Although it might be tempting to run an extended campaign that lasts several months – or, indeed, runs indefinitely – we don't recommend it. In our experience, campaigns that don't have a definite end point only run until players get distracted, or until one player gets so far ahead that they are nigh unbeatable! This is never a good way to end a campaign, especially if the Arbitrators been putting a lot of work into it. Trust us – keep your campaigns short, snappy and action-packed, and players will be crying out to start a new Turf War!

Campaign Battles

Playing a game which is part of a campaign has a few more steps than a skirmish battle – for a start, the choice of scenario and the fighters in each crew mean a lot more in the context of a campaign. Immediately before playing a Campaign battle, players must follow the pre-battle sequence as detailed on page 120. Then, once the battle has been completed, they must follow the post-battle sequence as detailed on page 123.

Gangs in Campaign

Each player taking part in a campaign controls one gang – although the Arbitrator may be tempted to allow players to control more than one gang, this generally leads to complications down the line. Each gang is a living thing – it will gain and lose fighters, and those fighters will learn new skills or suffer crippling injuries. Should a player wish, they can retire their gang during Downtime and start with a new gang for the next Turf War.

FOUNDING A GANG

Before the campaign or Skirmish Game begins, each player must found a gang. Each gang has a starting budget of 1,000 credits, (different restriction may apply in case of Skirmish Games, see page 129) and must be created using the House List of this book, 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 gang 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 Advancement 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.

YAQ: Starting skills of Leaders and Champions DO NOT count as an advancement for the increased cost of each next one.

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	Improve 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. YAQ: Improve the fighter's Willpower or Intelligence 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. YAQ: Improve the fighter's Weapon Skill or Ballistic Skill 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 divided into eight sets: Agility, Brawn, Combat, Cunning, Ferocity, Leadership, Shooting and Savant.

Each House fights in its own way, and this 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 skill). In either case, the skill is added to the fighter's card.

SKILLS

This section lists all the skills that are available to fighters.

The following table summarizes each of the skills sets, and can be used (by rolling a D6) to determine a random skill from one of the sets.

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

Agility

Catfall

When this fighter falls or jumps down from a ledge, they count the vertical distance moved as being half of what it actually is, rounded up. In addition, if they are not Seriously Injured, or taken Out of Action by a fall, make an Initiative test for them – if it is passed, they remain Standing rather than being Prone and Pinned.

Clamber

When the fighter climbs, the vertical distance they move is not halved. In other words, they always count as climbing up or down a ladder.

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 further effect; otherwise, continue to make a save or resolve the wound 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 if they are hit. They cannot move within 1" of an enemy fighter.

Mighty Leap

When measuring the distance of a gap this fighter wishes to leap across, ignore the first 2" of the distance. This means that a fighter with this skill may leap over gaps of 2" or less without testing against their Initiative. All other rules for leaping over gaps still apply.

Spring Up

If this fighter is Pinned when they are activated, make an Initiative check for them. If the check is passed the fighter can make a Stand Up (Basic) action for free. If the check is failed, the fighter may still stand up, but it costs one action, as usual.

Sprint

If this fighter makes two Move (Simple) actions when activated during a round, they can use the second to Sprint. This lets them move at double their Movement characteristic for the second Move (Simple) action.

Brawn

Bull Charge

When this fighter makes close combat attacks as part of a Charge (Double) action, any weapons with the Melee trait they use gain the Knockback Trait and are resolved at +1 Strength.

Bulging Biceps

This fighter may wield an Unwieldy weapon in one hand rather than the usual two. Note that Unwieldy weapons still take up the space of two weapons with regards to how many a fighter may carry.

Crushing Blow

Before rolling to hit for the 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 for a weapon with the Sidearm trait. If that dice hits, the attack's Strength and Damage are each increased by one.

Headbutt

If the fighter is Standing and Engaged, they can make the following action:

Headbutt (Basic) – Pick an Engaged enemy fighter and roll two D6. If either result is equal to or higher than their Toughness, they suffer a hit with a Strength equals to this fighter's Strength +2 resolved at Damage 2. However, if both dice score lower than the enemy fighter's Toughness, this fighter instead suffers a hit equal to their own Strength, resolved at Damage 1.

Hurl

If the fighter is Standing and Engaged, they can make the following action:

Hurl (Basic) – Pick an enemy fighter Engaged by, and in base contact with this fighter or a Seriously Injured enemy fighter within 1" of this fighter. Make an Initiative check for the enemy fighter. If failed, the enemy fighter is hurled. Move the enemy fighter D3" in a direction of your choice – if they were Standing, they become Prone and Pinned after moving. If they come into base contact with a Standing fighter or any terrain, they stop moving and suffer a Strength 3, Damage 1 hit. If they come into base contact with another fighter, that fighter also suffers a Strength 3, Damage 1 hit, and becomes Prone and Pinned.

Iron Jaw

This fighter's Toughness is treated as being two higher than normal when another fighter makes unarmed attacks against them in close combat.

Combat

Combat Master

The fighter never suffers penalties to their hit rolls for interference, and can always grant assists, regardless of how many enemy fighters they are Engaged with.

Counter-Attack

When this 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, were parried, etc)

Disarm

Any weapons with the Melee trait used by the fighter also gain the Disarm Trait. If a weapon already has this Trait, then the target will be disarmed on a natural roll of 5 or 6, rather than the usual 6.

Parry

The fighter can parry attacks as though they were carrying a weapon with the Parry Trait. If they already have one or more weapons with this Trait, they can parry one additional attack.

Rain of Blows

This fighter treats the Fight action as Fight (Simple) rather than Fight (Basic). In other words, this fighter may make two Fight (Simple) actions when activated.

Step Aside

If the fighter is hit in close combat, the fighter can attempt to step aside. Make an Initiative check for them. If the check is passed, the attack misses. This skill can only be used once per enemy in each round or close combat – in other words, if an enemy makes more than one attack, the fighter can only attempt to step aside from one of them.

Cunning

Backstab

Any weapons used by this fighter with the Melee trait also gain the Backstab Trait. If they already have this Trait, add 2 to the attacker's Strength rather than the usual 1 when the Trait is used.

YAQ: Does not apply to Versatile Melee weapon used for a ranged attack.

Escape Artist

When this fighter makes a Retreat (Basic) action, add 2 to the result of the Initiative check (a natural 1 still fails). Additionally, if this fighter is Captured at the end of a battle, and if they are equipped with a skin blade, they may add 1 to the result of the dice roll to see if they can escape.

Evade

If an enemy target this fighter with a ranged attack, and this fighter is Standing and Active and not in partial cover or full cover, there is an additional -1 modifier to the hit roll, or a -2 modifier if the attack is at Long range.

Infiltrate

If this fighter should be set up at the start of a battle, they may instead placed to one side. Then, immediately before the start of the first round, their controlling player may set them up anywhere on the battlefield that is not visible to any enemy fighters, and not within 6" of any of them. If both players have fighters with this skill, take turns to set one up, starting with the winner of a roll-off.

Lie Low

While this fighter is Prone, enemy fighters cannot target them with a ranged attack unless they are within the attacking weapon's Short range. Weapons that do not have a Short range are unaffected by this rule.

Overwatch

If this fighter is Standing and Active, and has a Ready marker on them, they can interrupt a visible enemy fighter's action as soon as it is declared, but before it is carried out. This fighter loses their Ready marker, then immediately makes a Shoot (Basic) action, targeting the enemy fighter whose action they have interrupted. If the enemy is Pinned or Seriously Injured as a result, their activation ends immediately – their action(s) are not made.

Ferocity

Berserker

When this fighter makes close combat attack as part of a Charge (Double) action, they roll one additional Attack dice.

Fearsome

If an enemy wishes to make a Charge (Double) action that would result in them making one or more close combat attacks against this fighter, they must make a Willpower check before moving. If the check is failed, they cannot move and their activation ends immediately.

Impetuous

When this fighter consolidates at the end of a close combat, they can move up to 4", rather than the usual 2".

Nerves of Steel

When the fighter is hit by a ranged attack, make a Cool check for them. If it is passed, they may choose not to be 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 one dice to discard before the effects of the other are resolved.

Unstoppable

Before making a Recovery test for this fighter in the End phase, roll a D6. If the result is 4 or more, one Flesh Wound they have suffered previously is discarded. If they do not have any Flesh Wounds, and the results is 4 or more, roll one additional dice for their Recovery check and choose one to discard.

Leadership

Commanding Presence

When this fighter activates to make a group activation, they may include one more fighter than normal as part of the group (ie, a Champion could activate two other fighters instead of one, and a Leader could activate three).

Inspirational

If a friendly fighter within 6" of this fighter fails a Cool check, make a Leadership check for this fighter. If the Leadership check is passed, then the Cool check also counts as having been passed.

Iron Will

Subtract 1 from the result of any Bottle rolls whilst this fighter is on the battlefield and is not Seriously Injured.

Mentor

Make a Leadership check for this fighter each time another friendly fighter within 6" gains a point of Experience. If the check is passed, the other fighter gains two Experience instead of one.

Overseer

If the fighter is Active, they can attempt to make the following action:

Order (Double) – Pick a friendly fighter within 6". That fighter can immediately make two actions as though it were their turn to activate, even if they are not Ready. If they are Ready, these actions do not remove their Ready marker.

Regroup

If this fighter is Standing and Active at the end of their activation, the controlling player may make a Leadership check for them. If this check is passed, each friendly fighter that is currently subject to the Broken condition and within 6" immediately recovers from being Broken.

Savant

Ballistics Expert

When this fighter makes an Aim (Basic) action, make an Intelligence check for them. If the check is passed, they gain an additional +1 modifier to their hit roll.

Connected

This fighter can make a Trade action during the post-battle sequence, in addition to any other actions they make (meaning they could even make two Trade actions). They cannot do this if they are unable to make actions during the post-battle sequence.

Fixer

In the Receive Rewards step of the post-battle sequence, as long as the fighter is not Captured or In Recovery, their gang earns an additional D3x10 credits. Note that they do not need to have taken part in the battle to gain this bonus.

Medicæ

When this fighter assists a friendly fighter who is making a Recovery test, re-roll any Out of Action results. If the result of a re-rolled dice is also Out of Action, the result stands.

Munitioneer

Whenever an Ammo check is failed for this fighter or another fighter from their gang within 6", it can be re-rolled.

Savvy Trader

When this fighter makes a Trade action in the post-battle sequence, add 1 to the result of the dice roll to determine the availability of Rare items on offer at the Trading Post on this visit. Additionally, the cost of one item may be reduced by 20 credits on this visit. Note that this means one item, not one type of item. A single power sword may be purchased for 30 credits, but a second power sword will still cost 50 credits.

Shooting

Fast Shot

This fighter treats the Shoot action as (Simple) rather than (Basic), as long as they do not attack with a weapon that has the Unwieldy trait (note that even if a skill or wargear item allows a fighter to ignore one aspect of the Unwieldy trait, Unwieldy weapons retain the Trait).

Gunfighter

If the fighter uses the Twin Guns Blazing rule to attack with two weapons with the Sidearm trait, they do not suffer the -1 penalty to their hit rolls and can, if they wish, target a different enemy model with each weapon with the Sidearm trait.

Hip Shooting

If the fighter is Standing and Active, they can make the following action:

Run and Gun (Double) – The fighter may move up to double their Movement characteristic and then make an attack with a ranged weapons. The hit roll suffers an additional -1 modifier, and Unwieldy weapons can never be used in conjunction with this skill.

Marksman

The fighter is not affected by the rules for Target Priority. In addition, if the hit roll for an attack made by the fighter with a ranged weapon (that does not have the Blast trait) is a natural 6, they score a critical hit, and the weapon's Damage is doubled (if they are firing a weapon with the Rapid Fire trait, only the Damage of the first hit is doubled).

Precision Shot

If the hit roll for a ranged attack made by this fighter is a natural 6 (when using a weapon that does not have the Blast Trait), the shot hits an exposed area and no armour save can be made.

Trick Shot

When this fighter makes ranged attacks, they do not suffer a penalty for the target being Engaged or in partial cover. In addition, if the target is in full cover, they reduce the penalty to their hit roll to -1 rather than -2.

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.

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.

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 (see page 123) 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.

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 thought 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 mission. 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.

THE PRE-BATTLE AND POST-BATTLE SEQUENCES

In a campaign, there are additional steps that take place before and after a battle, as listed below. They must be followed in the order shown, and must be done while both players are present.

The Pre-Battle Sequence

HOUSE FAVOURS

The interests of the Clan Houses are often played out in the furious battles between underhive gangs; the House masters aiding those that will further their agendas. During the pre-battle actions of a gang's first game of the Cycle, they may petition their House for aid. Roll 2D6 on the table below, adding +1 (to a maximum of +3) for every gang in the campaign with a higher Rating than them (the Houses are more likely to offer support if they think their interests might be in danger!).

2D6	Result
2	Displeasure. <i>Such presumption demands recompense !</i> Not only does the gang's House consider their position unworthy of aid, they feel that the gang must offer up a tithe. The player must select one of their Juves or Gangers and remove them from the gang.
3-5	No Effect. <i>Do not bore me with your cries !</i> Despite the gang leader's pleas, their House remains indifferent to the gang's plight – try harder ganger !
6-8	Arms Shipment. <i>Clearly, they simply require the tools to get the job done.</i> The player may add 2D6x10 credits worth of the House list weapons and wargear to their gang.
9-10	New Blood. <i>Perhaps some fresh blood is needed.</i> The player may add a Juve to their gang – though they still need to buy them equipment as normal.
11-12	House Trainer. <i>Maybe they just need to be shown how to fight ?</i> The House sends a trainer – the player may choose D3+1 of their fighters to receive D6 Experience each.
13+	Old Pro. <i>These ones are special, send a member of my bodyguard at once !</i> The player may generate a Champion with up to 150 credits worth of gear and 2D6 Experience, to add to their gang.

The pre-battle sequence has six steps:

1. Buy Advancements and Recruit Hired Guns
2. Determine Scenario
3. Set up Battlefield
4. Draw Tactics Cards
5. Choose Crews
6. Deploy

1. Buy Advancements and Recruit Hired Guns

Each player can spend Experience to purchase Advancements for their fighters (see page 111). If both players wish to do so, the player with the higher Gang Rating goes first, purchasing any Advancements they wish, then the other player does so. If both players have the same Gang Rating, the winner of a roll-off chooses whether to go first or second

Once any Advancements have been bought, players can spend credits to recruit Hired Guns. Again, if both players wish to do so, the player with the higher Gang Rating goes first.

Designer's Note: Speeding Things Up

Having this step at the start of the pre-battle sequence means that players can plan ahead between battles, working out which Advancements they will purchase. There are often several options available when spending Experience, so a bit of forward planning is recommended to get the game under way in a timely fashion.

2. Determine Scenario

To determine which scenario will be used, roll 2D6 on the following table:

2D6 Result

- 2-3 The player with the higher Gang Rating chooses which scenario to play. If both players have the same Gang Rating, the winner of a roll-off chooses which scenario to play. If there is an attacker and a defender, the player who chose the scenario is the attacker.

- 4-6 Play the Stand-off scenario

- 7-12 The player with the lower Gang Rating chooses which scenario to play. If both players have the same Gang Rating, the winner of a roll-off chooses which scenario to play. If there is an attacker and a defender, the player who chose the scenario is the attacker.

Then, the players should agree whether they will fight using the Zone Mortalis or Sector Mechanicus rules. If they cannot decide, the player who chose the scenario has the deciding vote. If neither player chose the scenario (for example, because a 4-6 was rolled on the table), the players should roll off and the winner's choice applies.

Rescue Missions

If one of the players has captured one of the other player's fighters, the captured fighter's player has the opportunity to override the Scenario table and attempt a rescue mission.

3. Set up Battlefield

The players now set up the Battlefield. Some scenarios have special instructions for how to do this, but the default system is as follows. If both players prefer, they can ignore this system and simply set up a battlefield they wish!

Zone Mortalis

Starting with the winner of a roll-off (or the defender, if the scenario has one), the players take turns to pick a board and place it. Each tile after the first must be placed so that at least half the length of one of its edges is touching an existing tile. A tile cannot be placed if it would make the entire board more than four tiles wide in any direction. At any time, as long as at least three tiles have been placed, a player can declare that they have finished placing tiles. Their opponent then has the opportunity to place one more tile.

Once all tiles have been placed, doors are added. If the scenario has a defender, they can place any number of doors and/or door terminals. Otherwise, starting with the winner of a roll-off, the players take turns placing a door, with a door terminal if they wish. At any time, as long as at least three doors have been placed, a player can declare that they have finished placing doors. Their opponent then has the opportunity to place one more door.

Then roll a D6 and set aside that many barricades. Starting with the defender (if there is one) or the winner of a roll-off, players take turns placing a barricade until all have been set up. Then, if there is an attacker, they can place up to two ductways; otherwise, each player (starting with the one who did not place the last barricade) sets up one ductway.

Finally, the Winner of a roll-off places a loot casket anywhere on the battlefield that is not within 6" of an edge of the board. The other player then does the same, with the added restriction that it cannot be within 12" of another loot casket. Each player then rolls a D6; on a 4 or more, they can place another loot casket as long as they can follow the same restrictions.

Sector Mechanicus

The players should mark out an area roughly 4'x4' to be the battlefield, and set aside a selection of terrain pieces. These should be divided into scatter terrain (e.g., barricades, crates, barrels and other small pieces) and large terrain (everything else). Starting with the winner of a roll-off (or the defender, if the scenario has one) the players take turns placing one of the large terrain pieces anywhere on the battlefield. At any point, a player can declare that they do not wish to place any more large terrain; the other player can then place one more piece if they wish.

Then, scatter terrain is added. Starting with the winner of a roll-off (or the defender, if the scenario has one), players take turns placing up to three pieces of scatter terrain. At any point, a player can declare that they do not wish to place any more scatter terrain; the other player can then place up to three more if they wish.

Finally, the winner of a roll-off places a loot casket anywhere that is not within 6" of an edge of the battlefield. The other player then does the same, with the added restriction that it cannot be within 12" of another loot casket. Each player then rolls a D6; on a 4 or more, they can place another loot casket as long as they can follow the same restrictions.

4. Draw Tactics Cards

Each player prepares their deck of Tactics cards – by default this is one copy of each Gang Tactics card, plus any House Tactics cards relating to their gang's House (for example, an Escher gang would take one of each Gang Tactics card and one of each House Escher card). If players have any additional Gang Tactics or relevant House Tactics cards (for example, any from the expansion packs or which have been made available separately, such as Event exclusive cards), these are also added to their decks. Any cards marked as 'Zone Mortalis' are left out of the deck if this is a Sector Mechanicus game, and vice versa.

Once each player's deck has been prepared and thoroughly shuffled, they draw Tactics cards as described in the scenario instructions. Unless a scenario specifically states otherwise, a player cannot draw the same card more than once, even if they own a duplicate copy.

Rigged Door and Hidden Passage

The Rigged Door and Hidden Passage cards found in the Necromunda Underhive boxed set are intended for use in Zone Mortalis battles only. They cannot be chosen for Sector Mechanicus battles; if either of them is drawn randomly, they should be discarded and another card should be drawn to replace it.

5. Choose Crews

Each player chooses a crew from their available fighters, using one of the following methods. The scenario will state which method is used by each player, or might instruct one or both players to use a different, bespoke method. Unless the scenario states otherwise, any fighters not included in the crew will not take any part in the battle.

Random Selection (X)

The player first removes from their deck of Fighter cards any fighters who cannot take part in the battle (for example, because they are in Recovery or have been Captured). If their Leader or any of their Champions has multiple equipment sets, one of their Fighter cards, drawn at random, is kept in the deck – the others are removed. Then the player shuffles their deck and deals out a number of face-down cards dictated by the number shown in brackets (for example, a player using the Random Selection (D3+4) method would roll a D3, add 4 to the result and deal out that many cards). The fighters shown on these cards are the gang's crew for this scenario.

Custom Selection (X)

The player chooses their crew, in secret, by creating a face-down pile of Fighter cards. They cannot include any fighters who cannot take part in the battle for any reason. The number in brackets shows the maximum number of fighters that can be included in the crew, if this is a random number (for example, D3+4), this should be determined before the crew is chosen. If there is no number in brackets, there is no maximum size to the crew.

6. Deploy

The crews are set up on the battlefield. Some scenarios have special rules for this, but the default method is as follows:

The players roll off, and the winner decides whether to take the Priority marker or give it to their opponent. Then, the player with the Priority marker chooses one of the edges of the battlefield and sets up their entire crew within 12" of that edge. The other player then sets up their crew within 12" of the opposite edge. For the first round, the player who already has the Priority marker keeps it (do not roll off in the Priority phase).

The Post-Battle Sequence

The post-battle sequence has six steps:

1. Wrap Up
2. Collect Income (first battle of the Cycle only)
3. Receive Rewards
4. Post-battle Actions
5. Update Roster
6. Report Results

1. Wrap Up

Each player checks to see whether any of their Seriously Injured fighters succumb to their injuries (see page 118), and whether they capture any enemy fighters (see page 119). Any other events that take place ‘at the end of the battle’ are triggered here. Players should also consider shaking hands, congratulating/commiserating with their opponent and sharing favourite moments from the battle – some would say this is the most important step!

2. Collect Income

If this is the gang’s first battle of this Cycle, they collect income from their Turf. The gang’s Turf Size is multiplied by 10, and that many credits are added to their Stash. In addition, most Special Territories generate additional income at this point.

This step is disregarded in the first Cycle of each Turf War (including the first battle of the campaign).

3. Receive Rewards

Each scenario shows a list of rewards which the gangs can receive based on their performance during the battle. Any equipment gained is added to the gang’s Stash – it can be distributed to fighters in Step 5.

Gaining, Losing and Stealing Turf

A gang’s Turf is often hard to define, and can change depending on their victories and defeats. After a gang’s Turf Size increases, roll a D6 and add the amount by which it increased. On a result of 7 or more, it gains a new Special Territory.

Conversely, after a gang’s Turf Size decreases, roll a D6 and subtract the amount by which it decreased. On a result of 0 or less, they lose one of their Special Territories chosen randomly.

If a reward lets a gang steal Turf from another gang, the latter gang’s Turf Size is decreased as described previously, and the stealing gang’s Turf is increased by the same amount. Roll a D6 and subtract amount by which the latter gang’s Turf Size decreased. On a result of 0 or less, they lose one of their Special Territories, chosen randomly, and it is added to the stealing gang’s roster.

Gaining and Losing Reputation

Each scenario contains a number of ways in which a gang can gain or lose Reputation. If a gang both gains and loses Reputation, any gains are applied before any losses.

4. Post-Battle Actions

Each Leader or Champion in the gang can make one post-battle action. Each of these actions is carried out one at a time, in an order of the controlling player’s choice.

Fighters who are in recovery or who have been captured cannot make post-battle actions. Unless otherwise stated, the same action can be made more than once.

YAQ: Dead and currently bleeding to death fighters (61-65 result that need to be escorted to the doc) can’t perform post-battle actions either.

The actions below are always available, but others might also become available through Special Territories, skills or other means.

Work the Gang’s Turf

The fighter generates D6x10 credits, which are immediately added to the gang’s Stash.

Trade

The fighter attends the Trading Post, increasing the gang’s chances of finding rare items. This is resolved in step 5.

Sell to the Guilders

The fighter can sell any number of captive fighters to the Guilders – as long as their gang has had a chance to rescue them (see page 119). Each captive is worth half their value, rounding up to the nearest 5 credits – this many credits are added to this gang’s Stash. The captive’s controlling player should be informed as possible, and must delete the captive from their roster.

Medical Escort

The fighter escorts a critically injured fellow gang member to the Doc. Pick another fighter in the gang who suffered a Critical Injury during the battle and pay 2D6x10 credits from the gang’s Stash. If the gang does not have sufficient funds, or does not wish to pay the full amount, no roll is made and the fighter dies. Otherwise, roll a D6 on the table below:

D6 Result

1 Complications. The fighter dies.

2-5 Stabilized. Roll a D6 and apply the result from the Lasting Injuries table, assuming that it is the second dice of a D66 roll and the first dice rolled a 5 (in other words, a roll of 1 counts as 51, a roll of 2 counts as 52, and so on).

6 Full Recovery. The fighter goes into recovery, but suffers no lasting effects.

5. Update Roster

These steps are carried out in order:

A. Fighters Recover

If a fighter missed this battle because they were recovering, their Recovering box on the gang roster is cleared. They are able to take part in the next battle.

YAQ: Note that, as this step takes place after post-battle actions are carried out in step 4, Champion or Leader in recovery from lasting injuries, miss two games worth of post-battle actions.

B. Delete Dead or Retiring Fighters

Dead fighters are deleted from the roster. Their equipment (except for armour) is added to the gang's Stash as long as their gang had at least one fighter on the battlefield at the end of the battle, or if the fighter was taken to the Doc but still died (either because the gang could not pay for their treatment, or there were complications). Otherwise, the dead fighter's equipment is lost.

Also, at this point, the controlling player can choose to retire fighters – usually because Lasting Injuries have rendered them unfit for battle. These fighters are deleted from the roster, and their equipment is added to the gang's Stash.

Equipment in the gang's Stash can be sold or transferred to a new fighter in the next step.

Loss of a Leader

If a gang's Leader is killed or is retired, a new Leader must be nominated from among the gang's Champions. If it has no Champions, the new Leader must be either a Specialist or Juves. If it has no Specialists or Juves, the new Leader is a Ganger.

In any case, the eligible fighter with the best Leadership must be selected as the new leader. If more than one eligible fighter is drawn for best Leadership, use Advancements as a tie-breaker; if there is still a tie, the controlling player can decide.

When a fighter is promoted in this way, their Type is changed to Leader on the gang roster, and from now on they count as a Leader for determining which equipment and skill sets they can access. Their characteristics do not change.

C. Visit the Trading Post

The gang can make any of the Trading Post actions described as follows, allowing them to hire new fighters and buy or sell equipment. The actions can be taken in any order, and there is no limit to how many times a gang can perform each one. Any spent credits are deducted from the gang's Stash; any gained credits are added to the gang's Stash.

Hire a Fighter

The gang can hire a new fighter from their House list, paying for them as they did when founding the gang. No equipment is purchased for them – they receive equipment in the next step.

Gang Composition

The Gang Composition section of the House List must be honoured when hiring new fighters. For example, if a gang with a Reputation of less than 10 already has two Champions, it cannot hire any more. Similarly, if a gang has fewer Gangers (including Specialists) than its total number of Leaders, Champions and Juves, only Gangers can be hired until this is no longer the case.

Recruit Hangers-on

The gang can spend credits to add a Hanger-on to their roster. Their Reputation must be sufficient to allow this.

Sell Unwanted Equipment

Any equipment in the gang's Stash can be sold. The item is deleted from the Stash, and the gang gains its value in credits, minus D6x10 (to a minimum of 5).

Purchase Equipment

The gang can purchase any equipment from their House Equipment list at the price shown, adding it to their Stash. They can also purchase Common equipment from the Trading Post, at the price shown. They cannot use this action to purchase Rare equipment from the Trading Post – that can only be obtained with the Seek Rare Equipment action, as follows.

Seek Rare Equipment

This action can be taken multiple times, but is only resolved once. Roll 2D6 to determine the availability of items, adding the following bonuses:

- +2 if the gang's Leader is making a Trade post-battle action.
- +1 for each Champion making a Trade post-battle action.
- +1 for every full 10 Reputation the gang has (for example, a gang with Reputation 24 would get +2)

The result is the Availability level – the higher it is, the rarer the equipment that is on offer. For each fighter making the action, the gang can now purchase one Rare item from the Trading Post with a Rarity value equal to or lower than the Availability level. Any items that are purchased are immediately added to the gang's Stash.

YAQ: You can buy from your House Weapon List, buy Common items from the Trading Post, and hire new recruits without using the action. This action is for attempting to purchase Rare items only.

E. Updating Gang Rating

Recalculate the gang's Gang Rating, and update the roster accordingly. Note that this is not done until this step, meaning that any other references to the Gang Rating in the post-battle sequence are referring to the value before it is updated.

Designer's Note: Put away the Clippers

Note that once a fighter has been equipped with a weapon or Item of wargear, it cannot be removed from them unless they die or are retired. Gang members become attached to their weapons, often customising them or going so far as to give them names, and asking them to part with their beloved gear would be akin to asking them to remove an arm. On a more practical point, this means that players never have to snip the weapons off their miniatures!

Updating Miniatures

Each fighter in the gang must always be represented by an appropriate miniature. If a fighter gains a new weapon, it must be added to their model. Grenades and wargear are a little more flexible, and can usually be assumed to be concealed or tucked into a pocket, although players are still encouraged to model these items if possible – after all, it is very easy to forget that a fighter has a piece of wargear when it is only written on their Fighter card.

D. Distribute Equipment

Any equipment in the gang's Stash can now be distributed among its fighters. Weapon choices must respect the restrictions shown in the gang's House list – for example, a Goliath Juve could not be equipped with a heavy bolter, as they can only be equipped with Pistols and Melee Weapons. Also, the limit of no more than three weapons must be adhered to, with Unwieldy weapons taking the space of two. Once any equipment has been added to a Fighter card, the card's credits value is updated accordingly. If the fighter is equipped with an item that has two different costs – one in the fighter's House Equipment list and the other in the Trading Post – the value in the House list takes precedence.

As well as being redistributed amongst other fighters, a new fighter may be equipped for free from the gang's Stash, providing of course that normal restrictions on weapon type are followed. For example, a newly hired Goliath Juve cannot be equipped with a heavy bolter from the Stash. Simply delete the items from the Stash and add them to the new fighter's Fighter card.

Equipment Sets

Leaders and Champions, enjoying the privilege of rank, often maintain a cache of weapons that allows them to equip themselves appropriately for each battle. As such, a Leader or Champion can have multiple Fighter cards, each representing a different set of equipment. An appropriate miniature should be available for each. There is no additional cost for having multiple equipment sets; the controlling player can make additional Fighter card for a Leader or a Champion at any time.

Regardless of the number of equipment sets a fighter has, they still have a single entry on the gang roster. If the fighter suffers any Lasting Injuries or gains any Advancements, they should be recorded on all of their Fighter cards. The fighters cost, as shown on the roster, is equal to the cost of their most expensive Fighter card.

Only one of a Fighter cards can be used for a battle. If a battle uses random fighters from the gang, all of the fighter's card should be shuffled together one should be drawn at random and added to the rest of the gang's Fighter cards before any cards are drawn. This means that only one of this fighter's cards can be drawn for battle, and that the controlling player cannot choose which of their equipment sets they will be using.

When distributing equipment from the gang's Stash, it can be moved to any or all of a Leader or Champion's cards, and can even be moved to more than one.

For example, the Slaughterfists' Leader, Deg the Skinner, has two equipment sets. On one Fighter card is is equipped with a Renderizer, and on the other he has a grenade launcher and spud-jacker. The controlling player wishes to equip him with a set of frag grenades, which are currently in the gang's Stash. The grenades are removed from the Stash and could be added to either or both of the Fighter cards.

6. Report Results

The players should report the outcome of the battle to the Arbitrator, who will update the campaign stats accordingly. The report should contain which gangs fought, the outcome of the battle (i.e., who won), and the final Gang Rating, Reputation and Turf Size of each of the gangs.

ENDING A TURF WAR

Each Turf War in a campaign only runs for a limited time, and ends with an Apotheosis – a climactic series of battles which will determine an eventual winner. Then there is a period of Downtime before a new Turf War begins.

APOTHEOSIS

During the final Cycle of a Turf War, Apotheosis is in effect. A number of additional rules come into effect to represent the escalating clashes across the Zone(s).

Additional Rules

During this week the following additional rules are in effect:

Desperation

If a gang has a lower Reputation than their opponent, they roll 2D6 when making Bottle tests, discarding the highest dice. In a multi-player battle, any gang which does not have the highest Reputation among those taking part benefits from this rule.

Consolidation

At the start of the Receive Rewards step of the post-battle sequence, the losing gang decreases its Turf Size by 1, to a minimum of 1.

Ignominy

If the winning gang has a lower Reputation than the losing gang, the losing gang's Reputation is decreased by 1 and the winning gang's Reputation is increased by 1. This happens in the Adjust Reputation step of the post-battle sequence in addition to any other adjustments.

The Showdown

Once the last Cycle of the Turf War has been completed, there is a Showdown to determine which gang takes ultimate control of the Zone. If the campaign uses more than one Zone, there will be a Showdown for each.

The Arbitrator decides the two Top Dogs in the Zone. These are the two gangs with the highest Reputation (with Gang Rating used as a tiebreaker). Each of these gangs prepares for the final confrontation – they follow steps 2, 4, 5 and 6 of the post-battle sequence, collecting income as though it were the first battle in a Cycle then making post-battle actions, updating their roster and reporting any changes to the Arbitrator. However, the Fighters Recover step of Updating the Roster is skipped – there is not enough time for fighters to recover from their injuries.

Then there is a battle between the two Top Dogs, using the Stand-Off scenario or an alternative Showdown scenario published elsewhere. Owing to the climactic nature of the engagement, each gang automatically passes any Bottle tests it makes, unless it wishes to voluntarily fail

The gang who wins the Showdown becomes the Zone's Overlord, gaining a number of bonuses in the next Turf War. In the case of a draw, the gang with the higher Reputation becomes the Overlord; if this still fails to resolve an Overlord, use the higher Gang Rating, then the higher Turf Size. Carry out the post-battle sequence as normal.

DOWNTIME

Downtime is just that – a period of time during which the campaign is effectively ‘on pause’. It represents the gangs settling back into their normal routine and grabbing onto any turf they still hold, their aggressions and grudges having been temporarily vented.

For the players, Downtime is a chance to relax after the events of the Apotheosis, and to take a short break from playing campaign games. The Arbitrator should decide how long the Downtime will last; they should consider what their players want, giving them enough time off to make them want to return but not leaving it long enough that people lose their enthusiasm.

The Effect of Downtime

Although Downtime does not have as much of an effect on a gang as a campaign Turf War, its fighters are not frozen in time. After their last game of a Turf War (the Showdown if they were one of the Top Dogs, or their last game in the Cycle otherwise), players complete the following steps at the end of the post-battle sequence:

1. Fighters Recover

Any In Recovery boxes on the gang roster are cleared.

2. Captives are Returned

In the downtime between campaigns, friends and family club together to raise the ransom. They can't pay in full but the captor doesn't care, they are sick of feeding their hostage by now and keen to be rid.

Any Captured fighters are released. The gang that had captured them receives half their Credits value (rounding up to the nearest 5 credits).

3. Experience Juves are Promoted

If a Juve has five or more Advancements, they are promoted. Their characteristics and credits value are unaffected, but their Type is changed to Champion. From now on, they are treated as a Champion in all respects.

Preparing for the Next Turf War

At some point during Downtime, the Arbitrator needs to set a deadline for players to register their interest in participating in the next Turf War. This is a great opportunity for new players to join in, or for existing players to duck out if they wish.

When a player registers their interest, they need to either state that they will use their existing gang, create an offshoot gang or found a new gang.

Existing Gangs

Players who took part in the previous Turf War can use their existing gang, as it was at the end of the Turf War. If they were an Overlord at the end of Turf War, their Turf Size stays as it is – otherwise, it is reduced by D6 (to a minimum of 1).

Then, if the gang is particularly large, it might fracture as fighters depart to seek their own fortunes, or are reallocated by their House. If the gang's Rating is more than 2,000 (more than 3,000 if they were the Overlord in the previous Turf War), the player must reduce their Gang Rating to below this amount by retiring fighters, deleting them from their gang roster.

Buying Back Fighters

If any fighters are retired at this point, the player should keep their Fighter cards, marking on them how many Advancements the fighter has received. When hiring fighters at the Visit the Trading Post step of the post-battle sequence during the subsequent Turf War, a player can re-hire one of their retired fighters by paying their full credits costs. They return with 0 Experience, but their full number of Advancements.

Offshoot Gangs

Players who took part in the previous Turf War can instead choose to create an Offshoot gang. This is the same as founding a new gang – they have a budget of 1,000 credits, as normal – but follows these steps:

1. Nominate a Leader

The player picks a Champion from their former gang to be the Leader of their new gang. This Champion's Fighter card(s) are transferred to the new gang, and they are added to the new gang roster. They must be paid for, in full, at the cost shown on their old gang roster.

2. Choose Followers

The player can pick up to two Juves from their old gang to transfer across to the new gang in the same way. They can also pick up to half of the Gangers in their old gang.

3. Bring New Blood

The player can purchase new fighters from their House list with any remaining credits in their budget, as though they were founding a gang from scratch.

Any fighters transferred to the new gang are deleted from the old gang roster. The old gang does not take part in the new Turf War, but could potentially come back for a later one.

New Gangs

This is the only option for new players, but existing players can take this option if they wish to try something new. The player founds a new gang as they would at the start of the campaign, with a budget of 1,000 credits.

Allocating Zones

Once the registration deadline has been reached and all gangs have been submitted to the Arbitrator, they should be split into Zones (if multiple Zones are being used). This is done in the same way as at the start of the campaign, with the exception that Overlords always return to the Zone they were in previously.

A NEW TURF WAR BEGINS

When the Arbitrator is satisfied that all players are ready, a start date can be set for a new Turf War. Again, they will need to set the length of a Cycle and how many Cycles will be in the Turf War.

SPECIAL TERRITORY TABLE

Whenever a gang gains a special territory, the controlling player rolls a D66 on the table below:

D66	Territory	Rules
11-16	Chem-pit	When the gang collects income, the controlling player can choose an available Ganger from their gang to work the chem-pit and rolls 2d6. If the result is a double, the Ganger suffers a mishap and a Lasting Injury roll is made for them. Otherwise, multiply the result by 10 and add it to the gang's Stash.
21-23	Settlement	When the gang collects income, each Settlement they control generates a free Juve. The Juve can be added to the gang roster (as long as this would not cause there to be fewer Ganger than other fighters in the gang), or can be sent to work elsewhere in the House, earning the gang a 10 credit finders fee.
24-26	Mine Workings	When the gang collects income, select up to three available Gangers from their gang and roll a D6 for each. If a dice rolls a 1, that Ganger is caught in a collapse and goes into recovery. Otherwise, multiply the result by 10 and add this many credits to the gang's Stash. If the gang has any Captives, each one can be sent into the mines in place of a Ganger. If a 1 is rolled for a Captive, they generate no income but do not go into recovery – it is assumed that their time in captivity is enough to recover.
31-33	Tunnel Network	Each Tunnel Network controlled by the gang allows up to two fighters to infiltrate the battlefield. Infiltrating fighters must be part of the crew for a battle, but instead of being set up on the battlefield they are placed to one side (the controlling player must declare that they are crawling through the tunnels). At the end of the first round, the controlling player nominates any spot on the ground surface of the battlefield and sets up each infiltrating fighter within 2" of that spot. If the gang controls more than one Tunnel Network, the player nominates one spot for each and sets up a maximum of two infiltrating fighters within 2" of each.
34-36	Vent Network	Each Vent Network controlled by the gang allows up to two fighters to infiltrate the battlefield, when playing a Sector Mechanicus scenario. Infiltrating fighters must be part of the crew for a battle, but instead of being set up on the battlefield they are placed to one side (the controlling player must declare that they are crawling through the vents). At the end of the first round, the controlling player nominates any spot at least 3" above ground level and sets up each infiltrating fighter within 2" of that spot. If the gang controls more than one Vent Network, the player nominates one spot for each and sets up a maximum of two infiltrating fighters within 2" of each.
41-43	Drinking Hole	When the gang collects income, multiply their Reputation by 10 (to a maximum of 80) and add this many credits to their Stash.
44-46	Guilder Contact	If the gang sells a captured fighter to the Guilders, they receive credits equal to their full value rather than half of it. In addition, if one of the gang's fighters is sold to the Guilders, roll a D6. On 4 or more they are returned to their gang, along with any equipment – the gang who sold them still receives payment as usual.
51-53	Friendly Doc	Reduce the cost of any Medical Escort post-battle actions made by the gang by 10 credits, to a minimum of 0.
54-56	Workshop	Once per post-battle sequence, when visiting the Trading Post, a fighter making a Trade action can purchase an item with a Rarity value up to two higher than the Availability level.
61-63	Gambling Den	When the gang collects income, roll up to 5D6 – the more dice rolled, the more the games have been rigged against the patrons. Any dice that score a 5 or 6 are discarded; the total of any remaining dice is multiplied by 10, and that many credits are added to the gang's Stash. If at least three dice are discarded, the patrons have caught wind of the rigged games and the den's owners are run out of town. The territory is deleted from the gang's roster.
64-66	Spore Cave	When the gang collects income, the controlling player can choose an available Ganger from their gang to gather spores and roll a D6. If the result is a 2 or more, multiply it by 10 and adds this many credits to the gang's Stash. If the result is a 1, the Ganger contracts spore sickness. They go into recovery, but mark this with an S instead of a tick. Whenever their in Recovery box should be cleared (at the end of a battle, for example), roll a D6 – on a 4 or more they recover, but on a 1-3 they stay in recovery

SKIRMISH GAMES

Necromunda is a game best played as part of a campaign. There is nothing quite like creating a gang and leading it to glory or ignominy over a series of linked games. Characters evolve, stories unfold, and a strong narrative is easily built up around the events that take place on the tabletop.

Unfortunately, not everyone is able to commit the time required to take part in a campaign. Players may not live close to their gaming friends. Work and commitments might contrive to keep us away from our hobby, meaning that often we are only able to enjoy the occasional stand-alone game when time permits. This, however, is no reason to miss out on the fun of many aspects of the game that appear to be designed for campaign play. It is possible to create gangs for stand-alone Skirmish games, complete with extra skills, characteristic increases, access to weird and wonderful Rare Trade equipment and even Hangers-on and Hired Guns. There is a lot of fun to be had in creating a gang for a Skirmish game, deciding what will be included and what will be left out, choosing skills, creating names and backstories for the fighters, and so on.

The following section gives a set of guidelines for creating Skirmish gangs. Players who wish to use these rules for a game should decide between themselves on the details. Furthermore, this section aims to give guidance to anyone wanting to run a gaming event such as a tournament, as these rules will help to create more interesting gangs for participants to use, which in turn enhances the gaming experience for everyone involved. At the end of this section, you will even find some recommendations for scoring to use in a tournament, along with a few example rules packs made with the following guidelines, which can be used by players for their own Skirmish games or by event organisers wishing to run a one- or two-day event.

GANG CREATION

This section deals with how to create a gang for Skirmish game. For the most part, this is exactly the same as creating a gang for a campaign, right down. However, there are some distinct differences to be aware of.

FOUNDING A GANG

For stand-alone skirmish games, gangs should be between 1,250 and 2,000 credits. Larger is possible but it is worth bearing in mind that smaller credit limits force hard choices to be made. Sometimes, having to choose whether to include one thing or the other is better than having both as it adds to the challenge of the experience. It may be the case that a minimum and/or maximum number of fighters should be specified. A good rule to follow here is that gangs must be a minimum of ten fighters and a maximum of twenty, and that a gang must contain ten members before Hangers-on or Hired Guns can be added.

As in a campaign, a blank Fighter card must be filled in for each member of the gang and for any Hangers-on and Hired Guns, and all fighters, Hired Guns and Hangers-on must be represented by an appropriate model. Finally, all of the normal rules regarding gang composition must be followed, as described in the gang list.

Leaders and Champions: As normal, the Leader and Champions should gain a free starting skill when founding the gang (or an ability, depending upon the gang being used) and, as always, this extra skill should be noted on the fighter's Fighter card.

Equipment: Gangs should be equipped from their own House Equipment Lists following the usual rules with regard to weapon types and total number of weapons available to a fighter of each type.

Additionally, gangs may be allowed to purchase any item from the Rare Trade chart at the cost specified, in effect building a 'Stash' of Rare items that can then be given to the fighters they are hiring when founding the gang, provided of course that they follow the normal rules with regards to how individual fighters can be equipped.

A Rare(X) level should be determined beforehand. For example, players may be allowed to select items up to Rare (10) but not above. In a Skirmish game, players should agree this between themselves. For an event, the event organiser should specify this in the rules pack.

Hired Guns and Hangers-on: In Skirmish games, Hired Guns may be recruited when the gang is founded. However, if there is a minimum number of fighters required, Hired Guns and Hangers-on will not count towards this. For example, if gangs must contain a minimum of ten fighters, they must contain ten fighters drawn from the gang list before any Hired Guns or Hangers-on can be included. They will however count towards the maximum number of fighters if a maximum is in effect.

Hangers-on can be hired when a Skirmish gang is founded as well, and this is covered in more detail in the Reputation section that follows. Any Hangers-on included in a gang must be represented by appropriate models, even those that may not spend much time on the table.

GANG ATTRIBUTES

In a stand-alone Skirmish game or during an event or tournament, Gang Attributes work differently. Gang Rating, for instance, is predetermined and will not fluctuate, whilst Turf size might have more importance in a tournament than a stand-alone game.

Reputation: For Skirmish games, rather than starting with the usual 1 Reputation, gangs may be given a Reputation of 5, 10, or 15 when founded. At an event or tournament, this should be the same for every gang present. Players should decide before the game how much Reputation their gangs will have, whilst event organisers should include this information in the rules pack.

The Reputation of Skirmish gangs serves a two-fold purpose; firstly it will determine how many Hangers-on can be included when the gang is founded, because Hangers-on, such as Ammo Jacks for example, can be particularly useful in a Skirmish game. In addition, Reputation provides an ideal tiebreaker in tournaments.

In the case of events and tournaments, that use Reputation gain and loss as described in the scenarios as a tiebreaker (as follows), then loss of Reputation between games does not mean that purchased Hangers-on are lost.

Turf Size: For Skirmish games, rather than starting with the usual Turf Size of 1, gangs may be given a Turf size equal to half of their Reputation rounded up; meaning Turf Size will be 3, 5, or 8. As with Reputation, at an event or tournament this should be the same for every gang present and event organisers should include this information in the rules pack.

In an event or tournament, Turf Size can play an important role as it can be a useful tiebreaker (see page 132).

FIGHTER ATTRIBUTES

During stand-alone Skirmish games, fighters do not gain Experience, so there is no obvious way for them to gain Advancements the way their counterparts in a campaign will. The following section deals with how to add extra skills and characteristic increases to fighters within a Skirmish gang.

Extra Skills: In Skirmish games, it is a good idea to allow certain fighters to start with some extra skills. This works well with the increased credits players have to found a gang and the access to Rare Trade items and Hangers-on to create the feel of an established, veteran gang that can be used in a stand-alone game.

There are many ways to do this, and both players and event or tournament organisers should feel free to experiment, but as a general rule it is recommended that gangs be allowed to choose five or six Primary skills OR five Primary skills and one Secondary skill in addition to the starting skill the Leader gains when founding the gang. Skills should be equally distributed amongst Leaders, Champions and Juves, with no character having more than two additional skills, with the exception of the Leader and Champions who, including their starting skill, will be allowed a total of three skills.

Skills may also be allocated to Gangers who are nominated as Specialists. The number of Specialists included should be decided beforehand by the players or specified by an event or tournament organiser. For example, you may wish to say that a gang can include up to three Specialists, and when combined with six extra skills you may then say that no more than one fighter (not including the Leader) may take two skills, which would create a good spread of skills across Leaders, Champions, Juves and Specialists.

Characteristic Increases: In addition to extra skills, gangs should be allowed a number of characteristic increases. Again, there are many ways to do this, and players and event or tournament organisers are encouraged to experiment, but a good rule to follow is that the number of characteristic increase should be half the number of extra skills rounded down, which makes two or three the norm.

No fighter should be allowed more than one characteristic increase and no increase should be allowed to a fighter with two extra skills. As usual, characteristic increases may be given to Gangers as well as Leaders, Champions, Juves and Specialists.

PLAYING SKIRMISH GAMES

Once gangs have been created for a Skirmish game, it is a simple matter of getting stuck into the action. This following section contains some useful advice on scenarios and victory conditions for anyone playing a Skirmish game, and some in-depth advice for event or tournament organisers regarding scenario selection, scoring, tie-breakers, and so on.

Scenarios: Any scenario can be used for a skirmish game, but there are some important things to consider with a few of them. Below is some general advice for players and event organisers to consider when choosing scenarios to play in a Skirmish game.

When playing a simple stand-alone Skirmish game, players should ensure that the entire gang they have founded can be used. This might mean ignoring the crew size recommended by the scenario – after all, the two gangs being used will be incredibly well matched due to how they have been created. If a players feel that one side outnumbering the other by too many fighters is a disadvantage, this is best addressed early on when founding the gang. You can be quite specific when agreeing minimum and maximum number of fighters should you wish.

In an event or tournament environment however, the event organiser should not be afraid to use scenarios that specify various crew sizes — part of the fun lies in selecting the best crew ahead of a game. Event organisers also have the luxury of knowing that their players will be playing several games over the course of a day or two, meaning that whatever mix of crew sizes the scenarios chosen specify, from as few as six fighters up to using the entire gang, players can be almost guaranteed to get the most use out of every fighter they have hired.

Zone Mortalis vs Sector Mechanicus: Terrain type should also be given some thought. Players sitting down to play a Skirmish game have the freedom to play over either Zone Mortalis or Sector Mechanicus terrain as they wish, but event organisers may have to consider the logistics a bit more. As a general rule of thumb, if space is limited at a venue, Zone Mortalis might be the better choice. In combination with a lower credits limit for gangs, event organisers can focus on smaller set-ups and quicker games, allowing for an extra game or two to make up for the smaller sized games. Similarly, if an event organiser wishes to hold four or more games in a single day, the fast and frenetic pace of Zone Mortalis games suits this well. If an event is to be run over two days and if resources are available, event organisers may wish to consider having one day be dedicated to Zone Mortalis games and the other dedicated to Sector Mechanicus games. Doing this gives the greatest amount of time possible to change tables and set up anew for the following day, whereas trying to change dozens of tables from Zone Mortalis to Sector Mechanicus over lunch time is perhaps best avoided!

Home Turf and Rescuing Captives: Finally, some scenario rules need consideration. In the case of scenarios that specify a Home Turf Advantage, players should roll off to determine which player is fighting on their Home Turf. Likewise, if players choose to play a Rescue Mission scenario, roll off to see who the rescuer is and who the captor is. The rescuer should then either randomly determine which of their fighters is the Captive, or choose a fighter to be the Captive.

Arbitrated Games and Campaign Events: Skirmish games are not limited just to two players building a gang and fighting out a simple scenario. Groups of three or more players are encouraged to experiment with the rules presented in page 135 for Arbitrated Campaigns alongside Skirmish games. There is a lot of fun to be had playing out a stand alone game under the watchful eye of an Arbitrator who may control certain elements within the game such as terrain effects, groups of hive denizens or wandering monsters.

Additionally, players are encouraged to make as much use of the Campaign Events table presented page 138 as they deem fit, either as a stand-alone table or in conjunction with an Arbitrator. This D66 table presents a huge variety of external circumstances that can change the way any given scenario will play out. When combined with the scenarios page 166, players will find that a simple Skirmish game can easily become a three player experience, with the third player acting as Arbitrator, a role which can be tremendously rewarding.

TOURNAMENT PLAY

There are a few things that make tournament play distinct from any other type of play. Contrary to what many players might think, outrageous competitiveness is rarely one of them! Tournaments give us as players an excuse to get together and play several games over the course of a day or a weekend, catching up with old friends and making new ones. It is certainly true that around the top tables, towards the end of the event, the action can become quite intense as players compete for the eternal fame and glory associated with a tournament win, but for the most part, games are played in a spirit of friendly competition. It is nice to win, of course, but as the games follow a ‘Resurrection’ format (see below), they are often free from the emotion associated with seeing a beloved Champion fatally wounded and lost in campaign play. Tournament games, as with any Skirmish game, can often be played with much more abandon than players may dare in a campaign game, and it can be tremendous fun to play so boldly, unconcerned about a fighter’s long term health.

Resurrection Format

In Skirmish games, the normal campaign rules are suspended for the most part. Gangs are founded as described previously and gain Advancements in a predetermined way. But what about casualties suffered during a game at an event or tournament? Well, these too are handled in a different way. When a fighter is taken Out of Action during a game, there is no need to roll on the Lasting Injuries table. Instead, it is assumed that all fighters are (12-26) Out Cold and return healthy with all of their skills and characteristics intact for the next game. This is referred to as ‘Resurrection format’ or ‘Resurrection play’.

Note, however, that this in no way should stop players rolling to determine the Lasting Injury for their own amusement!

The Draw

At events it is always important that attendees know who they are playing in each round. There are several ways of doing this, for example, in campaign events (as follows) players might be grouped by gang type and drawn randomly against players of another gang type. However, in tournament play, it is important that players on an equal number of wins and/or losses face-off in each round.

The first round of a tournament should be a random draw. Event organisers may wish to interfere with it to avoid ‘mirror matches’ when a player is drawn against a gang of the same type as theirs, or to try to avoid players whom they know to be regular opponents or players who have travelled together facing one another in the first round. It largely doesn't matter, but the first round should ideally always be a fun game against someone new.

From the second round onwards, however, the draw should be done using the Swiss pairing system, meaning that players will play opponents on an equal tournament score and/or number of wins, draws or losses as them in each round. Eventually, this will lead to two, or sometimes more, potential winners, all of whom are equally matched facing off on the top tables, whilst elsewhere in the field players are facing off against opponents on a similar score to them. Not only does this ensure that the final standings are a sound reflection of performance, but it tends to ensure that players will be having enjoyable games against those opponents who are most similar to them, something which in turn enhances experience for everyone present.

Scoring

This section deals with how to score a tournament. When playing a stand-alone Skirmish game, the winner and loser will be determined quite simply by following the scenario rules, and whilst this is true of tournament games as well, event organisers will need a way to keep track of how well players are doing over the course of the event.

Tournament Scoring: As mentioned previously, each individual game is won or lost as determined by the scenario. How this should convert into Tournament Points (TPs) is quite simple:

- Win.....**3TPs**
- Draw.....**1TP**
- Loss.....**0TPs**

Additionally, event organisers may wish to award bonus TPs if certain criteria are met. For example, if the victor wins by a large margin, they may be awarded +1TP. However, if they win by only the narrowest of margins, the loser may be awarded +1TP. What these margins should be is for the event organiser to decide, but a good guide would be a win by 5 or more VPs versus a loss by only 1 VP.

Further bonuses may be awarded for taking Captives, as this is an integral part of campaign play and should be recognised in tournament play. For example, a player may earn +1TP whenever they take an enemy fighter Captive in the post-game wrap-up. It certainly helps to capture the feel of Necromunda if players follow at least one of the wrap-up steps from campaign play at the end of their games, and rolling to see if any enemy fighters are taken Captive is a great example.

Tiebreakers: Finally, event organisers should be aware that there will be ties, and that at the end of any tournament there will be players on an equal number of TPs throughout the field. For the most part this doesn't matter, coming equal 24th is better than coming 25th after all! But when faced with a tie between the top two players, we need a way to break it. To help with this, players will be required to adjust their Reputation and Turf Size post-game when checking to see if any Captives have been taken. Once again, this step helps to capture the feel of a Necromunda Campaign in a Skirmish game event.

The first tiebreaker should be Reputation. A bonus of giving players a higher than usual Reputation when founding a gang is that, over the course of an event, that figure can go both up and down, meaning that it works very well as a tiebreaker, and it is the most important Gang attribute, the one that should be considered above all others. Without a good reputation, a gang is destined to be forgotten!

The second tiebreaker should be Turf Size. As mentioned previously, giving gangs a higher than usual Turf Size when they are founded allows it to go both up and down over an event, which makes it an ideal second tiebreaker. Between these two factors, ties in a tournament should be almost impossible.

CAMPAIGN EVENTS

Not all events must be competitive tournaments, and there is a lot of fun to be had from running campaign-based events. However, organisers may wish to consider using Skirmish gangs for such events as a way to speed things along between games, ensure that all participants are on an equal footing and allow them to focus on the unique elements of the event they have envisioned. The organiser of a campaign event takes on the role of Arbitrator for the attendees, and it is up to them to ensure that the focus is on the games and the narrative that those games drive, because if players spend too much time on developing their gangs or focussing on individual results, this narrative feel can be lost.

What follows are a couple of suggestions, but this section is deliberately brief. Event organisers wishing to run a campaign event are encouraged to let their imagination run riot with the narrative, whilst hopefully these rules for creating Skirmish gangs will prove of use.

House War: Event organisers may wish to run a campaign event where participants are grouped together into teams decided by the gang they wish to play. From there, it is possible to ensure that gang from the same House do not face each other, instead focussing their efforts on destroying their mutual enemies. Doing this may require handling the draw each round to ensure the desired match-ups happen, possibly even to the extent of manually creating the draw each round. This should not matter, though, as players should understand that House honour is more important than individual pride!

Map-based Events: Another option, and an expansion of the above, might be to group players into smaller clans who control an area of a map. Over the course of an event, a clan's territory can shrink or grow based on its members' wins and losses, so that eventually a winner will emerge with the largest territory. This is an idea that can work incredibly well as a event, where entrants sign up as a team of three or more players and compete together for glory. A map-based team event like this can be quite diverse, with draws being done Swiss style based on overall team performance working surprisingly well to combine both tournament and campaign-based events into a package to suit all.

EXAMPLE RULES PACKS

Below are a couple of example rules packs event organisers might build for simple one or two-day events, and which players are encouraged to try for their own entertainment.

One-Day Events

Founding a Gang

Players have 1,250 credits with which to found their gang. Gangs use the Lists page 30. Gangs must consist of between eight and twelve fighters, of which three Gangers may be designated as Specialists:

Leaders and Champions: As normal, the Leader and Champions should gain a free starting skill when founding the gang.

Equipment: Gangs should be equipped from their House weapons list, following the usual rules.

Additionally, gangs may purchase any item from the Rare Trade chart at the cost specified that is Rare (9) or below, including all items listed as Common, to be distributed amongst fighters.

Hired Guns and Hangers-on: These may be included. Hired Guns do not count towards the minimum number of fighters, but both Hired Guns and Hangers-on do count towards the maximum number of fighters.

Models and Fighter cards are required for all Hangers-on.

Gang Attributes

All gangs start with the following Attributes:

Reputation: Gangs have a Reputation of 5. Note this will mean that only one Hanger-on per gang is permitted.

Turf Size: All gangs have a Turf Size of 3.

Fighter Attributes

Fighters may be given extra skills as detailed below :

Extra Skills: You may choose five Primary skills to distribute between your fighters. No fighter may be given more than one extra skill, other than the Leader who gains a free starting skill, meaning they may be given two in total.

Characteristic Increases: Two of the fighters in your gang may be given a single characteristic increase.

Two-Day Events

Founding a Gang

Players have 1,750 credits with which to found their gang. Gangs use the Lists page 30. Gangs must consist of between ten and twenty fighters, of which four Gangers may be designated as Specialists:

Leaders and Champions: As normal, the Leader and Champions should gain a free starting skill when founding the gang.

Equipment: Gangs should be equipped from their House weapons list, following the usual rules.

Additionally, gangs may purchase any item from the Rare Trade chart at the cost specified that is Rare (11) or below, including all items listed as Common, to be distributed amongst fighters.

Hired Guns and Hangers-on: These may be included. Hired Guns do not count towards the minimum number of fighters, but both Hired Guns and Hangers-on do count towards the maximum number of fighters.

Models and Fighter cards are required for all Hangers-on.

Gang Attributes

All gangs start with the following Attributes:

Reputation: Gangs have a Reputation of 15. Note this will mean that only three Hanger-on per gang is permitted.

Turf Size: All gangs have a Turf Size of 8.

Fighter Attributes

Fighters may be given extra skills as detailed below :

Extra Skills: You may choose five Primary skills and one Secondary skill to distribute between your fighters. No fighter may be given more than two extra skills, other than the Leader who gains a free starting skill, meaning they may be given three in total.

Characteristic Increases: Three of the fighters in your gang may be given a single characteristic increase. This may not be a fighter who has two skills.

In addition to the above, a rules pack should detail any special rules in place for the event, list the scenarios to be used in each round and include any alterations to crew sizes in use. It should also inform players of the scoring system and tiebreakers in use, to ease data entry between rounds.

ARBITRATED CAMPAIGNS

This section builds upon the campaign rules, expanding the role of the Arbitrator, presenting different kinds of campaigns, introducing campaign-wide events.

THE ARBITRATOR

Running an Arbitrated campaign can be like telling a good story – albeit one of desperate gang warfare, brutal underhive societies and violent criminals. It is the Arbitrator’s job to bring this tale to life, often playing the role of the antagonists and the uncaring universe that opposes the gangs in their rise to power. This can be a demanding role – but also a very rewarding one – and a well-arbitrated campaign will be one the players remember for a long time to come.

In any campaign, the Arbitrator’s role is to keep track of the Cycle, make sure the players are informed as the rise and fall of their opponents, and to decide when the campaign has reached its conclusion. These are the basic responsibilities of an Arbitrator, but if they choose, there are many different ways for them to shape the course of their campaign. As masters of the campaign, they might choose to introduce random events like hive quakes, clan uprisings or enforcer crack downs that can all have an effect on the battles fought by the gangs. New adversaries can also show up, like Guilder watchmen, noble hunting parties, sump-born horrors or xenos interlopers, either controlled by the Arbitrator or put into scenarios of their own devising to challenge the players. Arbitrators can also create their own battlefields, building them to reflect unique locations like partially submerged domes, bustling settlements or hive-fungi arboreta, pitting gangs as much against the environment as each other. How large a part the Arbitrator plays in their own campaign is up to them and some Arbitrators might like to create complex story arcs with set events, while others may choose to just add just a few random events to spice things up – in either case, this section provides guidance for Arbitrating scenarios whether the Arbitrator is an old hand or just starting out.

Campaigns without Arbitrators

Sometimes, there might only be a few players in a campaign, or none of the players might want to take on the role of the Arbitrator. In these cases it is still possible to play a Necromunda campaign, with each player taking care of their own pre- and post-game book-keeping and the players deciding at the start of the campaign how many games or Cycles they want to play before the campaign reaches its conclusion.

To add some variety to these campaigns, the players can use the Campaign Events table on page 138. At the beginning of a Cycle, the players can collectively get together to roll on the Event table, applying the results for the duration of the Cycle.

DIFFERENT KINDS OF CAMPAIGNS

There are many different ways to run Necromunda campaigns, representing the variety of inter-House conflicts, underhive perils and simple daily anarchy that permeates every hive city. Presented below are a collection of campaign ideas, each one altering the guidelines laid out in the Turf War campaign system presented page 108, to create new challenges for players as well as opportunities for the Arbitrator to run their own scenarios or introduce their own adversaries.

Dome Rush

A hive quake has opened up a new area and gangs are rushing to be the first to claim its riches. Turf is handled differently in a Dome Rush – finds are quickly turned into creds and the gangs move on to fresh areas. In this kind of campaign, when a gang would increase its Turf Size it instead gains D6x50 creds for each point of Turf Size it would have gained.

Special Territories are not used for this campaign type, with the exception noted below.

At the start of the campaign, the Arbitrator should generate a random special territory – this is the first area the gang are exploring and it will last for the Cycle. For this Cycle, all gangs gain the benefits of the special territory. At the end of the Cycle, the Arbitrator generates a new Special Territory, which replaces the current Special Territory (representing the new area the gangs have moved on to).

In a Dome Rush, lots of good loot is flowing out of the newly-found area – to reflect this, the Rarity of items at the Trading Post is reduced by 2.

This kind of campaign is a great opportunity for the Arbitrator to introduce hidden treasures and perils that have been buried in the hive ruins. Every time a Special Territory is revealed, it might unleash something onto the campaign – and the Arbitrator can choose appropriate results from the Campaign Events table such as Generatorium Failure, Sump Stalker or Brainleaf Outbreak. The Arbitrator might also choose to have something truly terrifying unearthed in the Dome Rush, creating their own disturbed hive terror or ruthless cult to oppose the gangers and act as a villain for the duration of the campaign or Cycle.

Last Gang Standing

Trapped in a small settlement or cramped dome a group of new gangs wage a bloody battle for supremacy. This campaign lasts for only a single Cycle, and adds additional rules to the Turf War campaign presented page 108 that capture the viciousness of this kind of close-in struggle for a settlement or zone. Gangs do not gain Turf in this type of campaign (and as a result there is no chance to gain Special Territories). Gangs cannot recruit new fighters, nor can they make use of Hired Guns, though they can still buy new equipment. When a fighter goes Out of Action, no roll on the Lasting Injury table is made – the fighter has been killed in the savage war of supremacy – and they are removed from the player's gang.

In a Last Gang Standing campaign, the Arbitrator can ramp up the danger as it only lasts for a single cycle and gangs will likely perish long before they have a chance to grow in power. The Arbitrator can set up cramped battlefields – Zone Mortalis battlefields are especially good at representing the claustrophobic nature of this kind of campaign. Multi-player games are also very appropriate – with multiple gangs getting into running gun battles all on top of each other. A great way to start Last Gang Standing is the Gang Moot scenario (see page 207) – as we can imagine the gangs have gotten together to work out who owns the settlement and things have gone downhill from there...

Hive Empires

Having risen to control entire zones, mighty gangs then turn their attention to each other, waging inter-House warfare on epic scale. To play out the kind of macro warfare represented by a Hive Empires campaign, the Arbitrator will need to create a map – depicting the locations of the different gang holdings and the battlefields they are fighting over. Start by adding a number of evenly spaced icons or dots to the map (there should be three times as many as there are players in the campaign), to represent Zones. Then draw one or more lines linking each Zone to one or more other Zones (representing the tunnels and domes that connect the Zones). The Arbitrator can then give the Zones appropriate names like the Cogwind Canyons, Sump-river City, or Ash Docks. The player begin in control of three connected Zones (the Arbitrator can either assign these or the players might chose randomly). Players begin with 3,000 credits to spend on their gangs and have a starting Turf Size of 30 (each of their Zones counts as 10 of their Turf Size).

When determining a scenario (see page 221), the choosing player (or in the case of rolling up a Stand-off, the player with the lower Gang Rating) selects a zone to attack that is connected to a zone they control. In addition to any other scenario rules, a successful attack on a Zone decreases its Turf Size by D3+1 (and the corresponding Turf Size of the owning gang). If a Zone is reduced to 0 Turf Size, the attacker claims it and adds 10 to their Turf Size. Special Territories are not gained and lost in the normal way – instead, when creating the map, the Arbitrator should assign Three Special Territories to each Zone, which will then belong to the gang that holds that Zone.

Hive Empires is an opportunity for the Arbitrator to create their own Special Territories, such as ancient factorums that provide a steady supply of fresh weapons, or lost vaults that contain one-of-a-kind relics, and then place them in different Zones to make certain areas highly desirable – and as result bitterly fought over.

Nomads of the Underhive

In the depths of the underhive, there are very few resources to go round, and gangs must struggle over the scraps cast down from above. At the beginning of this type of campaign, the Arbitrator, should generate as many Special Territories as there are gangs involved. Gangs do not have a Turf Size for this campaign and start the game with a single random Special Territory from those generated by the Arbitrator. In this type of campaign, each Special Territory generates D6x20 credits in addition to any of its other effects. After each game, when a gang might gain Turf Size, they instead capture the Special Territory belonging to their opponent (if any). Gangs without any territory earn D6x10 credits after each game. During a Nomads of the Underhive campaign, fighters may not take the Work the Gang's Turf post-battle action – there is just not enough Turf to work !

At the start of each new Cycle, any gang with more than one Special Territory must discard all but one of them. The winner is the gang holding onto the last Territory – though considering the gruelling nature of this kind of campaign, having a gang survive to the end is also quite an achievement !

This kind of campaign is a great opportunity for the Arbitrator to play up the desperation and danger of the deep underhive – either creating their own hive horrors to interrupt gang battles, or having players always include battlefield perils like those from the Badzone Delta 7 tile set. Certain results from the Campaign Events table are also very appropriate to this dismal part of the hive – such as Rising Sump or Corpse-starch Shortage, and the Arbitrator may choose to have them as constant effects rather than rolling for them each Cycle.

Helmawr's War

Sometimes inter-House warfare becomes so widespread that it disrupts hive production levels and Lord Helmawr orders a gang purge. At the start of the campaign, the Arbitrator should divide the players' gangs evenly, into those deputised by the Guilders and supporting the purge, and those declared outlaws and fighting against the purge. If there are an uneven number of players, then the odd gang joins the outlaws.

Outlawed gangs start with a Turf Size of 10 and one randomly determined Special Territory (this is their hideout), while deputised gangs get an extra 250 credits, to spend of their starting gang (representing aid from the Guilders). Use the rules for a Turf War campaign as presented page 108, with the exception that outlaws cannot increase their Turf Size above 10 or gain additional Special Territories. In addition, they cannot gain Turf in games against deputised gangs. When their Turf Size is reduced to 0 they lose their Special Territory.

There is no restriction on which gangs can fight each other (after all, deputised gangs might mistake each other for outlaws while outlaws might struggle over their shrinking Turf). When an outlaw loses its Special Territory it becomes a deputised gang (having been brought into line by the Guilders). When the campaign comes to an end, as determined by the Arbitrator, if any outlaws are left then the purge has failed !

Helmawr's War is a great opportunity for the Arbitrator to run their own Gilder Watchmen, Bounty Hunters or Venator gangs, using any of the existing rosters in new and exciting ways, to aid the deputised gangs, or create famous rebels and subversive cults to fight alongside the outlaws. Scenarios like Last Stand or Prison Break are especially appropriate for this kind of campaign.

Designer's Note: Creating gilder watchmen and underhive monsters.

One of the Arbitrator's roles can include running gangs of Guild-sanctioned watchmen and sump-spawned monsters against the players' gangs. As the Necromunda: Underhive range continues to expand, models and rules for a selection of such groups and creatures will be released – in the meantime though, the Arbitrator should feel free to create them.

To create a gang of sanctioned watchmen for example, the Arbitrator is best served using one of the available gang rosters. Depending on the kind of gang required, you could use Goliaths for a genetically augmented hit squad, Eschers for agile assassins or Orlocks for a hardened vengeance squad. Build the Gang to a set credits limit roughly equal to the player-controlled gangs it will go up against – or, make it larger if you want to present the players with more of a challenge. Then arm and equip the gang with weapons and wargear from any of the House equipment lists or the Trading Post. This could be the flak armour, braced stub guns and shotguns of a settlement law-keeper gang, or perhaps something more exotic like a death cult armed with needle weapons, or a purge detachment all carrying chem-throwers. Finally, give the gang's fighters any appropriate skills – such as a Gilder overseer having Commanding Presence or a watchman sheriff with the Gunfighter skill. When creating these gangs, the Arbitrator should only be limited by their imagination and the range of models they have available.

Creating underhive creatures is more flexible than building a gang of watchmen. Monsters can have pretty much any characteristics, skills, weapons and wargear the Arbitrator wants, and can be represented by almost any model they have – whether it is a mutant sump spider, carnivorous psychic plant or a xenos Cyborg. Arbitrators can take inspiration – and models – from the huge range of Citadel and Forge World models for their monsters. Many of these models also have their own rules in Warhammer 40,000, which can, with a little work, be adapted to work in games of Necromunda.

CAMPAIGN EVENTS

Mutie invasions, toxic floods, hive quakes and generatorium failures are just some of the random events that make life in a hive dangerous – especially if you are scrapping out a living in the underhive. If they choose, the Arbitrator can roll on the Campaign Events table at the start of each campaign cycle. The generated events is then in effect for the duration of the Cycle. Alternatively, the Arbitrator can choose an event that suits their campaign.

D66	Result
11	Hive Quake A mighty quake shakes the hive, collapsing domes and opening up hidden Zones that are quickly exploited by the gangs. Every player rolls 2D6-7, and adds or subtracts (if it is a negative number) this amount from their Turf Size. In addition, at the start of this Cycle all players must roll a dice for each of their Special Territories – on a 6, the Territory has been destroyed and is lost. All players then roll a D3 and randomly generate that many new Special Territories to add to their gang.
12	Rising Sump Ancient cistern pumps are forcing toxic sludge up from below, flooding areas of the underhive in toxic goo. At the start of each battle this Cycle, the players should roll 2D6 – if the result is 7+, then their game is taking place in a flooded area. In Sector Mechanicus games, count the ground as toxic (any fighters on toxic ground reduce their Toughness by 1, and if they are Seriously Injured go Out Action). In Zone Mortalis games, randomly choose D3+1 tiles and count these as toxic (using the rules above) – players can use tiles with sludge hazards printed on them to represent these toxic areas.
13	Ash Storm A powerful ash storm is lashing the outside of the hive and plumes of fog are reaching those zones closest to the shell. At the start of each battle this Cycle, the players should roll 2D6 – if the result is 7+, then their game is taking place during an influx of ash cloud. Games fought in the midst of this choking fog use the following rules: Visibility is reduced to a maximum of 24" and all shooting attacks suffer an additional -1 to hit. Fighters cannot make two Move actions during their activation – unless they are equipped with a respirator.
14	Worker Uprising A manufactory is rebelling over (unusually) brutal production quotas and (especially) oppressive conditions – or maybe some Chaos or xenos cult is stirring them up! During this Cycle, gangs may not visit the Trading Post (they may buy items from their House list as normal), they do not collect income from Turf, Special Territories provide no benefits and fighters may not take the Work Gang's Turf post-battle action.
15	Guilder Tithes The Guilders demand their due, and compel all ‘honest’ gangs to pay up or face the Consequences. At the start of the Cycle, roll 3D6x20 – this is the tithe demanded by the Guilders (gangs that can’t meet the price may sell weapon and wargear to make up the shortfall). If a gang can’t, or won’t, pay the tithe they are ‘marked’ by the Guilders for this Cycle. Marked gangs cannot buy new weapons, wargear, or recruit new fighters or Hire Guns. In addition, the Guilders fund their enemies, and any gang playing against a marked gang can draw an extra Gang Tactics card in addition to those allowed by the scenario (unless they are also a marked gang).
16	Vent Shutdown One of the massive turbines that pump air around the hive has failed. During this Cycle, the air is thin and stale throughout the Zone and the following rules apply to all games. Fighters may not take two Move actions during their activation and when they Charge, they do not add D3 to the distance moved. In addition, all weapons and special ammo types lose the Blaze trait.
21	Generatorium Failure The local generatorium is suffering power failures, and the surrounding Zone is experiencing intermittent black-outs. When playing a scenario during this Cycle, the players should roll a D6 at the start of each game round. On a roll of 6, the generatorium has failed and the battlefield is plunged into darkness. Use the Pitch Black rules on page 192. After the lights have gone out, roll at the start of subsequent round – on a 4+, the lights come back on – though they may still go out again in following rounds as detailed above.
22	Increased Quotas The demands of Lord Helmawr have singled out a specific production quota and the clans are scrambling to meet it. Roll 2D6 to determine a category of item: 2-3 Close Combat Weapons and Pistols, 4-5 Basic Weapons, 6-7 Special Weapons, 8-9 Heavy Weapons, 10 Grenades, 11 Armour and Field Armour, 12 Wargear and Status Items. For this Cycle, all items in this category gain a Rarity of 10+ and may not be purchased from the gang’s House list. In addition, gangs selling items from this category at the Trading Post can do so for double its listed cost.

23	Juve Harvest	The Clan Houses are harvesting fresh workers for the manufactories, emptying settlements of the young and (relatively) vital hivers. For this Cycle, gangs may not recruit new Juves, and Settlement territories do not provide Juves. Gangs may, if they wish, sell their Juves to the Clan Houses. Each Juve is worth double their hiring cost (discounting equipment and advance), less 5 credits for each permanent injury they have sustained.
24	Enforcer Sanction	The rule of Lord Helmawr's law lies heavy on the Zone this Cycle and the Palanite Enforcers are about – perhaps there is a mute rebellion brewing, or perhaps one of the Clan Houses has been failing in their tithes. For this Cycle, players must roll a D6 for each of their fighters before choosing a crew, for their games. On a 6, the fighter has been taken away for questioning and will be returned after the game. If the player chooses, they can ignore the result and keep the fighter for their game. If they do so, then the fighter gains a bounty for the rest of the Cycle as the Enforcers are after them! If an enemy takes a fighter with a bounty an their head Out of Action in close combat, the fighter is immediately captured. The gang may try to rescue the captured fighter as normal, but if they fail, or choose not to, the capturing gang may sell them to the Enforcers for credits equal to their value.
25	Sump Stalker	Something has crawled its way up from the sump and is feeding on the denizens of the underhive. For this Cycle, all battles use the Horrors in the Dark special rule from page 228.
26	Bad Ammo	A batch of faulty power packs, second-hand casings and cast-off rounds has found their way into circulation. For this Cycle, successful Ammo check must be re-rolled. In addition, weapons with the Plentiful trait lose it for the Cycle, while weapons without this trait gain the Scarce trait unless they already have it.
31	Head Hunters	A fresh batch of bounties has been posted, drawing a host of nefarious head hunters to the Zone. At the beginning of this Cycle, each player should randomly select one member of their gang – this lucky fighter has a price on their head! Whenever this fighter is involved in a game, the player's opponent may generate and field a Bounty Hunter for free (see page 60). During the game, the Bounty Hunter will ignore all other fighters to their prey and can only make ranged attack actions against the fighter with the bounty on their head.
32	Corpse-starch Shortage	A shortfall in food production has caused mass starvation and the Zone has become tired and listless. During this Cycle, wounded fighters take longer to return to the battlefield, and when a fighter is In Recovery they must roll a 4+ after missing a game to see if they are fit for the next one. Otherwise, they remain Recovery.
33	Scum Migration	There is an influx of sell-guns, ex-gangsters and shankmen looking for work. For this Cycle, all gangs can recruit Hive Scum (see page 59) for half their base cost. These cut-price hirelings however are less reliable than normal, and if their gang fails a Bottle test, the Scum legs it and is removed from the battlefield.
34	Spire Safari	A group of uphive noble scions is on a safari in the underhive, hunting muties and experiencing first-hand the ‘exotic’ locales. While few gangs would be – foolish enough to kill such well-connected and protected individuals, they are not above making some money off them. During this Cycle, as a post-battle action one Ganger from a gang (though not Leaders, Champions or Juves) can offer their Services to the safari. Roll D6 – on a 1-5, the Ganger shows them sights such as the infamous Filth Pit, or introduces them to notable locals like Mad Molly of Edgetown, and earns D6x10 credits for their troubles. On a 6, the Ganger unwittingly leads the safari into the lair of an underhive horror and must fend it off. The Ganger earns D6x10 credits but must also make a roll on the Lasting Injury table.
35	Cred for the Dead	Raw material for the hive’s mortuarium cults is running low and body farmers are visiting the local settlements. For this Cycle, gangs may sell their dead. Any fighter that is killed (either from a 66 result on the Lasting Injury table or failure to see or be saved by a Doc) can be sold. The mortuarium cults care only for the corpse and so each fighter is worth only their hiring cost and does not include the value of any Advancements or equipment.
36	Hab Purge	A routine purge of an overpopulated hab-zone has freed up space for gangs to expand into, while throngs of orphans provide a ready source of Juves and Gangers. For this Cycle, when a gang would increase their Turf Size (though not through stealing Turf from another gang), add 1 to the Turf gained. In addition, the cost to recruit new Gangers and Juves is reduced by 10.

41 Brainleaf Outbreak	Aggressive flora is invading the zone, bringing with it clouds of brain eating spores! At the start of each game, players should randomly select D3 fighters from their crew. They then make a Leadership test for each one. If they fail, place an Insanity marker on their card and use the rules for Insanity to determine their actions (see page 25). Note that if they manage to overcome the Insanity with a Willpower test, it will not affect them for the rest of the battle.
42 Overproduction	The forges of the Clan Houses have been running hot, and an excess of weaponry and wargear has flooded the hive level. Roll 2D6 to determine a category of item: 2-3 Close Combat Weapons and Pistols, 4-5 Basic Weapons, 6-7 Special Weapons, 8-9 Heavy Weapons, 10 Grenades, 11 Armour and Field Armour, 12 Wargear and Status Items. For this Cycle, any gang visiting the Trading Post reduces the Rarity of items in this category by 2 and can purchase them for half its listed cost.
43 Mutie Cull	The mutants that lurk unseen in the deepest shadows of the underhive are restless and have been organising into gangs and taking over parts of the underhive. The Merchant's Guild has ordered a cull and is offering gangs a bounty for each mutie they kill. During this cycle, as a post-battle action, Gangers can go on the Cull adding 10 credits to their gang's Stash. Additionally, if any of a gang's fighters are killed during this Cycle (either from a 66 result on the Lasting Injury table or failure to see or be saved by a Doc), they can dress up the corpse and try to pass it off as a mutant. Roll D6 – on a 1-5, the Guilders go for it and pay D6x10 credits, on a 6 they suss out the ruse and fine the gang D6x10 credits for wasting their time.
44 Imperium Holy Day	It is the Feast of the Emperor's Ascension (at least as the inhabitants of the underhive reckon it), and fervent prayers and celebrations can be heard in every settlement. For this Cycle, the abundance of 'slightly better' food grants everyone the benefits of a Slopper (see page 65). If a gang already has a Slopper, the chance for recovery is increased to a 5 or 6, rather than just a 6. In addition, Leaders may choose to Pray as a post-battle action. When a Leader Prays, roll a D6. On a 1-5, the Emperor remains silent, or at least chooses not to lower himself to talk to the scummy underhiver. On a 6, the Leader mistakes some random hive noise or creature for a sign and is inspired with righteousness – for their next game, reduce any Bottle tests the gang takes by 2.
45 Nomad Caravan	An Ash Waste caravan has reached the underhive, bringing with it goods from other hives and a wealth of scavenged items from the wastes. During this Cycle, the Rarity of all Trading Post items is reduced by 1. In addition, items with a Rarity of 7 or less (before reduction) become common and can be bought without the need to make a Trade action.
46 House Feud	A noble blood feud has found its way down into the underhive, the slighted leaders of two Houses offering rewards to any loyal subjects willing to settle the score. Randomly select two different Houses from those present in the campaign. For this Cycle, gangs from these Houses gain an additional 2 Reputation and D6x10 credits in games where they defeat a gang from the rival House.
51 Green Hivers	A group of green hivers has entered the Zone, looking to make a new start. At the start of this Cycle, if they wish, each player may send a fighter to help the green hivers get settled. If they do, the player may add a Settlement Special Territory to their gang. However, the fighter they choose cannot be used in any games this Cycle.
52 Lost Vault	An ancient vault of weapons and wargear has been uncovered in the depths of the Zone and the gangs are fighting to claim it for themselves. Keep track of the Reputation gained by each gang during this Cycle. At the end of the Cycle, the gang that had the largest increase in Reputation claims the vault (in the case of a tie, the gang with the highest Rating is the winner). The winner can choose D3+1 items from the Trading Post up to a combined value of 250 credits and add them to their gang (without spending credits or needing to roll for Rarity).
53 Imperial Tithe	Astra Militarum recruiters are gathering up able bodies for the Imperial Tithe, and are especially interested in any skilled fighters they can find. After any game during this Cycle, players may choose to sell fighters to the recruiters for credits equal to their value (otherwise, it is considered that their gang is keeping a low profile when the recruiters come around).
54 New Blood	A lull in the ongoing warfare between Houses gives some grizzled old gangers a chance to reflect on their life choices, while new blood arrives excited by the prospect of battles to come. Each player must select their fighter who has the most Lasting Injuries (if there is a tie, they may choose). This fighter is then retired and removed from the gang. The player then gains a Juve to add to their gang with up to 20 credits worth of equipment. If the player has no fighters with Lasting Injuries, this event has no effect on their gang.

55 Wandering Chirurgeon A mysterious doctor is wandering the underhive offering their services to gangs – surely they don't have any ulterior motives? During this Cycle, when a gang takes the Medical Escort post-battle action, it can choose to go to the Wandering Chirurgeon instead of a Rogue Doc or a normal underhive doc. This works exactly as a Trip to the Doc except that it doesn't cost any credits, and the player instead rolls on the table below:

D6 Result

1	Stabilised	The fighter is saved but goes into Recovery.
2-5	Successful Experiment	The fighter is fully healed. In addition, for their next battle increase the fighter's Strength, Toughness and Wound by 1.
6	A Perfect Specimen !	The fighter vanishes and is removed from the gang. The player may not use the Wandering Chirurgeon again this Cycle.

56 Initiation A hulking figure resplendent in saffron-yellow armour is seen wandering the underhive and watching gang battles from afar; the stranger's piercing gaze judging the fighting prowess of the gangers. At the beginning of this Cycle, a player may offer up a single Juve or Ganger to the stranger for testing. Make a Ballistic Skill, Weapon Skill and Initiative test for the chosen fighter, and then roll D6 against the fighter's Strength and Toughness. For each test that was failed, or each roll against Strength or Toughness that was, greater than the fighter's stats (or was a 6), work out a S4 hit against the fighter that deals 1 Damage, counting any results on the Injury dice of Seriously Injured as Out of Action. If the fighter survives (after any rolls on the Lasting Injury table), they receive 2D6 Experience. If the fighter passed every test, then they are judged worthy and removed from the gang, and the player is compensated with credits equal to the fighter's value on their Fighter card.

61 Impeding Doom Portents of the end times are everywhere (apparently) and the hive preachers are even more forthright in their zealotry than normal. It may indeed be the end of days – or perhaps just another Cycle in the underhive – in either case, everyone is acting a bit madder than usual. For the duration of the Cycle, all Cool checks suffer a -1 to the dice roll. Additionally, Broken fighters (see page 17) have a habit of spouting religious invective as the creeping dread overwhelms them. All fighters within 3" of a Broken fighter cannot benefit from Leadership skills or activate as part of a Leader or Champion's activation.

62 Dark Dreams Strange dreams are plaguing part of the underhive as mysterious creatures whisper through the veil between worlds. At the start of each game this Cycle, players must randomly select one fighter from their crew and make a Willpower test for them. If the fighter fails the test, they are shaken by their dreams and reduce their Leadership and Cool by 2 for the remainder of the battle. If they pass, they gain a random ability from the Random Strange Powers table (see page 191) for duration of the game.

63 Guilder Scrutiny Recent gang warfare and its disrupting effect on trade have drawn the eye of the Guild. The gang with the highest Gang Rating (or the highest Reputation in the case of a tie) has been placed under investigation and Guilder agents are nosing around its Turf. For this Cycle, the gang under investigation must halve all income from Special Territories and the Working the Turf post-battle action. Other gangs may take advantage of the investigated gang's situation, and as a post-battle action their Leaders can pass on information to the Guilders – each time a Leader takes this action, make an Intelligence test for them. If it is successful, they are paid 2D6x10 credits for the information.

64 Grey Shivers An outbreak of the Grey Shivers is running amok in the underhive, causing sickness and paranoia. During this Cycle, Settlement, Drinking Hole and Gambling Den Special Territories provide no income or any other benefits. In addition, each player should randomly select D3+1 of their fighters and then roll D6 for each of them. If they roll equal or less than the fighter's Toughness, then they have fought off the disease. If they roll higher (or roll a 6), then the fighter cannot be used for this Cycle, as they recover from the Shivers.

65 Promethium Excess Tons of run-off promethium from spaceport facilities up-hive has been pumped into the lower levels, providing plenty of fuel for fire bombs and flamers. During this Cycle, heavy flamers, flamers and hand flamers gain the Plentiful trait. In addition, when visiting the Trading Post, all gangs may purchase scrap flamers for 60 credits and fire bombs for 30 credits. These weapons are very crudely constructed and not made to last. Remove them from the fighter's cards at the end of this Cycle.

Weapon	Rng		Acc		Str	AP	D	Ammo	Traits
	S	L	S	L					
Scrap flamer	-	T	-	-	3	-	1	6+	Blaze, Template, Unstable
Fire bomb	-	Sx3	-	-	3	-	1	4+	Blast (3"), Blaze, Grenade

66 Lord Helmawr Speaks ! The hive trembles as Lord Helmawr makes his will known to the billions of souls under his rule. Generate two results from this table and apply the results of both to this campaign Cycle.

THE DOMINION CAMPAIGN

Power in the underhive is more than a gun in a ganger's hand. It is reputation, it is coin, and the worth of the ground that you can call your own. For gangs that wish for more than bloodshed, that wish not just for infamy, but to rise from the ashes and ruins to something greater; for these, dominion over the soul and iron of the hive is everything. And for that end, they will fight bitter war without mercy.

HOW THE CAMPAIGN WORKS

The Dominion Campaign is based around gangs fighting battles for the control of Territory. Each game in the campaign is fought for the control of a Territory, with the winner either gaining a new Territory, or holding onto one that they already have. The Territory being fought over is the stake of a game, and every game has a Territory at stake on the outcome.

Territories are features of the underhive that are worth something to the gangs, be that a set of old ruins that provide building materials or a safe haven, or a tech bazaar selling all manner of STC technology. There are a fixed number of Territories in a Dominion Campaign, based on the number of players.

Possession of a Territory grants a gang that holds it a benefit – called a Boon. Boons vary from income, to a special Tactic that can be used in battle, to equipment or even recruits for their gang. Gangs claim Territories by winning battles.

All gangs possess a Settlement Territory which they cannot lose and which can never be staked on the outcome of a battle. This represents the gang hideout.

The Campaign ends after a fixed period of time, and at that point gangs are awarded Triumphs based on how many battles they have fought, how much Territory they have, how wealthy they are, their Reputation, and how many enemies they have taken down.

The Arbitrator

The Arbitrator in a Dominion Campaign is the person who organises the campaign, tracks results and tack who has possession of each Territory. They also keep each phase of the campaign running to time, and generally cajole the players to fight battles and have a good time. If the Arbitrator is inspired and willing to put in more time and work then they can add more flavour and texture to the campaign by creating custom scenario terrain sets, unique characters, and new Territories. This, of course, is a lot more work, but can result in a truly memorable and deeply satisfying experience.

The Gangs

Each player in a Dominion Campaign needs to have a gang. This can be any gang currently available. Note, however, that for the campaign system to work, gangs must be counted as coming from one of the Houses. Chaos Cult gangs are treated as Cawdor gangs, Genestealer Cults as Orlock gangs, and Venators may choose which House they count as at the start of the campaign. Further rules for using other types of gangs in a Dominion Campaign will be added in the future.

Territories

Each Territory is a feature of key interest in the localised area of the hive within which the gangs are fighting. A gang gains a Territory by winning a battle and holds onto it by winning future battles fought over its possession. Each Territory also grants the gang that controls it a benefit, called a Boon.

Winning

Rather than a single winner, there are many Triumphs that a gang can achieve in a Dominion Campaign. At the end of the last week of the Takeover phase, the Dominion Campaign is over. The Arbitrator then totals up each gang's total enemies taken Out of Action, final Wealth, final Reputation, and the number of Territories held by each gang, and then awards Triumphs to players.

SETTING UP THE CAMPAIGN

Setting up a Dominion Campaign is a task that falls to the Arbitrator, that heroic person amongst a group of players who has decided to run the campaign or has volunteered to take it on. To set up the campaign, the Arbitrator must set start and end dates, make sure that all of the players have founded their gang, and determine the Territories that the gangs will be fighting over. This is best done in a single evening or session where everyone playing in the campaign meets, drinks tea, goes through all of the steps of setting up the campaign together and generally gets excited about the fun ahead.

Set Start & End Dates

The Dominion Campaign is divided into six campaign weeks, separated by a single week of Downtime after the first three weeks, meaning that the campaign will last a total of seven weeks. The first step in setting up the campaign is for the Arbitrator to determine the start date, the end date and when the week of Downtime will fall. They then share this vital information with the players!

Determine the Territories

The number of Territories used in a Dominion Campaign depends on the number of players committed to the campaign – see the following table:

Players	Territories Generated
3	9
4	12
5	15
6	18
7	21
8	24

Territories are generated with the following method:

1. For each House represented by a player's gang, take the cards for those Territories that offer Enhanced Boons to gangs of that House and make a deck of them.
2. Draw one Territory from each of these House decks of cards and put them aside until step 5 (note: one card is drawn, no matter how many gangs there are from an individual House).
3. Take all of the remaining cards, add the cards not drawn during step 1 back in, shuffle them together and draw a number of Territories up to the number of Territories required for the campaign.
4. All non-selected Territories are discarded.
5. All of the selected Territories are revealed to all of the players.

Making a Deck of Territories

The Necromunda Campaign Territory card set for the Dominion Campaign contains cards for each Territory used in this version of the Dominion Campaign. These cards feature all of the Territories special rules and can be used both as play aides and when determining the Territories for the campaign. If you do not have a set of these cards, you can use half a deck of playing cards to determine the Territories for a campaign. Remove all Hearts, Clubs and Jokers, leaving just Spades and Diamonds. Each card in these remaining suits corresponds to a Territory, as per the table shown below.

Designer's Note: Dark Millennium Playing Cards

Much of the inspiration for using cards within this campaign stems from John Blanche's Dark Millennium playing card set. The tables within this section have been written to work with any standard set of playing cards. However, if you want to use the Dark Millennium deck, use the following as a guide to match sub-plots to the Dark Millennium cards: Imperium (Hearts), Chaos (Clubs), Mechanicus (Spades), Xenos (Diamonds).

Card	Territory
Ace of Diamonds	Refuse Drift
2 of Diamonds	Corpse Farm
3 of Diamonds	Bone Shrine
4 of Diamonds	Drinking Hole
5 of Diamonds	Gambling Den
6 of Diamonds	Needle Ways
7 of Diamonds	Synth Still
8 of Diamonds	Stinger Mould Sprawl
9 of Diamonds	Narco Den
10 of Diamonds	Slag Furnace
Jack of Diamonds	Fighting Pit
Queen of Diamonds	Smelting Works
King of Diamonds	Mine Workings
Ace of Spades	Tunnels
2 of Spades	Toll Crossing
3 of Spades	Tech Bazaar
4 of Spades	Generatorium
5 of Spades	Archaeotech Device
6 of Spades	Old Ruins
7 of Spades	Settlement
8 of Spades	Rogue Doc Shop
9 of Spades	Promethium cache
10 of Spades	Wastes
Jack of Spades	Sludge Sea
Queen of Spades	Workshop
King of Spades	Collapsed Dome

FOUNDING GANGS

Before the campaign begins, each player must found a gang. The rules for founding a gang in a Dominion Campaign are slightly different. As normal, each gang has a starting budget of 1,000 credits, and must be created using any of the lists mentioned previously. This budget can be spent on fighters (following the restrictions in each Gang List) and equipment from that gang's Equipment List; any credits that are not spent are added to the gang's Stash and stored away for later use. A Fighter card must be completed for each fighter in the gang, and a gang roster must be completed to record all of the gang's details.

Gang Attributes

In a Dominion Campaign, gangs have a number of attributes, which are tracked on their roster. These attributes, and their starting values, are explained below:

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, including the cost of all alternative weapon sets a fighter has.

Wealth

In a Dominion Campaign, gangs also have a Wealth Value – this is equal to the total cost of all of the fighters in the gang, plus the value of any credits or equipment they have in their Stash.

Reputation

Reputation is the measure of a gang's standing and power in their Zone. It is separate from Gang Rating, which is a measure of the gang's size and resources; a small gang can build up quite an impressive reputation. A gang's Reputation starts at 1, and cannot drop below 1.

Fighter Campaign Attributes

In a Dominion Campaign, each fighter in a gang has a number of attributes that are track in their entry on the gang's roster:

Experience (xp)

Fighters can spend Experience in order to purchase Advancements – when they do so, the Experience total is reduced accordingly.

Advancements

The more Advancements a fighter has, the more expensive any future Advancements will be. Leaders and Champions start 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 that 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, a note is made in the Lasting Injury/Captured By box of 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 Dominion Campaign related information, such as Territories held, Gang Rating, Reputation, Wealth and so on, as well as each fighter's Experience and Advancements.

The gang roster is made up of a number of elements, as shown: the gang's name and House, its Gang Rating, Reputation and Wealth, the Territories it holds and its Stash, containing unspent credits, surplus equipment (both weapons and Wargear), and so on. It also has a line for each fighter in the gang, with space for their names, fighter type, Cost, Experience earned, the number of Advancements gained, and whether they are currently In Recovery or have suffered any injuries or been Captured. Note that although the number of rows is limited, there is no upper limit on the number of fighters a gang can contain. Should a gang be lucky enough to have more fighters than can be fitted onto one gang roster, simply use a second gang roster for extra space.

Campaign Variants

The Dominion Campaign represents gangs fighting over known Territories, the ownership of which is in constant flux as gangs struggle for superiority, but it can also be easily varied to represent either a war over established gang Territories or gangs fighting as they explore an unknown and unclaimed region:

Old Kingdoms

Some part of the underhive have been under the control of various gangs since before anyone alive can remember. Every now and then something changes, a gang collapses or wants more, and then the gangs go to war, re-soaking the same old ground with fresh blood. In Old Kingdoms variant, players each start with two random Territories out of those drawn for the campaign. The remainder make up the small pool of unclaimed Territories. There is no Occupation phase in this variant. Instead there are two three-week Takeover phases, separated by one week of Downtime.

Into The Unknown

In this variant, the gangs are exploring an area where everything is unknown – perhaps a pass into inaccessible part of the underhive has opened up, or the gang are prospecting deep in Hive Bottom or out in the Ash Wastes. This variant works like the Dominion Campaign, but rather than revealing the Territories at the start of the campaign, they are kept secret (the cards are drawn but not turned over). A Territory is still chosen as the stake for each battle in the Occupation phase, but that Territory is chosen from the unrevealed Territories and revealed. Simply, Territories are only revealed to players when they are fought over. In the Takeover phase, battles are fought over either revealed Territories held by a gang, or over a Territory that has not yet been revealed.

RUNNING THE CAMPAIGN

The Dominion Campaign is divided into three phases, all of which run for a fixed length of real time:

1	Occupation phase	Three weeks
2	Downtime	One week
3	Takeover phase	Three weeks

The Occupation Phase

During the Occupation phase, each battle played out between gangs has a single uncontrolled Territory at stake, and the winner of the battle gains control of that Territory. The Territory at stake from those currently available should be decided between the players when issuing and accepting challenges. Players may fight as many battles as they can fit in during this time.

If at any point during the Occupation phase all of the Territories have become occupied and are controlled by a gang, meaning that there are no more uncontrolled Territories to fight over, then the Occupation phase ends and Downtime begins. The length of the Downtime does not change; but the Arbitrator may choose to extend the Takeover phase if the Occupation phase ended early.

Downtime

This is an opportunity for all players to catch their breath and for gangs to patch their wounds. The exceptionally bold and active players might put their gangs through a special side battle (see page 146) if they just can't be away from the roar of guns and the song of blades for that long.

The Effects Of Downtime

After their last game of the Takeover phase, players complete the following steps at the end of the post-battle sequence:

1. Fighters Recover
2. Captives are Returned
3. Experienced Juves are Promoted
4. Fresh Recruitment

1. Fighters Recover

Any In Recovery boxes on the gang roster are cleared.

2. Captives Are Returned

Any Captured fighters are released. The gang that had captured them receives half their credits value (rounding up to the nearest 5 credits).

3. Experienced Juves Are Promoted

If a Juve has five or more Advancements, they are promoted. Their characteristics and credits value are unaffected, but their Type is changed to Champion. From now on, they are treated as a Champion in all respects.

4. Fresh Recruitment

All gangs gain 250 credits to recruit new fighters and/or Hangers-on. These credits must be spent now and cannot be added to the gang's Stash. Gangs may supplement these credits with extra credits from their Stash.

Side Battles

Side battles are special battles fought during Downtime. While most players will be happy with taking a break for a week and getting ready for the Takeover phase, there may be a few who can't go a week without their fix of gang warfare. To satisfy this need, an Arbitrator can run one or more side battles during Downtime. Side battles are fought after the effects of Downtime are applied.

Side battles should, as a rule, be unusual, and have no effect on the Territories held by any of the gangs. They are a great opportunity for the Arbitrator to design a custom scenario or one using the rules and guidelines for Arbitrated Scenarios (see page 135) and Multi-player Games (see page 206). Fighters can earn Experience and suffer Lasting Injuries from a side battle, but should not gain or earn income, or gain Credits or Reputation as a reward for a side battle. Instead, the Arbitrator should create a special reward for the victor or victors of a side battle, such as an unpredictable piece of archaeotech, a unique drug, or a custom Tactics card.

The Takeover Phase

In the Takeover phase, challengers must nominate a Territory currently controlled by their opponent which they wish to seize. Otherwise, the gangs may choose to fight over control of an as yet unclaimed Territory left over from the Occupation phase. Players must decide when issuing and accepting challenges which option to follow and which Territory is at stake. This allows gangs to take Territory from their rivals by force as well as grabbing any as yet unclaimed Territory. As in the Occupation phase, players may fight as many battles as they wish in the time available.

What The Arbitrator Keeps Track Of

The Arbitrator has to keep track of the following information during the campaign:

- *How many battles each gang has fought.*
- *Which gang controls which Territory.*
- *Which unclaimed Territories have been nominated and are due to be fought over.*
- *The number of enemies that each gang has taken Out of Action.*
- *Each gang's current Wealth, which is a total of the credits value of all of the members of a gang, their equipment, and any credits in their Stash.*
- *Each gang's current Reputation.*

Players should report this information to the Arbitrator after each battle.

Gaining Experience

During a game, a fighter can gain Experience in a number of ways. The standard ways in which Experience is gained are detailed here. Experience is also gained by completing scenario objectives – these will be detailed in the scenario. A fighter gains 1 Experience (XP) if their action directly causes an enemy fighter to go Out of Action. This could be an attack, a Coup de Grace, or anything else, so long as the enemy is taken Out of Action by the action itself and not later on in the game as the result of something else. For example, if an attack leaves a fighter Seriously Injured and they later go Out of Action in the End phase, no Experience is gained. If an action causes multiple enemies to be taken Out of Action – for example, if a fighter throws a grenade that takes out two enemies – Experience is gained for each.

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

Finally, a fighter who Rallies and returns to the fight (see page 18) gains 1 Experience for overcoming their fear and returning to the action.

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 and any eligible Gangers by spending Experience (XP) accrued. The XP cost of these Advancements is shown in the table below. The fighter's card is updated accordingly with the Advancement taken, the fighter's XP is reduced by the amount spent to purchase the Advancement, the fighter's total number of Advancements is increased by one (on the gang roster) and the fighter's Credits value is adjusted by the amount shown, which will in turn increase the Gang Rating.

The more experienced a fighter is, the more certain Advancements cost to purchase in terms of XP. The cost of each characteristic Advancements of the same type taken is increased by 2 for each instance after the first. For example, a Champion may increase their Initiative by 1 for 5XP, but to increase it by 1 a second time will cost them 7XP. Juves however are particularly fast learners, and as result they suffer no such penalty on characteristic increases; they may increase a characteristic any number of times (up to the maximum – see page 147) for the basic XP cost shown each time.

Cost	Advancement – Leaders, Champions, Juves & Specialists	Credits Increase
3 XP	Improve the fighter's Willpower or Intelligence characteristic by 1.	+5 credits
4 XP	Improve the fighter's Leadership or Cool characteristic by 1.	+10 credits
5 XP	Improve the fighter's Initiative characteristic by 1.	+10 credits
5 XP	Add 1" to the fighter's Movement characteristic.	+10 credits
6 XP	Improve the fighter's Weapon Skill or Ballistic Skill characteristic 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 characteristic 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 characteristic 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 cast'. As such, they spend Experience and gain Advancements in a simplified manner. If during the pre-battle sequence, a Ganger has gained 6 XP, the controlling player rolls 2D6 on the table below, updates the Ganger's Fighter card and their Credits value accordingly, and reduces their XP by 6.

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

Specialists

Two of the results on the table above allow a Ganger to become a Specialist. They are still a Ganger to all rules purposes (for example, with regards to the weapons that they can carry), but they now able to spend XP 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 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 basic profile for the Fighter's current type).
- Wounds and Attacks cannot be improved by more than 1 (compared to the basic profile for the Fighter's current type).

Skills

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

Each House fights in its own way, and this is reflected by the skill sets that are available to them. A fighter has different levels of skill access depending upon their House and their type; for example, Goliath Champions can gain Brawn skills more easily than Escher Juves. In each House list, and for certain other types of fighter (Exotic Beasts and Brutes for example) there is a section showing the skill sets available to those fighters. Fighters have Primary access to some skill sets, and Secondary access to others. Certain fighters can access skills from other sets, but to do so is more expensive in term of XP.

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

Gaining a Skill

When a fighter gains a new skill, it will either be chosen or determined randomly depending upon how much XP has been spent to gain the skill on if the skill is Primary, Secondary or neither. Choosing a skill is simply a case of picking a skill from the sets available that is desirable for the fighter. To determine a random skill, the player declares which set they are generating the skill from, and rolls a D6 on the table below (re-rolling if the fighter already has that skill).

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

Lasting Injuries

When a fighter goes Out of Action, their opponent rolls two D6, 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 and each result is applied.

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 both the post-battle sequence of the current game and the next battle in order to recover from their injuries. This means that a Leader or Champion who has gone Into Recovery may not perform post-battle actions at this time. During the Wrap-up of the gang's next battle, the In Recovery box will be cleared, the fighter becomes available once again and Leaders and Champions may perform post-battle actions.

Note that no matter how many Lasting Injury rolls are made, a fighter that goes Into Recovery will only miss one game rather than multiple games.

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. The fighter recovers in time to perform post-battle actions. |
| 31-45 | Grievous Injury. The fighter goes into Recovery. |
| 46 | Humiliated. The fighter goes into Recovery. In addition, their Leadership and Cool characteristics are each decreased by 1. |
| 51 | Head Injury. The fighter goes into Recovery. In addition, their Intelligence and Willpower characteristics are each decreased by 1. |
| 52 | Eye Injury. The fighter goes into Recovery. In addition, their Ballistic Skill characteristic is decreased by 1. |
| 53 | Hand Injury. The fighter goes into Recovery. In addition, their Weapon Skill characteristic is decreased by 1. |
| 54 | Hobbled. The fighter goes into Recovery. In addition, their Movement characteristic is decreased by 1. |
| 55 | Spinal Injury. The fighter goes into Recovery. In addition, their Strength characteristic is decreased by 1. |
| 56 | Enfeebled. The fighter goes into Recovery. In addition, their Toughness characteristic is decreased by 1. |
| 61-65 | Critical Injury. The fighter is in critical condition – if their injuries are not successfully treated by a visit to the Doc (see page 154) in the post-battle sequence, they will die. |
| 66 | Memorable Death. The fighter is killed instantly – not even the most talented Doc can save them. If the injury was caused by an Attack action, the attacker gains one additional Experience. |

Characteristic Penalties

Some results on the Lasting Injuries table give a permanent penalty to a fighter's characteristic. Their 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 as the result of a Lasting Injury, 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 during the Wrap-up. On a 3 or more, they survive without any further complications, but on a 1 or 2, they succumb to the injuries suffered during the battle and are treated as having gone Out of Action. A Lasting Injury roll is made for them, as described previously.

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, during the Wrap-up). If the gang also includes a Bounty Hunter, add +1 to the result of the roll. If the result is 13 or greater, an enemy fighter has been Captured. Shuffle together the Fighter cards of any enemy fighters who went Out of Action, but not those for any that suffered a Critical Injury or Memorable Death result, they are left where they fell! Draw one of these Fighter card at random – that fighter is Captured. Make a note in the Lasting Injury/Captured By box on the gang roster for the Captured fighter, recording the name of the gang of the player who has Captured the fighter.

Whilst a fighter is Captured, they are unavailable for battles and post-battle actions as if they were In Recovery – however, this lasts until they are freed (as follows) rather than for just one battle. The Capturing gang should make a note in the Stash section of their gang roster of the name of the fighter they now hold Captive.

Captured Fighters

Once a fighter has been Captured, their gang has the chance to attempt to free them. The next time the same two gangs face each other, the Captured fighter's controlling player may declare that they will be attempting a Rescue Mission. This supersedes the Determine Scenario steps of the pre-battle sequence (see page 151) – 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 gang holding the Captive may choose to sell them to the Guilders (see page 154) in the post-battle sequence of that battle or any subsequent battle (they might wish to keep their Captive). If the fighter is still held Captive the next time the two gangs face each other, the Captured fighter's controlling player once again has the option to declare that the gang will attempt a Rescue Mission.

At any time during the campaign, regardless of whether a Rescue Mission has been attempted, the two gangs controlling players can come to an agreement to secure the Captive's return. This could be a payment of credits, a trade for another Captive, even surrendering a Territory, or a valuable item of equipment or anything else – this is entirely up to the two players to decide and either gang is free to decline an offer made by the other. If an agreement is reached, the Captured fighter is returned immediately and becomes available to the gang once more.

Fleeing the Battlefield

In a Dominion Campaign, it is often wise for a gang to quit a fight whilst they are still ahead. This is especially true in ambushes, and when smaller crews find themselves taking on larger and more dangerous ones! A gang's controlling player can choose to automatically fail any Bottle test the gang is required to make.

Once a gang has bottled out (either voluntarily or by failing a Bottle test), the controlling player can declare that the gang will flee the battlefield at the start of any Action phase. Any Active and Pinned fighters immediately flee the battlefield, as described page 18. Engaged fighters must attempt to break away from combat – make an Initiative check for each. If the check is passed, they flee the battlefield. If the check is failed, they are Seriously Injured. Once the gang that has declared it will flee has only Seriously Injured fighters on the battlefield, the battle ends. Roll to see if the Seriously Injured fighters succumb to their injuries during the Wrap-up as usual.

THE PRE-BATTLE AND POST-BATTLE SEQUENCES

In a Dominion Campaign, there are additional steps that take place before and after a battle, as listed below. They must be followed in the order shown, and must be done while both players are present.

The Pre-Battle Sequence

The pre-battle sequence has six steps:

1. Make a Challenge and Stake Territory
2. Buy Advancements and Recruit Hired Guns
3. Determine Scenario
4. Set up the Battlefield
5. Tactics Cards
6. Announce Territory Boons
7. Choose Crews
8. Deployment

1. Make a Challenge and Stake Territory

For a battle to be fought, one player must challenge another player to play a game. The challenger nominates an eligible Territory as the stake for the game, be it an as yet unclaimed Territory or one of their opponent's Territories that they wish to seize control of. The challenged player must then either accept or refuse the challenge.

If the challenge is refused, the challenger gains the nominated Territory without a fight.

If the challenge is accepted, then the players must agree when the battle is going to be fought. If a gang fails to attend the battle, they forfeit the battle and the staked Territory!

Note here that sometimes real life does intrude on hobby time, and if a player has a good reason for failing to attend a battle, leeway is encouraged. Most people will happily reschedule a game in most circumstances, but should a player make a habit of failing to attend then it is up to the Arbitrator to step in and enforce the forfeiture of a Territory if necessary.

2. Buy Advancements and Recruit Hired Guns

Each player can spend Experience to purchase Advancements for their fighters (see page 147). If both players wish to do so, the player with the lower Gang Rating goes first, purchasing any Advancements they wish, then the other player does so. If both players have the same Gang Rating, the winner of a roll-off chooses whether to go first or second.

Once any Advancements have been bought, players can spend credits to recruit Hired Guns. Again, if both players wish to do so, the player with the lower Gang Rating goes first.

3. Determine Scenario

To determine which scenario will be used, roll 2D6 on the following table:

2D6	Result
2-3	The player with the greater number of Territories chooses which scenario to play. If both players have the same number of Territories, both players should roll a D6, with the player who rolls the highest choosing. If the scenario dictates there is an attacker and a defender, see page 152.
4-5	Play the Border Dispute scenario
6-7	Play the Stand-off scenario.
8-9	Play the Sabotage scenario
10-12	The player with the fewer Territories chooses which scenario to play. If both players have the same number of Territories, both players should roll a D6, with the player who rolls the highest choosing. If the scenario dictates there is an attacker and a defender, see page 152.

Then, the players should agree whether they will fight using the Zone Mortalis or Sector Mechanicus rules. If they cannot decide, the player who chose the scenario decides. If neither player chose the scenario (for example, because a 4-9 was rolled on the table), the players should roll off and the winner's choice applies.

Determining the Attacker and Defender

During the Occupation phase of the Dominion Campaign, where a scenario dictates there is an attacker and a defender, the player who chose the scenario decides which player will be the attacker and which will be the defender. If neither player chose the scenario, then both players should roll a D6, with the player who rolls the highest choosing.

During the Takeover phase of a Dominion Campaign, where a scenario specifies that there is an attacker and a defender, the player who issued the challenge (see page 151) is automatically the attacker (unless of course the challenged player also holds a Wastes Territory (see page 159)).

Home Turf Advantage

If a scenario indicates that the defender has the Home Turf Advantage, they gain the following benefits:

- When making a Bottle test, roll 2D6 and discard the highest.
- Fighters add 1 to the result of any Rally tests.

Rescue Missions

If one of the players has C one of the other player's fighter(s), the Captured fighter's player may issue a challenge to play the Rescue Mission scenario.

Is the challenge is accepted, then the Rescue Mission scenario is automatically used for the battle. If the player holding the Captive refuses the challenge, they automatically forfeit the Captive. No Territory is staked on this battle; the Captured fighter is effectively the stake.

4. Set up the Battlefield

The players now set up the Battlefield. Some scenarios have special instructions for terrain. The default system is as follows:

Zone Mortalis

Starting with the defender or the winner of a roll-off (if there is no defender), players take turns select and place any available Zone Mortalis tiles. Each tile after the first must be placed so that at least half the length of one edge is touching an existing tile. Both players continue to place tiles until the maximum number is placed, as described by the scenario.

Next, doors are added. Starting with the defender or the winner of a roll-off (if there is no defender) each player may place as many doors and door terminals as they wish. Once at least three doors have been placed, either player may choose to place no more. The other player may then place one final door.

Then, starting with the defender or the winner of a roll-off (if there is no defender) players take turns to place D6 barricades (to a maximum of three each) anywhere on the battlefield. Then, starting with the attacker or the winner of a roll-off (if there is no attacker), each player may place one ductway.

Finally, if the scenario does not give special instructions for loot caskets, each player, starting with the winner of a roll-off, places one anywhere on the battlefield that is not within 6" of an edge of the battlefield.

Sector Mechanicus

The battlefield should measure roughly 4'x4'. Larger or smaller battlefields are possible. The available terrain should be divided into scatter terrain (barricades, crates, barrels and so on) and large terrain (everything else).

Then, starting with the defender or the winner of a roll-off (if there is no defender), players take turns placing one large terrain pieces anywhere on the battlefield. At any point, either player may choose to place no more. The other player may then place one final piece of terrain.

Then, scatter terrain is added. Starting with the defender or the winner of a roll-off (if there is no defender), players take turns to place scatter terrain anywhere on the battlefield. At any point, either player may choose to place no more. The other player may then place one final piece of terrain.

Finally, if the scenario does not give special instructions for loot caskets, each player, starting with the winner of a roll-off, places one anywhere on the battlefield that is not within 6" of an edge of the battlefield.

5. Tactics Cards

Each player prepares their deck of Tactics cards – by default this is one copy of each Gang Tactics card, plus any House Tactics cards relating to their gang's House (for example, an Escher gang would take one of each Gang Tactics card and one of each House Escher card). If players have any additional Gang Tactics or relevant House Tactics cards (for example, any from the expansion packs or which have been made available separately, such as event exclusive cards), these are also added to their decks.

Any cards marked as 'Zone Mortalis' are left out of the deck if this is a Sector Mechanicus game, and vice versa (for example, the Rigged Door and Hidden Passage cards are for Zone Mortalis and should be left out of the deck prior to a Sector Mechanicus battle).

Once each player's deck has been prepared, they choose or randomly draw Tactics cards as described in the scenario's instructions. Unless a scenario specifically states otherwise, a player cannot draw the same card more than once, even if they own a duplicate.

6. Announce Territory Boons

Players may have Territory Boons granted by the Territories they currently hold. Players should announce which, if any, of their Territory Boons grant them a bonus that will have an effect on this game at this stage, forewarning their opponent. If a Territory Boon is not announced, it cannot be used during the coming game.

7. Choose Crews

Each player chooses a crew for the scenario, using one of the following methods, or an alternative method if one is described in the scenario:

Random Selection (X)

The player makes a deck of their Fighter cards, not including any fighters unable to take part in the battle and containing only one randomly selected card for the Leader or any Champions who have multiple Fighter cards. This deck is then shuffled and a number of cards equal to the number shown in brackets is dealt out. This is the player's starting crew.

Custom Selection (X)

The player chooses their crew, selecting the Fighter cards of the fighters they wish to use, equal to the number shown in brackets. Where no number is shown in brackets, the entire gang may be used should the player wish. They cannot include any fighters unable to take part in the battle. If a Leader or any Champions have multiple Fighter cards, the player chooses which equipment load-out the fighter will use for the battle.

Underdog Bonus: Sometimes, one crew or gang will heavily outnumber its opponent, be it in terms of numbers or in the quality of the crews being used. All scenarios deal with this by granting the underdog a bonus in the form of extra Tactics cards. See the scenario's description for details.

8. Deployment

Many scenarios detail the size and location of deployment zones. For those that do not, the standard methods are as follows:

Zone Mortalis: Starting with the defender, or the winner of a roll-off (if there is no defender), players set their crews up. The defender/winner of the roll-off sets up first. Their deployment area is either one full tile of their choice, or a 3" area that runs along one edge of the battlefield.

The attacker/loser of the roll-off deploys their entire crew in either one full tile that is at least one full tile away from the other player's deployment zone, or in a 2" area that runs along the opposite edge of the battlefield.

A fighter may not be deployed, either during deployment nor as reinforcement, in an area of the battlefield which is entirely blocked off by walls. Unless there is a ductway placed allowing fighters into and out of such areas, no fighters may ever be deployed in blocked-off corners.

Sector Mechanicus: Draw a line dividing the battlefield into two equal halves. Starting with the defender, or the winner of the roll-off, players select one half of the battlefield in which to set their crews up. The defender/winner of the roll-off set up first. All fighters in both players' crews must be set up at least 12" away from the dividing line.

The Post-Battle Sequence

The post-battle sequence has seven steps:

1. Wrap Up
2. Assign/Reassign Territory
3. Receive Rewards
4. Collect Income
5. Post-battle Actions
6. Update Roster
7. Report Results

1. Wrap Up

Each player checks to see whether any of their Seriously Injured fighters succumb to their injuries (see page 150), and whether they capture any enemy fighters (see page 150). Any other events that take place ‘at the end of the battle’ are triggered here. Fighters that were recovering have made a full recovery and their In Recovery box on the gang roster is cleared, meaning Leaders and Champions become available for post-battle actions once more.

Players should also consider shaking hands, congratulating/commiserating with their opponent and sharing favourite moments from the battle – some would say this is the most important step!

2. Assign/Reassign Territory

The player that won the battle takes control of the Territory staked on the battle. In the case of a draw while fighting for control of an uncontrolled Territory, the Territory is not claimed by either player. In the case of a draw during the Takeover phase when a controlled territory is at stake, the Territory does not change hands.

3. Receive Rewards

Each scenario shows a list of rewards which the gangs can receive, based on their performance during the battle. Any equipment gained is added to the gang's Stash – it can be distributed to fighters in Step 5.

Gaining and Losing Reputation

Each scenario contains a number of ways in which a gang can gain or lose Reputation. If a gang both gains and loses Reputation, any gains are applied before any losses.

4. Collect Income

Each gang collects income from each Territory they control that generates income, as detailed for that Territory. The total amount of credits generated from each gang's Territories is then added to the gang's Stash.

5. Post-Battle Actions

Each Leader or Champion in the gang can make one post-battle action. Each of these actions is carried out one at a time, in an order of the controlling player's choice. Fighters who are in recovery or who have been Captured, cannot make post-battle actions. Unless otherwise stated, the same action can be made more than once.

The actions below are always available, but others might also become available through special Territories, skills or other means.

Trade

The fighter visits the Trading Post, increasing the gang's chances of finding Rare items. This is resolved in step 6.

Sell to the Guilders

The fighter can sell any number of Captive fighters to the Guilders – as long as the Captive's gang has had a chance to rescue them (see page 150). Each captive is worth half their value, rounding up to the nearest 5 credits – this many credits are added to this gang's Stash. The Captive's controlling player should be informed as possible, and must delete the captive from their roster.

Medical Escort

The fighter escorts a critically injured fellow gang member to the Doc. Pick another fighter in the gang who suffered a Critical Injury during the battle and pay 2D6x10 credits from the gang's Stash. If the gang does not have sufficient funds, or does not wish to pay the full amount, no roll is made and the fighter dies. Otherwise, roll a D6 on the table below:

D6 Result

2-3 Complications. The fighter dies.

4-5 Stabilized. Roll a D6 – this is the second dice of a D66 roll, the first is automatically a 5. Apply the appropriate result from the Lasting Injuries table.

6-7 Full Recovery. The fighter goes into Recovery, but suffers no lasting effects.

6. Update Roster

These steps are carried out in order:

- A. Delete Dead or Retiring Fighters
- B. Visit the Trading Post
- C. Gains Boons from Territories
- D. Distribute Equipment
- E. Update Gang Rating

Note that if a fighter missed this battle because they were recovering, their In Recovery box on the gang roster will have been cleared during the Wrap-up.

A. Delete Dead or Retiring Fighters

Dead fighters are deleted from the roster. Their equipment (except for armour) is added to the gang's Stash as long as their gang had at least one fighter on the battlefield at the end of the battle, or if the fighter was taken to the Doc but still died (either because the gang could not pay for their treatment, or there were complications). Otherwise, the dead fighter's equipment is lost.

Also, at this point, the controlling player can choose to retire fighters – usually because Lasting Injuries have rendered them unfit for battle. These fighters are deleted from the roster, and their equipment is added to the gang's Stash. Equipment in the gang's Stash can be sold or transferred to a new fighter in the next step.

Loss of a Leader

If a gang's Leader is killed or is retired, a new Leader must be nominated from among the gang's Champions. If it has no Champions, the new Leader must be either a Specialist or Juves. If it has no Specialists or Juves, the new Leader is a Ganger.

In any case, the eligible fighter with the best Leadership must be selected as the new leader. If more than one eligible fighter is drawn for best Leadership, use Advancements as a tie-breaker; if there is still a tie, the controlling player can decide.

When a fighter is promoted in this way, their Type is changed to Leader on the gang roster, and from now on they count as a Leader for determining which equipment and skill sets they can access. Their characteristics do not change.

B. Visit the Trading Post

The gang can make any of the Trading Post actions described as follows, allowing them to hire new fighters and buy or sell equipment. The actions can be taken in any order, and there is no limit to how many times a gang can perform each one. Any spent credits are deducted from the gang's Stash; any gained credits are added to the gang's Stash.

Hire a Fighter

The gang can hire a new fighter from their House list, paying for them as they did when founding the gang. No equipment is purchased for them – they receive equipment in the next step.

Gang Composition

The Gang Composition section of the House List must be honoured when hiring new fighters. For example, if a gang with a Reputation of less than 10 already has two Champions, it cannot hire any more. Similarly, if a gang has fewer Gangers (including Specialists) than its total number of Leaders, Champions and Juves, only Gangers can be hired until this is no longer the case.

Recruit Hangers-on

The gang can spend credits to add a Hanger-on to their roster (as explained on pages 64). Their Reputation must be sufficient to allow this.

Sell Unwanted Equipment

Any equipment in the gang's Stash can be sold. The item is deleted from the Stash, and the gang gains its value in credits, minus D6x10 (to a minimum of five).

Note that equipment granted as a Territory Boon cannot be sold.

Purchase Equipment

The gang can purchase any equipment from their House Equipment List at the price shown, adding it to their Stash. They can also purchase Common equipment from the Trading Post, at the price shown. They cannot use this action to purchase Rare equipment from the Trading Post – that can only be obtained with the Seek Rare Equipment action, as follows:

Seek Rare Equipment

This action is only performed once and is done to determine the availability of Rare items on offer at the Trading Post on this visit. Roll 2D6 to determine the availability of items, adding the following bonuses:

- +2 if the gang's Leader is making a Trade post-battle action.
- +1 for each Champion making a Trade post-battle action.
- +1 for every full 10 Reputation the gang has (for example, a gang with Reputation 24 would get +2)
- +/-X as from specified special rule.

The result is the Availability level – the higher it is, the rarer the equipment that is on offer. The gang can now purchase Rare items from the Trading Post with a Rarity value equal to or lower than the Availability level. Any items that are purchased are immediately added to the gang's Stash.

C. Gain Boons from Territories

Some Territories grant a gang additional recruits, Hangers-on, or equipment – see Territories from page 159 onwards for details.

D. Distribute Equipment

Any equipment in the gang's Stash, or gained as a Territory Boon, can now be distributed among its fighters. Weapon choices must respect the restrictions shown in the gang's House list – for example, a Goliath Juve could not be equipped with a heavy bolter, as they can only be equipped with Pistols and Close Combat Weapons. Also, the limit of no more than three weapons must be adhered to, with Unwieldy weapons taking the space of two.

Once any equipment has been added to a Fighter card, the card's credits value is updated accordingly. If the fighter is equipped with an item that has two different costs – one in the fighter's House Equipment list and the other in the Trading Post – the value in the House list takes precedence.

Equipment Sets

Leaders and Champions, enjoying the privilege of rank, often maintain a cache of weapons that allows them to equip themselves appropriately for each battle. As such, a Leader or Champion can have multiple Fighter cards, each representing a different set of equipment. An appropriate model should be available for each. There is no additional cost for having multiple equipment sets; the controlling player can make additional Fighter card for a Leader or a Champion at any time.

Regardless of the number of equipment sets a fighter has, they still have a single entry on the gang roster. If the fighter suffers any Lasting Injuries or gains any Advancements, they should be recorded on all of their Fighter cards. The fighters cost, as shown on the roster, is equal to the cost of their most expensive Fighter card.

Only one of a Fighter cards can be used for a battle. If a battle uses random fighters from the gang, all of the fighter's card should be shuffled together one should be drawn at random and added to the rest of the gang's Fighter cards before any cards are drawn. This means that only one of this fighter's cards can be drawn for the battle, and that the controlling player cannot choose which of their equipment sets they will be using.

When distributing equipment from the gang's Stash, it can be moved to any or all of a Leader or Champion's cards, and can even be moved to more than one.

E. Updating Gang Rating

Recalculate the gang's Gang Rating, and update the roster accordingly. Note that this is not done until this step, meaning that any other references to the Gang Rating in the post-battle sequence are referring to the value before it is updated.

7. Report Results

The players should report the outcome of the battle to the Arbitrator, who will update the campaign stats accordingly. The report should contain which gangs fought, the outcome of the battle (i.e., who won), which Territory the victor gained control of, how many enemies each gang took Out of Action and the final Gang Rating and Wealth of the gangs.

ENDING THE CAMPAIGN

The Dominion Campaign ends when the time set for the Takeover phase runs out. The Arbitrator then goes through the final results from each battle and assigns Triumphs.

Triumphs

Triumphs are the laurels of victory, the bragging rights and sources of pride for the players who have fought through the campaign. While an Arbitrator can just tell people what they won, it is far more fun and satisfying to bring all of the players from the campaign together, maybe drink some tea, and announce who earned each Triumph in a grand manner. There are five different Triumphs and a player may earn more than one, In the case of a tie for any Triumph, no one is awarded it

TRIUMPH	CRITERIA
Dominator	Most Territories at the end of the campaign.
Slaughterer	Most enemy fighters taken Out of Action across the whole campaign.
Creditor	Largest Wealth at the end of the campaign.
Warmonger	Most battles fought across the whole campaign.
Powerbroker	Highest Reputation in at the end of the campaign.

Extending The Dominion Campaign

Players and Arbitrators may want to play a Dominion Campaign for longer than seven weeks. This can easily be done by either increasing the number of weeks each phase lasts, or by introducing multiple phases of Occupation and Takeover separated by Downtime.

For example: A run of Occupation>Downtime>Takeover>Downtime>Takeover would take eleven weeks to play, or Occupation>Downtime>Takeover>Downtime>Occupation>Downtime>Takeover would take fifteen weeks to play. Players, and Arbitrators in Particular, should bear in mind that the longer campaigns run, the more likely it is that players will grow bored and the campaign will fade out rather than finish.

Splinter gangs

Players and Arbitrators will no doubt wish to revisit Necromunda at a later date, and some players may want to continue their adventures with a gang they have played in the past. Normally, this is not possible in a Dominion Campaign in order to maintain a degree of balance during the early stages of the campaign and to allow freshly founded gangs to get a solid footing early on.

However, players may wish to found a splinter gang. A splinter gang is formed when one of a gang's Champions goes it alone and takes some of their favoured Gangers with them to form the core of a new gang. Forming a splinter gang is easy – players simply choose one Champion from a gang they have played in a previous campaign and hire them as the Leader in a new gang, keeping all of their equipment, Advancements and permanent injuries, and paying their Credits value to hire them. This champion then simply has their type changed to Leader and is treated as such in all regards.

Further to this, players may wish to retain other old favourites. Juves and Specialists can be recruited from an old gang into a new one in this way, changing their type to Champion, whilst any favoured Gangers can be hired again as Gangers into a new gang. New fighters can be hired to fill out the ranks and help keep the cost down. All that must be remembered is that the splinter gang must abide by the same gang composition rules as a freshly founded gang, and is limited to the same credits as new gangs.

In this way, players are able to follow certain characters through several campaigns, perhaps even seeing a Juve progress through the ranks to eventually lead their own gang. Splinter gangs are often smaller in early stages of a campaign, but their well-equipped fighters and highly skilled Leaders will more than make up for this!

TERRITORIES

All Territories in a Dominion Campaign are unique. The gangs that hold them will benefit from them in many ways. As a result, competition for certain Territories can become very intense as a campaign progresses. This section gives an overview of what each Territory represents and details the bonuses the Territory grants to the gang that holds it.

All gangs possess a Settlement Territory they cannot lose and which can never be staked on the outcome of a battle. This represents the gang hide-out.

Territory Boons

Each Territory grants the gang that controls it a benefit called a Boon. This Boon might be income, an additional gang member, an increase in Reputation, a piece of rare or unique equipment or a special rule.

A gang receives the benefits of a Territory's Boon so long as it holds that Territory. Once the Territory is lost to another gang, the Boon is lost.

Income

If a Territory grants the gang that controls it income, the gang adds the amount of credits shown to their Stash when generating income after all battles, including the battle in which it was won.

Recruits

Some Territories grant gangs new fighters, Hired Guns or Hangers-on as recruits to the gang. These recruits incur no cost to recruit but do add to the Gang Rating and Wealth value.

Any gang fighter recruited from the Gang's House List has no cost to recruit, but any equipment that is not part of the fighter's basic cost must be purchased at the normal cost, or supplied from the gang's Stash.

Any Hired Gun recruited as a Boon has no cost, and will remain with the gang for as long as they control the Territory that grants the Boon.

Any Hanger-on recruited as a Boon does not count towards the maximum number of Hangers-on the gang may normally have and may be recruited without the normal Reputation required.

Equipment

The gang adds the listed equipment type to its Stash. It is gained in the Post-battle Actions step of the post-battle sequence, immediately after the battle in which the Territory was won and can be distributed amongst eligible fighters during the next step of the same post-battle sequence.

If the Territory is ever lost, then so is the equipment type as it can no longer be maintained without the expertise present within the Territory.

Reputation

The gang's Reputation is increased by the listed value as a direct result of ownership of that Territory. If they lose control of the Territory, the bonus is lost.

Special

The Boon grants a unique benefit to the gang that holds the Territory. The benefit follows the rules listed in the relevant entry for the Territory. If the Territory is ever lost then so is the benefit.

Enhanced Boons

Some Territories are more important to gangs from a particular House. These Territories grant gangs of the named House one or more Enhanced Boons, which replace standard Boons of the same type. Where a Territory lists an Income, Recruit, Equipment, Reputation or Special Boon as an Enhanced Boon, for a gang of a named House, then it replaces the standard Boon(s) of that type listed previously for that Territory. The remaining standard Boons listed for that Territory are gained as normal by the gang holding that Territory, regardless of House.

Gaining And Controlling Territories

The gaining of Territory is at the heart of a Dominion Campaign. Territory is gained by winning a battle that has a Territory at stake. The only other way of gaining a Territory is if two players agree to trade one in exchange for a Captive.

Using Underhive Perils Within Territories

The Underhive Perils from pages 24 can add some great flavour to battles fought over some of the Territories in a Dominion Campaign. If the Arbitrator wishes, and if suitable terrain or Zone Mortalis tiles are available, then battles fought over the control of particular Territories may include the peril(s) listed below:

Territory	Underhive Perils
<i>Collapsed Dome</i>	<i>Collapsed Sections, Unlit Corridors, Flooded Corridors</i>
<i>Refuse Drift</i>	<i>Waste Compactor</i>
<i>Needle Ways</i>	<i>Ventilation Tunnel, Unlit Corridors</i>
<i>Spoor Fungus Sprawl</i>	<i>Fungus Sprawl</i>
<i>Slag Furnace</i>	<i>Furnace Floor</i>
<i>Generatorium</i>	<i>Malfunctioning Generatorium</i>
<i>Archaeotech Device</i>	<i>Archaeotech Device</i>
<i>Promethium Cache</i>	<i>Promethium Cache</i>
<i>Sludge Sea</i>	<i>Sludge Farm, Flooded corridors</i>

TERRITORIES

Old Ruins

A complex of old ruins stands tall on the tangled landscape of the underhive. Beneath the ashes and rubble, the tattered treasures of past ages wait.

Territory Boon

This Territory grants the following Boon:

Income: The gang earns D3x10 credits from this Territory when collecting income. Additionally, add +1 to the dice roll for each Dome Runner attached to the gang.

Settlement

Settlements dot the underhive. Most are scrap-shanties, peopled by the brave, the foolish and the desperate.

Territory Boon

This Territory grants the following Boons:

Income: The gang earns D6x10 credits from this Territory when collecting income.

Reputation: Whilst it controls this Territory, the gang adds +1 to its Reputation.

Recruit: The gang may choose to roll two D6 after every battle. On a roll of 6 on either dice, the gang may recruit a single Juve from their House List for free. If both dice come up as 6, then the gang may recruit a Ganger from their House List for free.

Rogue Doc Shop

A sawbones, blood cleanser or chirurgeon has set up shop. Any gang willing to provide this rogue healer with protection can count on their loyal service.

Territory Boon

This Territory grants the following Boon:

Recruit: The gang may recruit a Rogue Doc Hanger-on for free.

Promethium Cache

Stacks of fuel drums and tanks fill this half-forgotten reach of the underhive, enough to keep a factory running, or burn half of the Sump down if a stray spark catches it.

Territory Boon

This Territory grants the following Boons:

Equipment: Whilst it controls this Territory, three fighters in the gang gain incendiary charges for free.

Special: All fighters in the gang may re-roll Ammo checks for any weapon that has the Blaze trait.

Wastes

Tracts of ash, shapeless rubble, and twisted metal structures run through the underhive, their size waxing and waning with the ages. Most gangs have to pass through a portion of these wastes as they travel between places of more value.

Territory Boon

This Territory grants the following Boons:

Special: If challenged in the Occupation phase, the gang may choose the Territory at stake in the battle, even though it would normally be chosen by the challenger. If challenged in the Takeover phase for a Territory the gang already controls, make an Intelligence check for the gang Leader. If the check is passed, the player of the gang may choose to play the Ambush scenario instead of rolling. They are automatically the attacker.

Sludge Sea

Effluent and polluted water drains down through the hive to catch in brown pools, forming lakes of fuming, iridescent sludge.

Territory Boon

This Territory grants the following Boon:

Equipment: Whilst it controls this Territory, three fighters in the gang gain choke gas grenades for free.

Workshop

Underhive workshops tend to be a combination of different scrap yards, festooned with belts of ammo and strewn with the carcasses of machines. The denizens of such places are often strange recluses, who mutter to their machines and create strange totems out of their rusting treasure.

Territory Boon

This Territory grants the following Boon

Recruit: The gang may recruit an Ammo-jack Hanger-on for free.

Collapsed Dome

Many of the ancient domes that honeycomb the underhive eventually collapse under the weight of time, leaving treasures trapped beneath the wreckage and the structure above liable to fall apart at the smallest misstep.

Territory Boon

This Territory grants the following Boon:

Income: When collecting income from this Territory, the controlling player may choose to roll between 2D6x10 and 6D6x10. However, if a double is rolled, then no income is generated and a random fighter from the gang suffers a Lasting Injury.

Refuse Drift (Cawdor)

Vast agglomerations of refuse gather in areas of the underhive in drifts that shift like dune in a desert.

Territory Boon

This Territory grants the following Boon:

Income: The gang earns 2D6x5 credits from this Territory when collecting income. However, if a double is rolled, a randomly determined fighter has a nasty encounter with a waste-lurker and must miss the next battle whilst they recover. No income is lost.

Enhanced Boon

This Territory grants Cawdor gangs the following Boons:

Reputation: Whilst it controls this Territory, the gang adds +1 to its Reputation.

Income: The gang earns 2D6x5 credits from this Territory when collecting income. A Cawdor gang has no risk of encountering a nasty waste-lurker.

Corpse Farm (Cawdor)

Everyone must eat, and the corpse farm takes the flesh of the dead and makes it into the corpse-starch that feeds the hive. Underhive corpse farms do a brisk, if shunned, trade in the bodies of the dead.

Territory Boon

This Territory grants the following Boon:

Income: When collecting income, the gang gains D6x10 credits for every fighter on either side that was deleted from their roster during the Update Roster step of the preceding battle.

Enhanced Boon

This Territory grants Cawdor gangs the following Boons:

Reputation: Whilst it controls this Territory, the gang adds +1 to its Reputation.

Income: When collecting income, the gang gains 2D6x10 credits for every fighter on either side that was deleted from their roster during the Update Roster step of the preceding battle.

Bone Shrines (Cawdor)

Shrines of bones and noose-ropes are common in the underhive, and even the most cold-blooded ganger will rarely pass one without throwing in a cred as a plea for a blessing.

Territory Boon

This Territory grants the following Boon:

Income: The gang earns 2D6x5 credits from this Territory when collecting income.

Enhanced Boon

This Territory grants Cawdor gangs the following Boons:

Reputation: Whilst it controls this Territory, the gang adds +2 to its Reputation.

Income: The gang earns 4D6x5 credits from this Territory when collecting income.

Drinking Hole (Delaque)

Reeking of liquor, sweat and blood, a drinking den is where many hivers go to numb their sorrows, or to find their courage at the bottom of a bottle of Wildsnake or Second Best.

Territory Boon

This Territory grants the following Boons:

Reputation: Whilst it controls this Territory, the gang adds +1 to its Reputation.

Special: Whilst it controls this Territory, any fighter in the gang may re-roll any failed Cool checks. If a fighter uses this option, place a marker on their card to show that they have hit the bottle. The marked fighters suffer a -1 to hit penalty for the rest of the battle.

Enhanced Boon

This Territory grants Delaque gangs the following Boons:

Reputation: Whilst it controls this Territory, the gang adds +2 to its Reputation.

Special: A Delaque gang may not use the standard Boon. Instead, the player of the Delaque gang that controls this Territory may nominate three enemy fighters at the start of the battle, and places an Intoxicated marker on each fight to show that their drink was spiked. The marked fighters suffer -1 to all tests and checks for the duration of the battle.

Gambling Den (Delaque)

Gambling is rife in the underhive, with fortunes won on the turn of a card and lost on the spin of a bolt shell, and debts are easily piled up by those who don't know when to quit.

Territory Boon

This Territory grants the following Boons:

Reputation: Whilst it controls this Territory, the gang adds +1 to its Reputation.

Income: The player chooses a suit of cards. The player then draws a card from the shuffled deck of playing cards that includes both Jokers. If they draw a card from the suit they chose, they earn income to the value of the card (Jack 11, Queen 12, King 13, Ace 14) x10 credits. If they draw a card from a suit of the same color, then the Income is the value of the card x5 credits. If it is any other suit they gain no income from the Territory. If, however, they draw a Joker, they must pay all of the income they earn in that post-battle sequence to a random gang taking part in the campaign, as determined by the Arbitrator.

Enhanced Boon

This Territory grants Delaque gangs the following Boons:

Reputation: Whilst it controls this Territory, the gang adds +2 to its Reputation.

Special: The Delaque player that controls this Territory may nominate a single enemy fighter at the start of the battle. The Delaque have called in the fighter's debt marker, and in return for keeping all of their limbs intact, the fighter agrees to take no part in the coming battle. The nominated fighter misses the battle.

Needle Ways (Delaque)

The Needle Ways are the vents, crawl tunnels and pipes that thread through the mass of the hive. Those that can navigate them can pass unseen between almost anywhere.

Territory Boon

This Territory grants the following Boon:

Special: Whilst it controls this Territory, the gang may infiltrate up to three fighters onto the battlefield ahead of any battle. Infiltrating fighters must be part of the crew for a battle, but instead of being set up on the battlefield, they are placed to one side. At the end of the first round, the controlling player nominates any spot on the ground surface of the battlefield and sets up each infiltrating fighter within 2" of that spot.

Enhanced Boon

This Territory grants Delaque gangs the following Boons:

Special: A Delaque gang that controls this Territory may infiltrate two groups of up to three fighters using the method detailed above. The fighters in each group must be specified before the battle.

Synth Still (Escher)

Constructed from tangles of reclaimed pipes, vats and cylinders, a synth still in skilled hands can produce the finest poisons, medicines and narcotics.

Territory Boon

This Territory grants the following Boon:

Special: Whilst it controls this Territory, the gang treats chem-synths, medicae kits, stimm-slug stashes and any weapon with the Gas or Toxin trait as Common.

Enhanced Boon

This Territory grants Escher gangs the following Boons:

Reputation: Whilst it controls this Territory, the gang adds +1 to its Reputation.

Special: Whilst it holds this Territory, the gang treats chem-synths, medicae kits, stimm-slug stashes and any weapon with the Gas or Toxin trait as Common, and halves the cost of these items (rounding up).

Stinger Mould Sprawl (Escher)

Stinger Mould is a rare fungus that grows where rad-waste has saturated a fungus sprawl. The fungus can be deadly, but also offers near-miraculous healing properties.

Territory Boon

This Territory grants the following Boon:

Special: During the post-battle sequence, the gang controlling this Territory may re-roll a Single Lasting Injury roll on a fighter. Note that a Memorable Death result may not be re-rolled.

Enhanced Boon

This Territory grants Escher gangs the following Boons:

Reputation: Whilst it controls this Territory, the gang adds +1 to its Reputation.

Special: An Escher gang may either (1) remove a single existing Lasting Injury from a fighter, or (2) re-roll a single Lasting Injury roll on a fighter, including a Memorable Death result.

Narco Den (Escher)

Narco dens are filled with the scent of exotic smoke, and the bubble and hiss of fume-bottles and chem-injectors. Rich and poor alike come to such places to chase dreams and forget nightmares.

Territory Boon

This Territory grants the following Boon:

Income: The gang earns D6x5 credits from this Territory when collecting income.

Enhanced Boon

This Territory grants Escher gangs the following Boons:

Reputation: Whilst it controls this Territory, the gang adds +1 to its Reputation.

Income: The gang earns D6x5 credits from this Territory when collecting income. If the gang also controls a Synth Still, this is increased to D6x10.

Slag Furnace (Goliath)

Glowing with heat and spattered with molten metal, a slag furnace smelts slag and ore so that the metals they contain can be poured off.

Territory Boon

This Territory grants the following Boon:

Income: The gang earns D6x5 credits from this Territory when collecting income.

Enhanced Boon

This Territory grants Goliath gangs the following Boons:

Reputation: Whilst it controls this Territory, the gang adds +2 to its Reputation.

Recruit: The gang may choose to roll two D6 after every battle. On a roll of 6 on either dice, the gang may recruit a single Juve from their House List for free. If both dice come up as 6, then the gang may recruit a Ganger from their House List for free.

Fighting Pit (Goliath)

Violence is life, death, and entertainment in the underhive, and some of the most feared fighters are made on the cinder floors of fighting pits under the eyes of baying crowds.

Territory Boon

This Territory grants the following Boon:

Recruit: Whilst it controls this Territory, the gang may recruit two Hive Scum Hired Guns for free, including their equipment, prior to every battle.

Enhanced Boon

This Territory grants Goliath gangs the following Boon:

Reputation: Whilst it controls this Territory, the gang adds +2 to Its Reputation.

Smelting Works (Goliath)

Crags and seams of valuable Slag can be found across the underhive, mute markers to the ancient industries that grew the Spire.

Territory Boon

This Territory grants the following Boon:

Income: the gang earns D6x5 credits from this Territory when Collecting income.

Enhanced Boon

This Territory grants Goliath gangs the following Boon:

Income: The gang earns D6x5 credits from this Territory when collecting income. If the gang also controls a Slag Furnace, this is increased to D6x10 credits.

Mine Workings (Orlock)

An open cast mine bored into a mineral mass can yield a fortune in carbonite gems, cognate ore, argent and emeralds, all waiting to be ripped from the ground.

Territory Boon

This Territory grants the following Boon:

Income: The gang earns D6x10 credits from this Territory when collecting income.

The gang may set Captured fighters to work in the mines rather than selling them to the Guilders. For every Captive working the mine, roll an additional D6 to generate income. If the Territory changes control, all of the Captives remain working the mine. A Captive sent to the mines may not subsequently be Sold to Guild. While a Captive is working in the mine, the gang may attempt a Rescue Mission at any time.

Enhanced Boon

This Territory grants Orlock gangs the following Boon:

Reputation: Whilst it controls this Territory, the gang adds +2 to its Reputation.

Tunnels (Orlock)

Tunnels that run through the hive are the primary ways that people move between locations. Those that control them can move freely and attack where they wish.

Territory Boon

This Territory grants the following Boon:

Special: Whilst it controls this Territory, the gang may choose to have up to three fighters deploy via tunnels ahead of any battle. These fighters must be part of the crew for a battle, but instead of being set up on the battlefield, they are placed to one side. During the deployment phase, the player sets up two 2" wide tunnel entrance markers on any table edge on the ground surface of the battlefield. During the Priority phase of each turn, roll a D6. On a 4+, the group of fighters arrive on the battlefield. That turn they may be activated as a single group, and must move onto the battlefield from one of the tunnel entrance. If the battle ends before the fighters arrive, they take no part in the battle.

Enhanced Boon

This Territory grants Orlock gangs the following Boons:

Reputation: Whilst it controls this Territory, the gang adds +1 to its Reputation.

Special: An Orlock gang may choose to deploy up to six fighters via tunnels using the method detailed above. The fighters in each group must be specified before the battle.

Toll Crossing (Orlock)

The fastest ways through the underhive often cross chasms, sludge rivers or pass through bottlenecks. Gangs often set up tolls at such points, extracting credits from those who wish to pass swiftly and safely on their way.

Territory Boon

This Territory grants the following Boon:

Income: The gang earns D6x5 credits from this Territory when collecting income.

Enhanced Boon

This Territory grants Orlock gangs the following Boon:

Special: Whilst it controls this Territory, an Orlock gang has Priority in the first round of any battle. Any gang in the campaign may pay the Orlock gang 20 credits to gain the same benefit in a single battle against another gang.

Generatorium (Van Saar)

Much of the light and power in the underhive relies on taps into energy conduits or barely functioning generators. Those that control the source of such power can let it flow... or cut it off at a whim.

Territory Boon

This Territory grants the following Boon:

Special: The player may cut the power during any Priority step of a battle. The following rules apply for the rest of the battle:

Ranged attacks may not be made against targets more than 3" away unless the target has a Blaze marker or a muzzle flash marker (see below), or is wearing a refractor field. Fighters with photo-goggles or infra-scopes extend this range to 12". In addition, models may not take the Charge action against enemies they cannot see (i.e, unless their target is within 3" or has a Blaze marker or muzzle flash marker, or is wearing a refractor field).

If the fighter fires a weapon (with the exception of weapons that do not use energy or gunpowder, such as harpoon launchers, needlers or web guns), place a marker next to the fighter to represent its muzzle flash. In the End phase, remove all muzzle flash markers from the board.

Enhanced Boon

This Territory grants Van Saar gangs the following Boon:

Reputation: Whilst it controls this Territory, the gang adds +1 to its Reputation.

Archaeotech Device (Van Saar)

These are relics from a long lost age, when the hive had not grown to the sky. They possess strange capabilities, wondrous power and danger in equal measure.

Territory Boon

This Territory grants the following Boon:

Special: Any number of weapons owned by the gang may be given one of the falling Traits for free: Blaze, Rad-phage, Seismic, or Shock. All Weapons must be given the same Trait and new weapons purchased later may also be given this Trait. These weapons also gain the Unstable Trait. If the Territory is lost, the weapons lose these additional Traits.

Enhanced Boon

This Territory grants Van Saar gangs the following Boons:

Reputation: Whilst it controls this Territory, the gang adds +2 to its Reputation.

Special: A Van Saar gang may give any number of weapons it owns two of the following Traits for free: Blaze, Rad-phage, Seismic, or Shock. All weapons must be given the same Trait and new weapons purchased later may also be given these Traits. These weapons also gain the Unstable trait. If the Territory is lost, the weapons lose these additional Traits.

Tech Bazaar (Van Saar)

An underhive tech bazaar buzzes with the calls of bullet merchants echoing above haggling tech-prospectors, while agents of the Gun-guild watch and take their due.

Territory Boon

This Territory grants the following Boons:

Income: The gang earns D6x10 credits from this Territory when collecting income.

Equipment: Select one Leader or Champion to make a Haggle post-battle action. Roll 2D6: The gang may immediately choose one item from the Rare Trade chart with a Rare value equal to the result of the dice roll and add it to their Stash for half of its usual value, rounded down. If the roll is lower than 7, pick a Common Weapon or Piece of equipment to add to the gang's Stash for half of its usual value, rounded down. If the roll is 3 or lower, then the fighter proves to be very poor at haggling and no equipment is gained. If the fighter selected has Exotic Furs, add +1 to the result of the 2D6 dice roll.

Enhanced Boon

This Territory grants Van Saar gangs the following Boons:

Reputation: Whilst it controls this Territory, the gang adds +1 to its Reputation.

Income: The gang earns D6x10 credits from this Territory when collecting income. If the gang also controls an Archaeotech Device, this is increased to 2D6x10.

SCENARIOS

This section features a number of scenarios, which can be used for either campaign or skirmish battles, and are designed to work for both Zone Mortalis and Sector Mechanicus play. In a campaign, the pre-battle sequence rules on page 221 will determine which scenario is played. In a skirmish, players should either come to an agreement regarding which scenario to play, or let winner of a roll-of decide.

Designer's Note: Thoughts on Balance

It will often be the case that campaign battles will be obviously unbalanced – one gang might be outnumbered, outgunned or faced with an almost impossible task. This is intentional; indeed, when a player is able to choose a scenario, they should look for the one that gives them the best advantage.

In a campaign it is important for a player to realise when their gang is outmatched, and act accordingly. The scenario objectives might not be the only consideration – it is worth considering whether it is better to cut and run, or simply try to take out an important enemy fighter before bottling out.

As a result so campaign battles can be quite short, meaning that players might be able to fit two or three battles into a single session!

SCENARIO SPECIAL RULES

Some scenarios are subject to additional special rules which are detailed below:

Home Turf Advantage

Some scenarios take place within the territory of one of the gangs. While a gang is fighting on its own Turf, its fighters are more likely to stand and fight. As such, the gang gains the following advantages:

Whenever a Bottle test is made for the gang the controlling player rolls one more D6 and discards the highest.

Add 1 to the result of any Rally tests made for the gang's fighters.

The gang's territory is marked with a gang relic (see page 21). Immediately before setting up their first fighter, the controlling player can place the gang relic anywhere on the battlefield.

Reinforcements

If a gang has Reinforcements available, the scenario instructions will tell them to create a Reinforcements deck – this is all fighters in their gang who are available for the battle but are not in their crew.

Reinforcements arrive at the end of the End phase. The scenario will state the round on which Reinforcements arrive, how many fighters turn up. Whenever a fighter arrives by Reinforcements, the controlling player takes one Fighter card at random from their Reinforcements deck, keeping it face down, and rolls a D6. On a 3 or more they can pick any point on the edge of the battlefield; on a 1 or 2 their opponent does this instead. The card is then revealed, and the fighter is set up within 1" of the chosen point. They are now part of their gang, and are given a Ready marker in the next Priority phase.

Tactics cards that equip a fighter with a piece of wargear from the start of the battle (a frag trap, for example) must usually be played when setting up the gang; they can instead be played when a fighter arrives as Reinforcements to equip them with the wargear.

Blocked Areas

It is often the case that, in Zone Mortalis games, the opponent could set up a fighter in blocked-off areas to keep them out of the battle entirely. To prevent this, when picking a point on the edge of the battlefield for Reinforcements to arrive in Zone Mortalis games, a player cannot choose a point that cannot be reached by any of the other fighters on the battlefield (assuming that any doors are open).

Arbitrated Scenarios

In an Arbitrated scenario, the Arbitrator either takes on the role of a 'game master' – handling random events and non-gang models for the players involved – or alternatively, they take on the role of an adversary – challenging one or more of the campaign's players to defeat creatures, perils or Guilder henchmen.

The guidelines for Arbitrated scenarios are left deliberately open, compared to running a Skirmish or Campaign game, allowing the Arbitrator to include their own models, create profiles for monsters or other adversaries, or invent their own battlefield perils.

Whatever changes the Arbitrator makes to a scenario, they should always aim to make them both fair and fun!

Sneak Attacks

In some scenarios, the defender is not initially aware of the attacker's presence. In these scenarios, the rules for Sneak Attacks are used.

Sentries

At the start of the scenario, most of the defending gang is not on the battlefield. The few fighters that are present are sentries, patrolling the area and keeping watch. The scenario will explain how many sentries the defender has, how they are chosen and how they are set up.

Sentries never gain Ready markers. Instead, their Fighter cards are shuffled together to form a face-down Sentry deck at the start of the first round. Each time it is the defender's turn to activate a fighter, a card is drawn at random from the Sentry deck, and that fighter takes their turn – then the card is shuffled back into the deck. If a sentry is attacked, their card is taken from the deck while the attack is being resolved, then returned. Note that sentries can be activated multiple times in a round. When the attacker has activated their last fighter, the defender activates one more sentry then the Action phase ends.

When a sentry is activated, both players roll a D6:

If the rolls are the same, the sentry turns to face a random direction determined by the roll of a Scatter dice. If a Hit is rolled, the defender chooses which way they are facing.

If the rolls are not the same, the player who rolled the highest can move the sentry a number of inches equal to the other player's roll. For example, if the attacker rolled a 5 and the defender rolled a 3, the attacker could move the sentry up to 3". Once the sentry has moved, the player who moved them chooses which way they will face; then, in Zone Mortalis games, they can open or close a door within 1" (the player moving the sentry can decide).

After a sentry moves, the defender checks to see which attackers are at risk of being spotted by rolling 2D6. Any attacker that is within that many inches of the sentry, and within their vision arc, risks being spotted. Also, any attacker that is within 3" of a sentry risks being spotted, even if they are not within their vision arc. Roll a D6 for each attacker that is at risk of being spotted, subtracting 1 from the result if they are prone:

- If they are in the open, or are within 3", they are spotted on a roll of 2 or more.
- If they are in partial cover and are more than 3" away, they are spotted on a roll of 4 or more.
- If they are in full cover and are more than 3" away they are spotted on a roll of 6 or more.

Then the defender checks to see whether any other sentries can spot any attackers in the same way, resolving each sentry one at a time in an order of their choice.

If a sentry spots any attackers, they are alerted. Their Fighter card is removed from the Sentry deck and is marked with a Ready marker. Then an Initiative check is made for the sentry – if it is passed they can immediately make a ranged attack against one of the fighters they spotted. Sentries are also alerted (but cannot make a ranged attack) if they are Pinned or Engaged at the start of any of the defender's turns. If an alerted sentry becomes Seriously Injured, they lose their Ready marker.

Raising the Alarm

If any sentries have Ready markers at the end of one of the attacker's turns, the alarm is raised. Also, whenever a fighter makes a ranged attack, roll 2D6, adding 2 if the weapon has the Blast Trait, and add the weapon's Strength (if the weapon does not have a Strength do not add anything – just use the 2D6 roll, even if the weapon has the Blast Trait). If the total is 10 or more, the alarm is raised immediately. Finally, at the start of each round after the first, roll a D6 and add 1 to the result for each round that has passed (for example, add 2 at the start of round 3). On a score of 8 or more, the alarm is raised immediately. Gas weapons, and weapons fitted with a gunshroud (see page 89), do not risk raising the alarm in this way.

Once the alarm is raised, the Sentry rules no longer apply. Any sentries who have gained a Ready marker keep it, and can be activated this round.

ZONE MORTALIS - SCENARIO 1: TUNNEL SKIRMISH

The stakes are high when two gangs face-off in unclaimed turf, fighting for control of the surrounding area.

Battlefield

This scenario uses the standard Battlefield Set-up rules and consists of four or six Zone Mortalis Tiles

Crews

This scenario uses the standard rules for choosing a crew. Both players use the Custom Selection (6) method if the battlefield consists of four tiles or Custom Selection (10) if the battlefield consists of six tiles.

Tactics Cards

Each player may select up to two Tactics cards from their deck.

If during the pre-battle sequence the total Credits value of fighters in one player's starting crew is less than their opponent's then they may randomly draw an additional Tactics card for each full 100 credits of difference

Deployment

This scenario uses the standard rules for Deployment.

Objective

Each gang's aim is simple: take out as many of the enemy as possible! Each gang scores points for each opposing fighter that goes Out of Action or flees the battlefield. They score three points for a leader, two points for a Champion and one point for any other fighter.

Ending the Battle

If one gang has no fighters left on the board at the end of any round, the battle ends immediately.

Victory

If one gang has scored more points than the other at the end of the battle, they are victorious. If both gangs have scored the same number of points, the battle ends in a draw

Rewards (Campaigns only)

Credits

The gang that has the most points receives 2D6X10 Credits. The loser receives D3X5. In the case of a draw, both gangs receive D6X10.

Experience

Each fighter that took part in the battle earns 1 XP.

The Leader of the gang that scored the most points gains an additional 1 XP (regardless of whether they took part in the battle or not. In the case of a draw, neither Leader gains this bonus.

Reputation

The gang that the most points gains 2 Reputation.

Each gang gains 1 Reputation if this was their first battle against this opponent.

If either gang bottled out, they lose 1 Reputation.

ZONE MORTALIS - SCENARIO 2: THE TRAP

Although gangs usually prefer a fair fight, there are times when an enemy just needs taking down.

Attacker and Defender

In this scenario, one gang is the attacker and the other is the defender. In a campaign, the player who choose this scenario is the attacker. In a skirmish, players roll off and the winner decide whether they will attack or defend.

Battlefield

In this scenario, the defender places the first tile. This tile marks the centre of the battlefield. Players then take turns placing four more tiles, two each, adjacent to the first tile, forming a cross. In this scenario, the defender may place all the barricades.

Crews

This scenario uses the standard rules for choosing a crew. Both players use the Custom Selection (10) method.

Tactics Cards

The attacker can choose two Tactics cards. The defenders shuffles their Tactics cards deck and draw two cards at random

If during the pre-battle sequence the total Credits value of fighters in one player's starting crew is less than their opponent's then they may randomly draw an additional Tactics card for each full 100 credits of difference

Deployment

The defender sorts their Fighter cards (however they wish)

Setting Up

The defender sorts their Fighter cards (however they wish) into piles of two or more, each pile representing a group of defenders. The defender then chooses one group and sets up one of its fighters in the centre of their deployment zone, then sets up the rest of the fighters in that group within 2" of the first.

Then the attacker sets up their entire gang. Fighters can be deployed within 6" of the edge of the battlefield, on any of the outer tiles, however they wish.

Finally, the defender sets up the rest of their crew. First they nominate a group, then they roll a

D6. On a 1-5, all fighters in the group must be set up within 2" of the fighters already deployed in the central tile. On a roll of a 6 may be set up anywhere on the board that is not within 2" of an enemy fighter.

Surprise Attack

The defender rolls a D6 and adds 1 to the result for each fighter they were able to set up outside their deployment zone. If the result is 7 or higher, they automatically take the Priority marker in the first round. Otherwise, the attacker automatically takes it instead.

Objectives

The attackers are attempting to take out as many of the defenders as possible; the defenders are trying to either return the favour or escape. Both gangs score 3 points for a Leader, 2 points for a Champion and 1 point for any other fighter that is taken Out of Action

Ending the Battle

If one gang has no fighters left on the board at the end of any round, the battle ends immediately and the other gang scores D3 bonus points.

Victory

If one gang has scored more points than the other at the end of the battle, they are victorious. If both gangs have scored the same number of points, the battle ends in a draw

Rewards (Campaigns only)

Credits

The gang that the most points receives D6X10 Credits. The loser receives D3X5. In the case of a draw, both gangs receive D3X10.

Experience

Each fighter that took part in the battle earns 1 XP.

The Leader of the gang that scored the most points gains an additional 1 XP (regardless of whether they took part in the battle or not. In the case of a draw, neither Leader gains this bonus.

Reputation

The gang that the most points gains 2 Reputation. Each gang gains 1 Reputation if this was their first battle against this opponent. If either gang bottled out, they lose 1 Reputation.

ZONE MORTALIS - SCENARIO 3: FORGOTTEN RICHES

Sometimes, just the rumour of a newly discovered tunnel sprawl packed with discarded riches attracts looters.

Battlefield

This scenario uses the standards Battlefield Set-p rules and consists of seven Zone Mortalis tiles. The winner of a roll-off places the first tile. The first tile placed marks the centre of the battlefield. Players then take turns placing the six more tiles, three each, adjacent to the first tile.

Crews

This scenario uses the standard rules for choosing a crew. Both players use the Custom Selection (X) method. However the number of fighters available is determined by rolling 2D6 on the table below

2D6	Maximum Crew Size
2-3	5
4-5	6
6-8	7
9-10	8
11-12	9

Tactics Cards

Each player may select three Gang Tactics cards. If during the pre-battle sequence the total Credits value of fighters in one player's starting crew is less than their opponent's then they may randomly draw an additional Tactics card for each full 100 credits of difference

Deployment

The winner of a roll-off places a loot casket on the central tile. Players then take turns to place a loot casket in any tile that does not already contain one. Loot caskets must be placed at least 6" from any other loot caskets on the board. Players take turns doing this until five have been set up. Loot caskets cannot be set up in areas that are cut off from the rest of the map (for example, the small areas in the bottom corners)

Once all of the caskets have been set up, the players roll off again. The winner picks one of the numbered tiles that does not contain a loot casket to be their territory, then sets up their entire crew on that tile, within 3" of the edge of the map. The other player then does the same on the other remaining numbered tile – if the two tiles are adjacent, they cannot set up any of their fighters within 6" of an enemy.

Objectives

Both gangs are attempting to get away with as much lot as they can carry and prevent their enemies from doing the same. Each gang scores 1 point for each enemy fighter that goes Out of Action. In addition, each gang scores 2 points for each loot casket secured (not including ammo caches on their starting tile and within 3" of the board edge when the battle ends).

Horrors In The Dark

Finding such a sizeable stash of untouched loot should have been suspicious, and sure enough this seems to be the hunting ground for one or more unknown, mutated monstrosities. When a fighter is activated, and they are not within 8" of any other fighters (from either side), roll a D6 on the following table:

D6	Result
1	The fighter suffers a Strength 6 hit, with an AP of -1 and a Damage of 2. If they are Seriously Injured as a result, they are dragged away into the darkness and taken Out of Action.
2-3	A nightmarish creature emerges from the shadows, seeking easy prey. The fighter cannot make any actions this turn as they are too busy driving the creature away.
4-5	The fighter hesitates, hearing a noise in the darkness. They can only make one action this turn.
6	The fighter goes unnoticed and can act normally

Ending the Battle

If one gang has no fighters left on the board at the end of any round, the battle ends immediately and the other gang scores D3 bonus points.

Fleeing the Battlefield

If one gang voluntarily bottles out and flees the battlefield, their opponent automatically wins the scenario. The winning gang claims any loot caskets left on the battlefield at the end of the battle

Victory

If one gang has secured more loot caskets than the other at the end of the battle, they are victorious. If both gangs have secured the same number, or if neither gang has secured any loot caskets, the battle ends in a draw.

Rewards (Campaigns only)

Credits

Gangs earn D6X10 credits for each loot casket they secured at the end of the battle.

Experience

Each fighter that took part in the battle earns 1 XP.

The Leader of the gang that scored the most points gains an additional 1 XP (regardless of whether they took part in the battle or not. In the case of a draw, neither Leader gains this bonus.

Reputation

The gang that secured the most loot caskets gains 2 Reputation.

Each gang gains 1 Reputation if this was their first battle against this opponent.

If either gang bottled out, they lose 1 Reputation.

ZONE MORTALIS - SCENARIO 4: THE MARAUDERS

Starting a fight in an enemy's territory takes guts. Winning it builds a gang's reputation!

Attacker and Defender

The players roll off. The winner decides whether they will be the attacker or the defender.

Battlefield

This scenario uses the standard Battlefield Set-up rules and consists of six Zone Mortalis tiles.

Crews

The attacker uses the Custom Selection (6) method to choose their crew. The defender uses the Random Selection ($D3+2$) method. After the defender has dealt out their starting crew, the rest of their deck is set to one side to form their Reinforcements Deck

Home Turf Advantage

The defender has the Home Turf Advantage

Tactics Cards

The attacker can choose two Tactics cards. The defender shuffles their Tactics cards deck and draws two cards at random.

If during the pre-battle sequence the total Credits value of fighters in one player's starting crew is less than their opponent's then they may randomly draw an additional Tactics card for each full 100 credits of difference.

Deployment

This scenario uses the standard rules for deployment.

Objectives

Each gang scores 1 point for each enemy fighter that goes Out of Action. In addition, the attackers have a special objective, determined by rolling a D3 on the table below:

D3 Result

- | | |
|---|---|
| 1 | Bushwhack: The attacker scores one additional point for each enemy Champion taken Out of Action, and two additional points if the enemy Leader is taken Out of Action. |
| 2 | Scrag: After deployment, the attacker nominates one enemy fighter in the enemy's starting crew. If this fighter is taken Out of Action, the attackers score one extra point, two if the enemy fighter was taken out by a Coup De Grace section. |
| 3 | Mayhem: Once an attacking fighter has Seriously Injured an enemy fighter, the attacking fighter can leave the battlefield – if they end an action within 1" of either short edge of the battlefield, they are removed from play and the attacker scores 1 point and counts as being Out of Action from now on for the purposes of Bottle tests. |

If the attackers bottle out, they cannot score any more points for the above objectives.

The remaining fighters are their Reinforcements.

Special Rule: Desperation

In this battle, the defenders automatically pass any Bottle tests. The defender may still voluntarily bottle out.

Ending the Battle

If one gang has no fighters left on the board at the end of any round, the battle ends immediately and the other gang scores D3 bonus points.

Victory

If one gang has scored more points than the other at the end of the battle, they are victorious. If both gangs have scored the same number of points, the battle ends in a draw.

Rewards (Campaigns only)

Credits

The gang that scored the most points receives D6X10 credits. The loser receives D3X5 credits. IN the case of a draw both gangs receive D3X10 credits.

Experience

Each fighter that took part in the battle earns 1 XP.

The Leader of the gang that scored the most points gains an additional 1 XP (regardless of whether they took part in the battle or not). In the case of a draw, neither Leader gains this bonus.

Reputation

The gang that scored the most points gains 2 Reputation. Each gang gains 1 Reputation if this was their first battle against this opponent.

If either gang bottled out, they lose 1 Reputation.

ZONE MORTALIS - SCENARIO 5: SNEAK ATTACK

A gang that really wants to make itself known may raid deep into an enemy territory hoping to steal goods and defile something sacred.

Attacker and Defender

This scenario uses the Sneak Attack rules. In this scenario, one gang is the attacker and the other is the defender. In a campaign, the player who chose this scenario is the attacker. In a skirmish, players roll off and the winner decides whether they will attack or defend

Battlefield

This scenario uses the standard Battlefield Set-up rules and consists of seven Zone Mortalis tiles. The defender places the first tile. This tile marks the centre of the battlefield. Players then take turns placing six more tiles, three each, adjacent to the first tile.

Crews

The attacker uses the Custom Selection method to choose their crew. The defender starting crew are their sentries. They use the Random Selection (5) method, but before drawing their crew, they can declare any number of fighters unfit (or too important) for sentry duty, removing them from their deck – they are returned to the deck after the starting crew has been drawn, then the rest are returned to the deck after the starting crew has been drawn, then the rest of the deck is set to one side to form their Reinforcements deck.

Tactics Cards

The attacker can choose two Tactics cards. The defender shuffles their Tactics cards deck and draws two cards at random.

If during the pre-battle sequence the total Credits value of fighters in one player's starting crew is less than their opponent's then they may randomly draw an additional Tactics card for each full 100 credits of difference.

Deployment

The defender sets up their sentries anywhere on the battlefield, and a gang relic anywhere within 6" of the battlefield. The attacker then sets up each of their fighters entirely within 6" of any edge of the battlefield and must be within 4" of another member of the crew. The attacker is free to use all edges.

Objectives

The attacker is trying to defile a gang relic important to the defenders. The defenders are trying to stop them

Gang Relics

The defender sets up a gang relic. This can be a generic token or a small terrain feature.

Add 2 to the result of any Cool checks and Leadership checks made for friendly fighters within 6" of the gang relic.

Defile the Relic

If any enemy fighter is able to get within 1" of the defender's gang relic, they can make a Defile Relic (Double) action as follows.

Once a Relic has been defiled it no longer offers any bonuses to Cool checks and Leadership checks, and cannot be defiled again. In a campaign, a fighter who defiles a Relic gains D3 XP

Ending the Battle

If either gang has no fighters left on the battlefield at the end of any round, the battle ends immediately.

Fleeing the Battlefield

If the defender voluntarily bottles out and flees the battlefield, the attacker automatically wins the scenario. Additionally, the leader of the winning gang is considered to have defiled the losing gang's relic.

Victory

If the defender has any fighters on the battlefield – not including Seriously Injured fighters – at the end of the battle, and their gang relic has not been defiled, they are victorious.

If the attacker has any fighters on the battlefield – not including Seriously Injured fighters – at the end of the battle, and the defender's gang relic has been defiled, they are victorious.

Any other result is a draw.

Rewards (Campaigns only)

Credits

If the attacker defiles the defender's Relic it gains D6X10. Otherwise, it gains D3X10 credits.

If the defender's Relic was not defiled, it gains D6X10 credits. Otherwise, it gains D3X10 credits.

Turf

If only one gang had fighters on the battlefield at the end of the battle, they gain 1 Turf and their opponent loses 1 Turf.

Experience

Each fighter that took part in the battle earns 1 XP.

If one gang had fighters on the battlefield at the end of the battle, their Leader gains an additional 1 XP (regardless of whether they took part in the battle or not).

Reputation

Each gang gains 1 Reputation if this was their first battle against this opponent.

If the defender's Relic was defiled, the defender loses 2 Reputation and the attacker gains 2 Reputation.

If either gang bottled out, they lose 1 Reputation.

ZONE MORTALIS - SCENARIO 6: SMASH & GRAB

One gang is moving valuable merchandise for a Guilder contact. The other gang wants the loot!

Attacker and Defender

In this scenario, one gang is the attacker and the other is the defender. In a campaign, the person who chose this scenario is the attacker. In a skirmish, players roll off and the winner decides whether they will attack or defend.

Battlefield

This scenario uses the standard Battlefield Set-up rules and consists of six Zone Mortalis tiles.

Crews

The attacker uses the Custom Selection (10) method to choose their crew. The defender uses the Random Selection (D6+3) method.

Battlefield

The attacker can choose two Tactics cards. The defender shuffles their Tactics cards deck and draws two cards at random.

If during the pre-battle sequence the total Credits value of fighters in one player's starting crew is less than their opponent's then they may randomly draw an additional Tactics card for each full 100 credits of difference.

Deployment

This scenario uses the standard rules for deployment.

Additionally, the defender sets up five loot crates within their deployment zone, at least 4" away from the edge of the battlefield. Without the attacker seeing, three are set up with the blank side facing up and one will be set up with the blank side facing up and a frag trap inside. All are set up with the lids on, keeping the contents secret until opened

Objectives

The attackers want to steal the Guilders' loot crates. The defender is determined to drive off the attacker empty handed.

Special Rule: Loot Casket

The defender cannot open any loot caskets, they will not be paid for any that are tampered with.

If the attacker opens a loot casket, do not roll to see what the contents are. Instead, remove the lid. If ammo is showing, this is an ammo casket/ If nothing is showing, the casket has no value. If it contains a frag trap, the trap is triggered immediately and the casket removed from play.

Ending the Battle

If either gang has no fighters left on the battlefield at the end of any round, the battle ends immediately.

Fleeing the Battlefield

If one gang voluntarily bottles out and flees the battlefield, their opponent automatically wins the scenario. If the attacker wins in this way, they earn rewards for the remaining loot caskets with no risk of detonating a frag trap. If the defender wins in this way, they gain rewards for unopened loot caskets at the end of the battle.

Victory

The attacker wins if, at the end of the battle, they have opened more loot caskets containing ammo than are left unopened on the battlefield. Otherwise, the defender wins.

Rewards (Campaigns only)

Credits

The attacker gains D6X10 credits for each lot casket they open that contains ammo.

The defender gains 2D6X10 credits for each loot casket which contained ammo that was not opened

Experience

Each fighter that took part in the battle earns 1 XP.

If at least two loot caskets which contained ammo were opened by the attackers, their Leader gains an additional 1 XP (regardless of whether they took part in the battle or not).

Reputation

Each gang gains 1 Reputation if this was their first battle against this opponent.

The defender loses 1 Reputation and the attacker gains 1 Reputation for each loot casket which contained ammo the attacker opened.

If the attacker opened a loot casket that contained a frag trap, they lose 1 Reputation.

If either gang bottled out, they lose 1 Reputation.

SCENARIO 1: STAND-OFF

Two gangs meet in neutral territory and a firefight ensues.

Battlefield

This scenario uses a standard battlefield, as described on page 121.

Crews

This scenario uses the standard rules for choosing a crew, as described on page 122. Both players use the Custom Selection (10) method.

Tactics Cards

Each player may select two Gang Tactics cards.

If during the pre-battle sequence the total Credits value of fighters in one player's starting crew is less than their opponent's then they may randomly draw an additional Tactics card for each full 100 credits of difference.

Deployment

This scenario uses the standard rules for deployment, as described on page 122.

Objectives

Each gang's aim is simple: take out as many of the enemy as possible! Each gang scores points for each opposing fighter that goes Out of Action or flees. They score 3 points for a Leader, 2 points for a Champion and 1 point for any other fighter.

Ending the Battle

If either gang has no fighters left on the board at the end of any round, the battle ends immediately.

Victory (Skirmish Only)

If one gang has fighters on the battlefield at the end of the battle, they are victorious. If neither gang has fighters, the battle ends in a draw.

Rewards (Campaign Only)

Credits

The gang that scored the most points receives D6X10 credits. The loser receives D3X5 credits. In the case of a draw, both gangs receive D6X5 credits.

Experience

Each fighter that took part in the battle earns 1 XP.

The Leader of the gang that scored the most points gains 1 XP (regardless of whether they took part in the battle or not). – in the case of a draw, neither Leader gets this bonus.

Reputation

The gang that scored the most points gains 2 Reputation. Each gang gains 1 Reputation if this was their first battle against this opponent.

If either gang bottled out, they lose 1 Reputation.

SCENARIO 2: LOOTERS

A gang launches an all-out attack on a rival's home turf in the hope of raiding their stash.

Attacker and Defender

In this scenario, one gang is the attacker and the other is the defender. In a campaign, the player who chose this scenario is the attacker. In a skirmish, players roll off and the winner decides whether they will attack or defend.

Battlefield

This scenario uses a standard battlefield, as described on page 121 - **except without setting up any loot caskets.**

Crews

This scenario uses the standard rules for choosing a crew, as described on page 122. The attacker uses the Custom Selection method, while the defender uses the Random Selection (D3+4) method. After the defender has dealt out their starting crew, the rest of their deck is set to one side to form their Reinforcements deck.

Home Turf Advantage

The defender has the Home Turf Advantage (see page 166).

Tactics Cards

The attacker can choose two Tactics cards. The defender shuffles their Tactics cards deck and draws two cards from it at random.

If during the pre-battle sequence one player's Gang Rating is less than their opponent's then they may randomly draw an additional Tactics Card for each full 100 credits of difference

Deployment

The defender sets up four loot caskets anywhere on the battlefield. Then they set up their crew. Each fighter must be within 3" of one of the loot caskets. The attacker then picks one edge of the battlefield this is their escape route. They set up their entire crew within 6" of that edge.

Objectives

The attackers are attempting to secure the four loot caskets and move them off via their escape route. The defenders are attempting to stop them. The caskets are valuable whether or not they have been opened, even if they have been converted into an ammo cache – however, if the ammo cache is exhausted it cannot be claimed by the attacker. Note that only those four loot caskets can be claimed; any others that are introduced cannot be claimed (for example, if one of the players uses an ammo cache that they have purchased at the Trading Post).

Claiming Caskets and Escaping

If one of the four loot caskets (or ammo caches) is within 1" of the escape route at the start of the End phase, it is claimed and removed from the battlefield (it is assumed that the attackers have a means of moving the caskets quickly, whether that is a waiting cargo hauler, a hidden entrance into a tunnel network, or something similar).

In addition, any attacking fighters within 1" of the escape route at the start of the End phase can escape (even if they are Seriously Injured) if the controlling player wishes – they are removed from the battlefield, and count as being Out of Action from now on for the purposes of Bottle tests. If the attacking gang bottles out, they can no longer claim any caskets, but fighters can still escape.

Reinforcements

The defender can use Reinforcements (see page 166). One random fighter arrives at the start of the first End phase, two at the start of the second End phase, and so on.

Ending the Battle

If either gang has no fighters left on the board at the end of any round, the battle ends immediately.

Fleeing the Battlefield

If the defender voluntarily bottles out and flees the battlefield, the attacker automatically wins the scenario and may claim all the loot caskets.

Victory (Skirmish Only)

The attacker wins if, at the end of the battle, they have claimed more caskets than there are left on the battlefield. Otherwise, the defender wins.

Rewards (Campaign Only)

Credits

Roll a D3 for each casket that was claimed by the attackers, and multiply the result by 10. That many credits are moved from the defender's Stash to the attacker's Stash (note that the attacker's gains cannot exceed the defender's losses).

Experience

Each fighter that took part in the battle earns 1 XP. If at least two caskets were claimed by the attackers, their Leader then earns 1 XP (regardless of whether they took part in the battle or not).

Reputation

Each gang gains 1 Reputation if this was their first battle against this opponent.

The attackers gain 1 Reputation for each casket that they claimed. The defenders gain 1 Reputation for each loot casket that is still on the battlefield when the battle ends.

SCENARIO 3: AMBUSH

A gang sets a trap for their rivals, hoping to catch them unawares...

Attacker and Defender

In this scenario, one gang is the attacker and the other is the defender. In a campaign, the player who chose this scenario is the attacker. In a skirmish, players roll off and the winner decides whether they will attack or defend.

Battlefield

This scenario uses a standard battlefield, as described on page 121, with the following exceptions:

Sector Mechanicus

No large terrain can be set up within 12" of the centre of the battlefield. Scatter terrain can still be set up in this area, however in this scenario, the defender may place all of the scatter terrain. The defender's deployment zone is anywhere within 6" of the centre of the battlefield.

Zone Mortalis

The attacker starts by placing up to three tiles. Then the players alternate placing tiles as normal (see page 121), starting with the defender. Once the battlefield has been set up, the attacker picks any point on the battlefield (marking it with a dice or something similar) – the defender's deployment zone is anywhere within 6" of that point.

Crews

This scenario uses the standard rules for choosing a crew, as described on page 122. The attacker uses the Custom Selection method, while the defender uses the Random Selection (D3+5) method.

Tactics Cards

The attacker can choose up to two Tactics cards. The defender shuffles their Tactics cards deck and draws two cards from it at random.

If during the pre-battle sequence the total Credits value of fighters in one player's starting crew is less than their opponent's then they may randomly draw an additional Tactics card for each full 100 credits of difference.

Deployment

The defender goes through the Fighter cards in their crew one at a time, in an order of their choice, rolling a D6 for each. On a 1-5, they set up that fighter anywhere within their deployment zone. On a 6, the Fighter card is set aside. The attacker then sets up their crew anywhere on the battlefield. Attacking fighters must be set up at least 12" from any defenders, or at least 6" away from any defenders if no defenders can draw line of sight to them. After the attackers have set up, the defender sets up any of their fighters whose cards were set aside. These fighters can be set up anywhere on the battlefield, as long as they are not Engaged with an enemy fighter.

Objectives

The attackers are attempting to take out as many of the defenders as possible; the defenders are trying to either return the favour, or escape.

Surprise Attack

The attackers take the Priority marker in the first round of the game. In addition, before activating their first fighter in the first round, the attacker rolls a D3 – they can activate that many fighters before the defender activates their first fighter.

In addition, during the first round, make a Cool check for each fighter when they are activated. If the check is failed, the fighter can only make one action this turn instead of two.

Slipping the Net

Any defending fighter that is within 1" of an edge of the battlefield at the start of the End phase can escape if their controlling player wishes, even if they are Seriously Injured. They are removed from the battlefield, and count as being Out of Action from now on for the purposes of Bottle tests. In a campaign, each defender who escapes in this way earns 1 XP.

Ending the Battle

If either gang has no fighters left on the board at the end of any round, the battle ends immediately.

Victory (Skirmish Only)

The attacker wins if, at the end of the battle, more defenders were taken Out of Action than escaped – defenders that fled the battlefield do not count. Otherwise, the defender wins.

Rewards (Campaign Only)

Experience

Each fighter that took part in the battle earns 1 XP. If none of the defenders escaped, the attacker's Leader earns 1 XP (regardless of whether they took part in the battle).

Reputation

If more defenders escaped than went Out of Action, the defenders gain 2 Reputation. If more defenders went Out of Action than escaped, the attackers gain 1 Reputation.

If either gang bottled out, they lose 1 Reputation.

SCENARIO 4: BORDER DISPUTE

A disagreement over contested ground escalates into a full-blown engagement.

Battlefield

This scenario uses a standard battlefield, as described on page 121.

Crews

Both players use the Random Selection (D3+3) method (see page 122). After dealing out their starting crew, the rest of each player's deck is set to one side to form their Reinforcements deck (see page 166).

Tactics Cards

Neither player has any Tactics cards at the start of the battle. Instead, at the start of each round after the first, each player draws a random Tactics card from their deck.

Deployment

This scenario uses the standard rules for deployment with the following exception:

The players roll off and the winner picks one half of the battlefield to be their Turf then draws a card at random from their crew and sets up that fighter in their Turf, 1" away from the centre of the board. The other player then does the same in the other half (which is their Turf).

Then, starting with the player that set up the first fighter, the players take turns setting up one of the remaining fighters in their crew. These fighters must all be set up in their own Turf, but none of them can be set up within 12" of the centre of the battlefield or within 6" of another fighter from either gang.

Finally, each player either sets up a gang relic in their own turf, or nominates a small piece of terrain (such as a set of crates, barrels, a specific door, etc) to act as gang relic for this battle (it gains the rules for a gang relic found page 21). In either case, the relic must be at least 5" away from any edge of the battlefield.).

Objectives

Each gang is seeking to secure their Turf and drive off the other gang – and the best way to do this is to defile the other gang's Relic.

Defiling a Relic

Any Active fighter within 1" of the enemy's relic can make a Double action to wreck it – they might tear it down, mark it down, mark it with their own gang's tag, or ruin it in a more creative fashion! Once a relic has been defiled, it no longer offers any bonuses to Cool checks and Leadership checks, and cannot be wrecked again. In a campaign, a fighter who wrecks a relic gains D3 Experience.

Reinforcements

At the start of each End phase, each player rolls a D3 and receives that many random fighters as Reinforcements (see page 166). These are deployed one at a time, starting with the player who has the Priority marker.

Ending the Battle

If either gang has no fighters left on the board at the end of any round, the battle ends immediately.

Fleeing the Battlefield

If a gang voluntarily Bottles out and flees the battlefield, their opponent automatically wins. Additionally, the leader of the winning gang is considered to have defiled the losing gang's gang relic.

Victory (Skirmish Only)

If one gang has fighters on the battlefield at the end of the battle – not including Seriously Injured fighters – at the end of the battle, and their gang relic has not been defiled, they are victorious. If both gangs' gang relics have been defiled, the battle ends in a draw.

Rewards (Campaign Only)

Credits

If a gang's relic was not defiled, it gains D6x10 credits. Otherwise, it gains D3x10 credits.

Turf

If only one gang had fighters on the battlefield at the end of the battle, they gain 1 Turf and their opponent loses 1 Turf. (see page 123).

Experience

Each fighter that took part in the battle earns 1 XP. If one gang had fighters on the battlefield at the end of the battle, their Leader earns 1 XP (regardless of whether they took part in the battle).

Reputation

Each gang gains 1 Reputation if this was their first battle against this opponent.

If one gang's relic was defiled and the other was not, the gang with the defiled relic loses 2 Reputation and the other gang gains 2 Reputation.

If either gang bottled out, they lose 1 Reputation.

SCENARIO 5: SABOTAGE

A gang sneaks onto a rival's turf, hoping to put one of their territories out of commission.

Attacker and Defender

This scenario uses the Sneak Attack Rules. In this scenario, one gang is the attacker and the other is the defender. In a campaign, the player who chose this scenario is the attacker. In a skirmish, players roll off and the winner decides whether they will attack or defend.

The Target

In a campaign, the attacker chooses their target – either one of the other gang's Special Territories, or their Turf in general. They must decide this before the battlefield is set up.

Battlefield

The defender sets up a piece of terrain, which should be at least 2" square, to represent the attackers target. It is recommended that it is set up as close to the centre of the battlefield as possible. Then the battlefield is set up using the standard rules, as described on page 121.

Designer's Note: Adding some Flavour

This scenario is a good opportunity to put together some themed terrain, based on the territory that the attackers are targeting. For example, players could create an Underhive medical centre to represent a Friendly Doc, or a servitor-drawn trader caravan representing a Guilder contact. For something more wide-ranging, such as a Settlement or Spore Cave, it could be assumed that the entire battle takes place within the territory – so the target could be something that the territory relies on, such as a plasma generator or refinery.

Crews

The attacker uses the Custom Selection method to choose their crew. Their crew is kept secret from the defender until the defender has set up their sentries. The defenders starting crew are their sentries. They use the Random Selection (5) method (see page 122), but before drawing their crew, they can declare any number of fighters unfit (or too important) for sentry duty, removing them from their deck – they are returned to the deck after the crew has been drawn, then the deck is set aside to form their Reinforcements deck (see page 166).

Tactics Cards

The attacker can choose up to three Tactics cards. The defender shuffles their Tactics cards deck and draws two cards from it at random – however, they cannot be played until the alarm has been sounded (see page 167).

If during the pre-battle sequence one player's Gang Rating is less than their opponent's then they may randomly draw an additional Tactics Card for each full 100 credits of difference

Deployment

The defender sets up their sentries anywhere on the battlefield. The attacker then sets up each of their fighters within 2" of any edge of the battlefield, and if free to use all edges.

Objectives

The attackers are attempting to destroy their target and deal a blow to their target's territory. The defenders are trying to stop this at all costs!

Destroying the Target

The target has a Toughness of 6 and a 5+ save roll. As it is large and stationary, any Ranged attacks made against it have a +2 modifier to the hit roll, and any close combat attacks hit automatically. If the target suffers 4 Wounds, it is destroyed.

In a campaign, any attacking fighter who wounds the target gains 1 XP for each Wound they cause, plus 1 if they destroy it.

Taking Flight

Once the attackers have destroyed the target, they can disappear back into the shadows. Any attacking fighter that is within 1" of an edge of the battlefield at the start of the End phase can take flight if the controlling player wishes, even if they are Seriously Injured. They are removed from the battlefield, and count as being Out of Action from now on for the purposes of Bottle tests.

Home Turf Advantage

The defender has the Home Turf Advantage (see page 166).

Reinforcements

In the round that the alarm is raised, and in each subsequent round, D6 Reinforcements arrive until the entire gang has arrived.

Ending the Battle

If either gang has no fighters left on the board at the end of any round, the battle ends immediately.

Victory (Skirmish Only)

The attacker wins if, at the end of the battle, they have destroyed the target and fewer than half of their crew have been taken Out of Action. If they have not destroyed the target, the defender wins otherwise, the battle ends in a draw.

Rewards (Campaign Only)

Credits

If the attackers destroyed the target, they gain D6x10 credits. If they do not, the defender gains D6X10 credits.

Turf

If the attackers were targeting the defender's Turf (rather than a special location) and the target was destroyed, the defenders Turf Size is reduced by 1.

If the attackers were targeting a Special Territory and the target was destroyed, the defender rolls a D6. On a 1 or 2, the territory is deleted from their gang roster.

Experience

Each fighter that took part in the battle earns 1 XP.

If the target was destroyed, the attackers Leader earns 1 XP (regardless of whether they took part in the battle or not).

Reputation

Each gang gains 1 Reputation if this was their first battle against this opponent.

If the attackers destroyed the target, their Reputation increases by 3 and the defender's Reputation decreases by 1.

If either gang bottled out, they lose 1 Reputation.

SCENARIO 6: RESCUE MISSION

With one of their number in the hands of their rivals, a gang launches a daring rescue...

Attacker and Defender

This scenario uses the Sneak Attack rules. In this scenario, one gang is the attacker and the other is the defender. In a campaign, the player who chose this scenario is the attacker. In a skirmish, players roll off and the winner decides whether they will attack or defend.

The Target

In a campaign, this scenario can only be played if one or more of the attacker's fighters has been captured by the defender. These fighters are the Captives. In a skirmish battle, the attacker picks one of their fighters at random to act as the Captive.

Battlefield

This scenario uses a standard battlefield, as described on page 121.

Crews

The attacker uses the Custom Selection method to choose their Crew (see page 122). The defender's starting crew are their sentries. They use the Random Selection (5) method (see page 122), but before drawing their crew, they can declare any number of fighters unfit (or too important!) for sentry duty, removing them from their deck - they are returned to the deck after the crew has been drawn, then the deck is set aside to form their Reinforcements deck (see Sentries on page 167).

Tactics Cards

The attacker can choose up to three Tactics cards. The defender shuffles their Tactics cards deck and draws two cards from it at random – however, they cannot be played until the alarm has been sounded (see page 167).

If during the pre-battle sequence one player's Gang Rating is less than their opponent's then they may randomly draw an additional Tactics Card for each full 100 credits of difference

Deployment

The defender sets up the Captives and their sentries anywhere on the battlefield. The attacker then sets up each of their fighters within 2" of any edge of the battlefield and is free to use all edges.

Objectives

The attackers are attempting to free the Captive(s) – preferably without the defender noticing.

Captive Fighters

Captive fighters never gain Ready markers, and cannot be activated or attacked by either player. Non-Captive attackers can make the following action:

Free Captive (Basic) – Pick a Captive within 1" and make either a Strength check or Intelligence check for the fighter making this action. If the check is passed, the Captive is freed. In a campaign, the fighter who freed the Captive gains D3 Experience.

In addition, in the End phase of each turn, the active player can declare that one or more of the Captives will attempt to escape. For each Captive that does so, roll 2D6 and add their Strength. On a 13 or more, they slip their bonds and are freed; on a 6 or less they injure themselves in their attempt, and suffer a Flesh Wound.

Freed Captives gain a Ready marker in the following Priority phase, and can then be activated as normal from then on. It is assumed that their rescuers return their equipment to them, or they collect it from nearby.

Taking Flight

Once the attackers have freed their Captive(s) they can disappear back into the shadows. Any attacking fighter that is within 1" of any edge of the battlefield at the start of the End phase can take flight if the controlling player wishes, even if they are Seriously injured. They are removed from the battlefield, and count as being Out of Action from now on for the purposes of Bottle tests.

Home Turf Advantage

The defender has the Home Turf Advantage (see page 166).

Reinforcements

The defender can use Reinforcement (see page 166). In the round that the alarm is raised, and in each subsequent round, D6 random fighters arrive at the start of each End phase until their entire gang has arrived.

Ending Battle

If either gang has no fighters left on the board at the end of any round, the battle ends immediately.

Fleeing the Battlefield

If the defender voluntarily bottles out and flees the battlefield, their opponent automatically wins the scenario and the Captive is Freed.

Victory (Skirmish Only)

The attacker wins if, at the end of the battle, all of their Captives were freed and have taken flight. If no Captives have taken flight, the defender wins. Otherwise the game is a draw.

Rewards (Campaign Only)

Experience

Each fighter who took part in the battle earns 1 XP.

If a Captive is freed and takes flight, they earn 1 XP.

If all of the Captives were freed and took flight, the attacker's Leader earns 1 XP (regardless of whether they took part in the battle).

Reputation

For each Captive that was freed, the attacker gains 2 Reputation and the defender loses 1 Reputation.

If either gang bottled out, they lose 1 Reputation.

SCENARIO 7: CLAIM THE SPIRE

White Dwarf scenario: Two gangs seek to seize the spires of the Underhive. Soon both gangs become embroiled in a fight across towers and gangways, all in order to claim victory and proclaim their house as Lord of the Spires.

Battlefield

This scenario requires the battlefield to be laid out in a slightly different way. Instead of using the standard battlefield as described on page 121, the terrain should be laid out so that it creates a series of large spires and tall structures close to the centre of the board.

Each spire should have plenty of levels for gangers to fight upon as well as a series of walkways linking them to each other. Scatter terrain is still placed as described on page 121.

Crews

This scenario uses the standard rules for choosing a crew, as described on page 122. Both players use the Custom Selection method.

Tactics Cards

Each gang will start the game with the Frag Trap, Blood Debt and Last Gasp tactics cards instead of drawing like normal.

Deployment

This scenario uses the standard rules for deployment, as described on page 122.

Objectives

Each gang is trying to claim the highest ground they can, whilst also inflicting heavy losses upon their rival gang. At the end of each turn, the gang with the highest-placed model scores 1 point (if both gangs are tied then they each score 1 point). Additionally, each gang scores 1 point for each enemy ganger that goes Out of Action.

Ending Battle

If either gang has no fighters left on the board at the end of any round, the battle ends immediately. Additionally, if a gang Bottles Out, roll a D6 at the end of the following round.

On a 4 or more, the battle ends. Otherwise, roll again at the end of each subsequent round, adding 1 to the result for each additional time this roll is made; in other words, the second time this roll is made, the battle will end on a 3 or more, and so on.

Victory (Skirmish Only)

If only one gang has fighters remaining at the end of the battle, they are victorious. Otherwise, at the end of the battle, whichever gang has scored the most points is declared the winner.

Rewards (Campaign Only)

Credits

The gang that was victorious receives D3x10 credits. In the case of a draw, neither gang receives any credits.

Experience

Each Fighter that took part in the battle gains 1 XP. The Leader of the gang that was victorious gains 1 XP. In the case of a draw, neither Leader receives this XP.

Turf

If one gang was victorious, its Turf Size increases by 1.

Reputation

The victorious gang gains 3 Reputation. Each gang gains 1 Reputation if it was their first battle against this opponent.

The gang with the lower Gang Rating gains 1 Reputation for each full 100 points of difference. For example, a gang with a Rating of 1,000 that faced a gang with a Rating of 1,230 would gain 2 Reputation.

If either gang bottled out, they lose 1 Reputation.

SCENARIO 8: THE GAUNTLET

Rust Town Run

For those who think the horror-infested depth of the underhive aren't dangerous enough – there's the Rust Town Run! This special scenario utilises the Necromunda Badzone Delta-7 tiles set to create a twisting maze of death-pitting runners against hunters, as one player tries to guide their gangers to glory, while the other tries to knock them into giant fans and blazing furnaces!

The Rust Town Run is legendary among the underhive inhabitants of Hive Primus. Every sump-Tscraper, dome runner and ripper herder has heard the tales of Bald Bryen's path of perils, and when news spreads of a gang willing to take on the Mayor of Rust Town's

maze, hivers flock to see the action. Spectators cram themselves into vent shafts and drain irises, or gather around flickering pict-screens for a good view of the action. Fistfuls of scrip change hands as they bet on the runners, getting good odds on most likely to be eviscerated or the number of juves who fall into the grinder. For a gang, the run is a chance to prove their worth and win glory for their house, plus maybe even scrag one of Bald Bryen's 'chrono crystals' – rare gems worth a Guilder's ransom in creds. Of course the Rust Town Run is more than just a dungeon of deadly perils, and when a gang takes up the challenge the call goes out for skilled killers to oppose them. There is no shortage of gangers willing don the mantle of one of Bryen's hunters, the chance to stop a run in its tracks almost prestigious as completing one.

Attacker and Defender

In this scenario, one gang is the attacker (known as the runners) and the other is the defender (known as the hunters). In a campaign, the player who chose this scenario is the attacker. In a skirmish, players roll off and the winner decides whether they will attack or defend.

Battlefield

This scenario makes use of the Badzone Delta-7 tiles (rules for these tiles can be found page 24). Bald Bryen has his run setup so it is especially dangerous for the runners (not to mention entertaining for the spectators), so set up the battlefield as shown on the map. After the tiles and doors have been placed the defender may add up to four barricades anywhere on the battlefield. For this scenario all doors begin closed but not locked (with the exception of the Vault door of course!).

Crews

The attacker chooses D6+4 of their fighter cards to create their crew of runners. The defender then randomly selects D3+4 of their fighter cards – these will be the hunters.

Deployment

The attacker deploys first, placing their runners anywhere in the shadowed area of the Unlit Crossroads tile. The defender then deploys their hunters as detailed in 'From the Shadows' special rule. The attacker has priority for the first round.

Special Rule: From the Shadows

Bald Bryen makes sure the odds are stacked against the runners, and the run is filled with hidden tunnels and hatches only the hunters have access to. At the start of the game the defender can set up their hunters anywhere on the battlefield (with the exception of the Unlit Crossroads tile) or can choose to have them lurking in the shadows. Fighters that are lurking in the shadows are not active and have no effect on the game until they are deployed.

When it's the defender's turn to activate a fighter they can choose to either pass (taking no action), activate a ready fighter as normal, move a fighter from the shadows onto the battlefield (placing it anywhere on the battlefield at least 1" from an enemy), or send a fighter back into the shadows (removing them from the board). Fighters placed from the shadows are not ready and so must wait until the following round to take actions, and fighters engaged by enemies may not be sent back into the shadows.

Special Rule: Something to Prove

Once the run begins it is all or nothing! In this scenario neither side need to make Bottle Tests.

Tactics Cards

Each player may select two Gang Tactics cards. If the total credit value of the attacker's fighters is less than the defender's, the attacker may select an additional Tactics card for each full 100 credits of difference. In addition to their chosen cards, the defender gets the Frag Trap and Melta Trap cards. If the defender is fielding an Escher gang they may substitute one of these cards for a Gas Trap card.

Objectives

The attacker's objective is to break into the Vault and open the loot casket (retrieving the chrono crystal). The defender's objective is to stop all the runners by putting them Out of Action.

Ending the Battle

The battle ends either when one of the runners opens the loot casket in the Vault, or there are no more runners on the battlefield.

Victory (Skirmish Only)

If the attacker claimed the chrono crystal then they are the winner, otherwise the defender is the winner.



Rewards (Campaigns Only)

Credits

Both sides are assumed to be involved in the gambling over the outcome of the run and so get 10 credits for each opposing Ganger or Juve taken Out of Action, 20 for each opposing Champion taken Out of Action and 40 if the opposing Leader is taken Out of Action. The attacker can also, sell the chrono crystal (if they get it) for $2d6 \times 20$ credits, or hold onto it, as it might be useful at some point in the future...

Turf

Taking part in the Rust Town Run is not about territory and so no turf changes hands in this scenario.

Experience

Fighters on both sides gain 1xp if they take an opposing fighter Out of Action, and 1 additional xp if they take a fighter Out of Action by knocking them into the furnace or the fan. In addition, each runner that successfully makes it to the Vault tile gains an additional D3xp.

Reputation

Each gang gains 1 Reputation simply for taking part. The defender gains 1 additional Reputation if they win, while the attacker gains 3 additional Reputation if they are the winner.

SCENARIO 9: LAST STAND

The Guilders are gunning for a gang and will take them down at any cost !

Attacker and Defender

In this scenario, one gang is the attacker and the other is the defender. In a campaign, the player who chose this scenario is the attacker. In a skirmish, players roll off and the winner decides whether they will attack or defend.

Battlefield

This scenario uses the battlefield set-up guidelines as described on page 121, and may either be a Zone Mortalis or a Sector Mechanicus battlefield. After the battlefield is set up, the defender may rearrange any terrain pieces within 6" of the centre of the board, and place up to four barricades in this area – this is where the defender will make their stand.

Tactics Cards

The attacker may select two Gang Tactics cards. The defender shuffles their Gang Tactics card deck and randomly selects two cards. If the total Credits value of one player's fighters is less than their opponent's then they may select an additional Gang Tactics card for each full 100 credits of difference.

Crews

This scenario uses the standard rules for choosing a crew, as described on page 122. The attacker uses Custom Selection (D3+7) to choose their crew – the remainder of their Fighter cards become their Reinforcement deck. The defender uses Random Selection (D3+7) to choose their crew.

Deployment

The defender deploys their entire crew within 6" of the centre of the board. Then the attacker deploys their entire crew within 2" of any board edge – the attacker's fighters need not be set up together and can be spread out to surround the defenders if they wish.

Objectives

The defender must hold out as long as they can, while the attacker must wipe them out.

Special Rule: Outnumbered

The attacker has assembled a large assault force to bring down the defender and will stop at nothing to take them out. At the end of the first game round, and each round thereafter, the attacker may bring on D6 Reinforcements, using the rules for Reinforcements on page 233. Additionally, when one of the attacker's fighters goes Out of Action, instead of rolling on the Lasting Injury table, remove the model from the battlefield and place their Fighter card in the Reinforcement deck – allowing them to return to the battle later. Fighters returned in this way are considered to be fresh combatants and ignore effects (like running Out of Ammo or having Blaze tokens) that might have occurred before they went Out of Action.

Arbitrating the Scenario

If this is an Arbitrated scenario, the Arbitrator can take on the role of the attacker, and create their own gang of watchmen or hired thugs using roughly the same points total as the defender's gang. Alternatively, this scenario can be run as a multi-player game (see page 206), with two or more gangs, possibly with the aid of the Arbitrator's own watchmen, attacking the defender. If this is a multi-player game (and the total Rating of the combined attacking gangs is at least double that of the defender's), do not use the Outnumbered special rule.

Home Turf Advantage

The defender has the Home Turf Advantage (see page 233).

Victory (Skirmish Only)

If the defender still has fighters on the battlefield (who is not Seriously Injured or Broken) by the start of round seven then they are the winner, otherwise the attacker is victorious.

Rewards (Campaign Only)

The rewards for this scenario depend on how long the defenders were able to hold out before being wiped out or fleeing the battlefield.

Rewards

Rounds	Defender	Attacker
1-3	-	<ul style="list-style-type: none">• +3 Reputation• +1 Turf• 2D6x10 credits
4-6	<ul style="list-style-type: none">• +1 Reputation• D3x10 credits	<ul style="list-style-type: none">• +2 Reputation• D6x10 credits
7-9	<ul style="list-style-type: none">• +2 Reputation• D6x10 credits	<ul style="list-style-type: none">• +1 Reputation• D3x10 credits
10+	<ul style="list-style-type: none">• +3 Reputation• +1 Turf• 2D6x10 credits	-

Experience

Each fighter that took part in the battle gains 1 Experience. Defending fighters (who are not Seriously Injured or Broken) still on the battlefield by round seven gain an additional D3 Experience.

SCENARIO 10: ESCAPE THE PIT!

Gangs are looting the depths of the hive when ancient machinery grinds to life.

Battlefield

This scenario uses the battlefield set up guidelines, described on page 121, and may either be a Zone Mortalis or a Sector Mechanicus battlefield. After the battlefield is set up, the players should mark the centre point of the board, this is the elevator or ladder that marks the escape point for the scenario and can be represented by an appropriate piece of scenery. If this is a Sector Mechanicus game, and an appropriate piece of terrain is available, the escape point should be on an elevated platform – the higher the better!

Tactics Cards

Each player may select two Gang Tactics cards. If the total Credits value of one player's fighters is less than their opponent then they may select an additional Tactics card for each full 100 credits of difference.

Crews

This scenario uses the standard rules for choosing a crew, as described on page 122. Players use the Random Selection method to choose their crew.

Deployment

Before deploying their crews, players' alternate placing three loot caskets each on the board, rolling off to see who will place the first casket. Loot caskets must be placed anywhere on the board at least 8" from any edge, 8" from an already deployed loot casket and 12" from the escape point. The players then roll off again, with the winner deploying first, choosing any board edge and putting down their entire crew within 6" of that edge. The other player then sets up their entire crew on the opposite board edge, within 6" of that edge.

Objectives

The gangs are trying to grab as much loot as they can and then escape.

Special Rule: The Walls are moving!

Ancient machinery is slowly shrinking the battlefield as chambers are sealed and walls come grinding together. At the start of round three, the player with priority should roll a D6 – on a 3+, the walls close in. If it is a Zone Mortalis battlefield, randomly select one of the edge-most tiles and remove it from the board (note that the tile with the escape point is always the last tile to be removed). If it is a Sector Mechanicus battlefield randomly choose a board edge and remove all terrain within 6" of both this edge and the opposite edge – these areas are now no longer part of the battlefield.

Fighters caught on a removed tile or in a vanishing part of the battlefield should make an Initiative check. If they pass, move them to the nearest tile or part of the board that is still part of the battlefield, otherwise they are taken Out of Action. Continue rolling at the start of each round to see if the walls close in until the scenario ends or there are no more tiles or battlefield left.

Fighters may leave the table via the escape point by moving onto it during their activation. Fighters that have escaped are removed from the table and take no further part in the battle.

Arbitrating the Scenario

If this is an Arbitrated scenario, the Arbitrator might like to choose when the walls close in rather than rolling randomly. In addition, the Arbitrator can introduce creatures also trying to escape the closing walls. At the start of each round, the Arbitrator can place a Beast's Lair anywhere on the table to force fighters to risk its attacks or find an alternative route to the escape point. If the Arbitrator has any appropriate monsters in their collection, they could also introduce these, giving them profiles and having them also make for the escape point.

Ending the Battle

The battle ends if there are no fighters from one gang left on the battlefield at the end of any round. The game also ends if there are no Zone Mortalis tiles or if there is no battlefield area remaining.

Victory (Skirmish Only)

The player who carried the most loot caskets off via the escape point is the winner (if they both recovered the same amount then the winner is the player who moved the most fighters off the table via the escape point) – otherwise the game is a draw.

Rewards (Campaign Only)

Credits

Each loot casket taken off the table via the escape point adds D3x10 credits to the gang's Stash.

Experience

Each fighter that took part in the battle gains 1 Experience. Any fighter that moves off the table via the escape point earns 1 Experience, and if they are carrying a loot casket, they earn an additional 1 Experience.

Reputation

Each gang gains 1 Reputation if at least one of their fighters moves off of the table via the escape point. Each gang earns an additional 1 Reputation for each loot casket they carry off the table.

SCENARIO 11: DOWNTOWN DUST-UP

Rival gangs fight it out for control of a settlement and its people.

Battlefield

This scenario uses the battlefield set up guidelines, as described on page 121, and may either be a Zone Mortalis or a Sector Mechanicus battlefield.

Designer's Note: Setting up the Battlefield

This scenario represents gangs fighting it out in the middle of a crowded settlement; perhaps in the tunnels of a drinking hole, a shanty town main street or an underhive marketplace. If the players have any appropriate settlement scenery (such as salon tables, market stalls or shanty dwellings) they can set up the battlefield to represent one of these locales.

Special Rule: Hive Dwellers

Most hivers react badly when strangers come into their town and start shooting, and it can be tricky to predict just how they will react. Hive Dwellers use the following profile:

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	5+	5+	3	3	1	4+	1	7+	8+	9+	9+

For all intents and purposes the hivers are treated like fighters and use the rules for movement, stray shots, being Engaged and pinning as normal. However, if they are reduced to 0 wounds, they are automatically taken Out of Action without rolling any Injury dice.

Hivers do not activate normally and instead react to the actions of nearby fighters. Hivers are triggered by the following actions:

- A fighter makes a Shoot action within 12"
- A fighter makes a Fight action within 6"
- A blast marker is placed (after scatter) within 6"
- A fighter or hiver is hit by a ranged attack within 6"

After working out the effects of the action that triggered the hiver, roll a D6 on the table that follows. Note: if more than one hiver triggered by the action, roll a separate D6 for each one.

D6 Result

- | | |
|-----|--|
| 1-2 | Damn Gangers messing up my Town! The local pulls a gun and takes a single Shoot action with a stub pistol at the nearest fighter (even if they didn't trigger the local). |
| 3-4 | OK, take it Easy Fella: The local stands their ground, taking no action. |
| 5-6 | I'm getting outta here! The local legs it, becoming Broken (they may rally in the End phase as normal by passing a Cool check). |

During the End phase, players should take turns moving the hivers. Roll the Scatter dice for each one – on a Hit, the player moves the hiver its full Move in a direction of their choice, otherwise they move it a full Move in the direction indicated (stopping if it contacts terrain or comes within 1" of another model).

Tactics Cards

Each player may select two Gang Tactics cards. If the total Credits value of one player's fighters is less than their opponent then they may select an additional Gang Tactics card for each full 100 credits of difference.

Crews

This scenario uses the standard rules for choosing a crew, as described on page 122. Players use the Random Selection (D3+7) method to choose their crew – representing two crews that have stumbled into each other while letting the locals know who is in charge.

Deployment

Players roll off to see who deploys first. Players alternate placing their fighters anywhere on the battlefield, provided they are at least 6" from an already deployed fighter (either friend or foe). The players should then place D6+6 Hive Dwellers (represented with appropriate models or counters), taking turns to place one anywhere on the battlefield at least 6" from the edge.

Objectives

The player's goal is to run their opponent's gang out of town, without getting too many of the locals caught in the crossfire.

Ending the Battle

The battle ends when one gang has no fighters left on the battlefield.

Victory (Skirmish Only)

A gang is the winner if it is the only one with fighters left on the battlefield and no more than half of the hivers have been taken Out of Action or are Broken – otherwise it is a draw.

Arbitrating the Scenario

If this is an Arbitrated scenario, the Arbitrator controls the hivers. Rather than using a random method, after all of the fighters are deployed, the Arbitrator can place hivers anywhere on the battlefield. Whenever the actions of the fighters would cause a hiver to activate, instead of rolling, the Arbitrator chooses what the hiver's reaction is. If the Arbitrator wants to make the scenario more challenging for the players, they might even create town lawmen to show up on round three and try to restore order – or just crack some heads!

Rewards (Campaigns Only)

Credits

Hivers don't like it when people start shooting bystanders and the Guilders inevitably demand recompense for damage done to their holdings. For every hiver a gang was responsible for sending Out of Action, they must pay D3x10 credits – if they can't pay, or won't pay, they instead lose D3 Reputation.

Turf

The victorious gang gains 1 to their Turf Size and a Settlement Special Territory.

Experience

Each fighter that took part in the battle gains 1 Experience. If, at the end of the game, at least half of the locals are not Out of Action or Broken, the victorious gang's fighters that participated in the battle each gain an additional 1 Experience. If no locals are Out of Action or Broken, increase this to 2 Experience.

Reputation

Each gang that took part in the battle gains 1 Reputation (the hivers will at least remember their name). If the gang is the only one with active fighters left on the battlefield, and no more than half of the hivers have been taken Out of Action or are Broken, it gains D3+1 Reputation.

SCENARIO 12: SHOOT-OUT

The Quick and the Dead!

Battlefield

The battlefield for this scenario represents a long tunnel, settlement main street or narrow gantry. For Zone Mortalis play, use three tiles to create a straight corridor, with a clear line of sight from one side to the other. For Sector Mechanicus play, the table size should be roughly 36" long x 12" wide, with no terrain that blocks line of sight from one short end to the other.

Tactics Cards

Neither side uses Tactics cards for this scenario.

Crews

This scenario uses the standard rules for choosing a crew, as described on page 122, with both players using the Random Selection (D3+1) method.

Deployment

Players roll off to see who deploys first, placing all of their fighters 10" from one of the short board edges (on ground level in a Sector Mechanicus game), and within 1" of at least one other friendly fighter. Both crews should have line of sight to each other.

Special Rule: Quick Draw

Fighters are considered to have their weapons holstered or stowed as they stalk towards their adversaries, both sides waiting to see who will draw first. Until one side draws and starts shooting (see below), the only action fighters may take during the activation is a single move. This move must be taken directly toward the opposing crew, may be no more than 3", and may not take them into cover. If their movement would take a fighter closer than 4" to an enemy model, they take no action instead. When a fighter activates, make a Cool check for them – if they fail, place a token on their Fighter card to represent their nerve starting to crack (the number of failed Cool checks can also be represented by a dice). As soon as one crew has failed a total of 6 Cool checks, they go for their guns !

When a crew's fighters go for their guns, all fighters on the board become Ready, then each player makes an Initiative test for each of their fighters – adding +1 if they are using a Pistol and subtracting 2 if they are using an Unwieldy weapon. Fighters that passed the test activate in order of their Initiative, from lowest to highest. Those that are tied go at the same time for example, Initiative 2+ goes first, followed by Initiative 3+, etc.). Then, those that failed the test activate in order of their Initiative characteristic, from lowest to highest, with those that are tied the same time. For fighters activating simultaneously, players should work out any Shooting actions before any Move or Charge actions. Once the quick draw has been worked-out, the following rounds are played as normal.

Arbitrating the Scenario

The Arbitrator can use this scenario to represent a Bounty Hunter having a showdown with their prey. In a one-on-one game, the Arbitrator takes the place of one of the players, creating a Bounty Hunter (see page 60) and two Hive Scum hangers-on to represent their crew and selecting one of their opponent's crew as the fighter with the bounty on their head. In a multi-player game, the Arbitrator multiplies the number of Bounty Hunters and Scum by the number of players they are facing, and chooses a fighter from each opposing crew to have bounty on their head.

Ending the Battle

The battle ends when one gang has no fighters left on the battlefield.

Victory (Skirmish Only)

The winner is the last crew with fighters on the battlefield.

Rewards (Campaigns Only)

Experience

Each fighter that took part in the battle gains 1 Experience. Any fighter that didn't fail a Cool check before the shooting started gains an additional 1 Experience.

Reputation

Each gang that took part in the battle gains 1 Reputation. The gang that drew second (i.e., did not fail 6 Cool tests) gains an amount of Reputation equal to the difference between the number of Cool checks they failed and 6 (for example, a gang that failed 3 Cool Check would gain 3 Reputation).

SCENARIO 13: CARAVAN HEIST

A gang makes a daring raid against a Guilder caravan.

Attacker and Defender

In this scenario, one gang is the attacker and the other is the defender. In a campaign, the player who chose this scenario is the attacker. In a skirmish, players roll off and the winner decides whether they will attack or defend.

Battlefield

This scenario uses the battlefield set up guidelines, as described on page 121, and may either – be a Zone Mortalis or a Sector Mechanicus battlefield.

Tactics Cards

Each player may select two Gang Tactics cards. If the total Credits value of one player's fighters is less than their opponent, then they may select an additional Tactics card for each full 100 credits of difference.

Crews

This scenario uses the standard rules for choosing a crew, as described on page 122. Both players use the Custom Selection method to choose their crew.

Deployment

The defender deploys first, placing the caravan (as follows) so that it is touching one of the edges of the battlefield. They then place their fighters so that they are on or within 12" of the caravan. The attacker then sets-up their fighters within 6" of any board edge except the one touching the caravan.

Special Rule: The Caravan

The target for the heist is a Guilder Caravan traversing this stretch of the underhive on its way to the great cargo yards far uphive. The caravan can be represented by a large token or marker, or any suitable vehicle model in the players' collection. At the start of each round, before rolling for Priority, the defender moves the caravan up to 6" toward the table edge opposite its starting position. While the caravan must avoid impassable terrain, and remain on ground level in games using Sector Mechanicus, it is not slowed or stopped by anything. Fighters on the caravan are moved with it, while fighters in its path are moved the minimum distance necessary to avoid the caravan's advance – any barricades, loot caskets, ammo crates or small pieces of terrain that are run over by the caravan are removed.

The caravan cannot be attacked, blocks line of sight and provides partial cover to fighters riding on it (they are considered to be crouched down behind piles of goods or firing from hatches). A fighter may climb onto, or off, the caravan as a Simple action. Attackers may loot the caravan as a Simple action if they are in base contact with it and are not Engaged. Each time a fighter takes this action, their player should put a counter on the fighter's card – the number of these counters will determine how successful the heist has been.

Special Rule: Guilder Hired Guns

As a Guild appointed protectors of the caravan, the defender's gang wouldn't dare run off, and so need no take Bottle tests for this scenario.

Designer's Note: Guilder Caravans

Creating your own caravan can be a fun modelling project. Guilder caravans come in all shapes and sizes, and can be tracked behemoth, large-tyred all-terrain vehicles, huge mutie pack animals or even rattling scrap-wagons dragged along by teams of slaves. If there are weapons modelled on the caravan, such as heavy stubber turrets or mounted flamers, fighters riding the caravan can operate them by taking a Shoot action (ignore the Unwieldy trait for mounted weapons).

Arbitrating the Scenario

In this scenario, the Arbitrator can either run a gang tasked with defending the caravan, or make up a gang of Guilder watchmen to work alongside the defending gang. The Arbitrator can also take control of the caravan itself, deciding where it moves.

Ending the Battle

The battle ends when either the Caravan reaches the far table edge, or there are no attacking models left on the table.

Victory (Skirmish Only)

The attacker wins if they can gather 10 loot counters; otherwise the defender is the winner.

Rewards (Campaign Only)

Credits

At the end of the game, the attacker counts up the number of loot counters they have, ignoring those on fighters that went Out of Action, but counting those on fighters that fled the battlefield. For each loot counter add D6x10 credits to the gang's Stash. The defender's gang receives D6x10 credits regardless of the outcome, with a bonus 3D6x10 credits if the attacker recovered less than 5 loot counters.

Experience

Each fighter that took part in the battle gains 1 Experience. Any fighter that gathered a loot counter but did not go Out of Action gains 1 Experience. Any defending fighter that took a fighter carrying loot counters Out of Action gains 1 Experience.

Reputation

Each gang that took part in the battle gains 1 Reputation. If the attacker took 10 or more loot counters, they gain D3+1 Reputation. If the defender moved the caravan off the far battlefield edge before the attacker could gather 10 loot counters, then their gang gains D3+1 Reputation.

SCENARIO 14: SPOOK HARVEST

Gangs scour the underhive for raw spook.

Battlefield

The scenario uses the battlefield set up guidelines, as described on page 121, and may either be a Zone Mortalis or a Sector Mechanicus battlefield.

Tactics Cards

Each player chooses two Gang Tactics cards at random from their decks. When playing these cards, the player should roll a D6 – on a 4+, the card takes effect as normal, otherwise it has no effect, is discarded, and the player draws another random card from their deck to replace it.

Crews

This scenario uses the standard rules for choosing a crew, as described on page 122. Players use Custom Selection (D3+7) to choose their crew.

Deployment

This scenario uses the standard rules for deployment from page 122.

Objectives

The gangs are out to gather as much unrefined Spook as possible, and take out any enemy fighters that get in their way.

Special Rule: Harvesting Spook

Something is not quite right about this place. Fighting in a dome full of-unrefined spook can do weird things to fighters, not to mention the dangers of harvesting it. After setting up the battlefield, players should turns (starting with the player who has Priority) to place D6+4 tokens. These tokens represent deposits of Spook, and can be placed anywhere outside the deployment areas and at least 6" from another token. Alternatively, spook deposits can be represented by using suitable tiles or pieces of terrain (such as the Warhammer 40,000 Shardrakk Spines Deathworld terrain), in which case only deploy four areas, and the entire tile or terrain piece will count as a token for the purposes of harvesting.

A fighter may attempt to harvest a spook token as a Double action if they are in base contact with it. Make an Intelligence test for the fighter – if they pass, place a token on their card to represent a bag of unrefined spook. After successfully harvesting the spook, roll a D6 – on a 4+ (or 6+, if it is a tile or terrain piece), the token is removed (or the terrain piece or tile will no longer count as a-spook token).

When a fighter attempts to harvest a spook token (whether successful or not), you may choose to make a Toughness test for them, adding 2 if they are wearing a respirator. If they fail, or simply do not make a Toughness test and choose to eat some of the unrefined spook, roll a D6 on the table below:

D6	Result
1-3	Oh God! Oh God! Oh God! The fighter becomes Ready and activates immediately, but is controlled by your opponent.
4-5	It's like the Universe is in my Mind! Unless they already have a Strange Power, they gain a random Strange Power (roll on the table below).
6	Today, I am the Emperor! Unless they already have a Strange Power, the fighter adds 2 to all dice rolls and can choose a Strange Power (see table below) otherwise this result has no effect.

Designer's Note: Psychic Powers

To tap into its full potential, spook must first be refined – although exposure to it will certainly mess with a fighter's mind! The abilities presented here represent these kind of spontaneous and fleeting effects. Rules for using refined spook, as well as Wyrd, Wyrd powers and other kinds of psykers will be added later.

Random Strange Power Table

A fighter may only ever have one Strange Power from the following table:

D6	Result
1	Assail: The fighter lashes out with telekinetic force. Make a Shoot action attack against an enemy within 12". If successful, move the enemy D3" in any direction. Alternatively, the fighter may target a barricade or loot casket, In which case the attack hits automatically.
2	Flame Blast: A gout of fire springs from the fighter's hand. This counts as an attack from a flamer.
3	Freeze Time: Time grinds to a halt around the fighter. Using this power is a Double action. If successful, all fighters, friend and foe, within 12", may only take a single action this round
4	Weapon Jinx: Nearby weapons jam and malfunction. Choose an enemy fighter within 18" of the fighter, they must make an Ammo roll for one of their weapons, chosen by the fighter rolling on this table.
5	Terrify: The fighter fills their victim's mind with horrifying images. Choose an enemy within 18" of the fighter; they must make a Nerve test with -3 to the roll.
6	Quicken: The fighter's body becomes a blur of motion. Until the end of the fighter's following activation, increase their Movement by 3 and their Weapon Skill, Ballistic Skill and Initiative by 1 (to a maximum of 2+).

Strange Powers

It's all in your mind! Using a Strange Power is a Basic action (unless otherwise noted) and requires a Successful Willpower test. However, the powers of the Warp are not for the weak-minded, and if the Willpower test results in a double 1 or a double 6, the fighter must roll an Injury dice and apply the result.

Note: A double 6 is still a success, even if the fighter is Seriously Injured or goes Out of Action.

Arbitrating the Scenario

The Arbitrator can add defences, sentries and locked doors to the scenario, so that the area represents one of Lord Helmawr's spook farms. The Arbitrator should place the spook tokens, making sure to put them behind locked doors. Tokens or appropriate models can then be set up to represent point defence turrets – count these as either heavy stubbers or heavy bolters with BS: 5+, T 5 and 2 Wounds. Defence turrets have the Overwatch skill (see page 115) and always count as being Readied.

Sentries can be added, either pitting the Arbitrator's watchmen against a single gang, or as an additional challenge for the fighting gangs. Use the Sneak Attacks rules from page 167.

Ending the Battle

The battle ends when one gang has no fighters left on the battlefield.

Victory (Skirmish Only)

The winner is the crew that harvested the most unrefined spook – not counting spook carried by models that went Out of Action.

Rewards (Campaign Only)

Credits

Each bag of unrefined spook carried by a fighter that didn't go Out of Action adds D6x10 credits to the gang's Stash. Alternatively, gangs may hang onto their spook for use in future battles (during any activation, a fighter may consume a bag of unrefined spook as a Simple action, rolling on the Harvesting Spook table on page 190 to see what happens).

Experience

Each fighter that took part in the battle gains 1 Experience. A fighter that harvested at least one bag of unrefined spook and didn't go Out of Actions gains 1 Experience. The first successful use of Strange Power also awards a fighter 1 Experience.

Reputation

Each gang that took part in the battle gains 1 Reputation. If a gang successfully harvested five or more bags of unrefined spook, they gain an additional 3 Reputation.

SCENARIO 15: IN THE DARK

Gangs stumble into each other in the dark, but they are not alone!

Battlefield

This scenario uses the battlefield set up guidelines, as described on page 121, and may either be a Zone Mortalis or a Sector Mechanicus battlefield.

Tactics Cards

Each player may select two random Gang Tactics cards. If the total Credits value of one player's fighters is less than their opponent's then they may select an additional card for each full 100 credits of difference.

Crews

This scenario uses the standard rules for choosing a crew, as described on page 122.

Both players use the Custom Selection method to choose their crew.

Deployment

This scenario uses the standard rules for deployment from page 122.

Objectives

The gangs are trying to wipe each other out, and hopefully survive the dark.

Special Rule: Pitch Black

Ranged attacks may not be made against targets more than 3" away unless the target has a Blaze marker or a Muzzle Flash marker (see below), or is wearing a refractor field. Fighters with photo-goggles or infra-scopes extend this range to 12". In addition, models may not take the Charge action against enemies they cannot see (i.e., unless their target is within 3" or has a Blaze or Muzzle Flash marker, or is wearing a refractor field).

If the fighter fires a weapon (with the exception of weapons that do not use energy or gunpowder, such as harpoon launchers, needlers or web guns), place a marker next to the fighter to represent its muzzle flash: In the End phase, remove all Muzzle Flash marker from the board.

Special Rule: Horrors in the Dark

This scenario uses the Horrors in the Dark special rule from page 228.

Arbitrating the Scenario

The Arbitrator can add further challenges to this scenario by introducing monsters to stalk the darkness with the gangers. Choose a number of critters and put them to one side, using any appropriate models the players have and assigning them profiles. Then place a counter for each monster anywhere on the board. These counters can be moved during the End phase using the monster's Movement value. Only the Arbitrator knows which counter represents which creature, until a fighter gets within line of sight of them (remembering the Pitch Black special rule) and the counter is replaced with a model. When the monster moves out of line of sight, it is replaced with a counter once more. Underhive monsters are also notoriously sneaky, and in the End phase the Arbitrator can change which counters represent which monsters.

Ending the Battle

The battle ends when one gang has no fighters left on the battlefield.

Victory (Skirmish Only)

The winner is the last crew with fighters on the battlefield.

Rewards (Campaigns Only)

Experience

Each fighter that took part in the battle gains 1 Experience. Fighters gain an addition 1 Experience if they took an enemy fighter Out of Action. In an Arbitrated scenario, fighters count monsters as enemy fighters.

Reputation

Each gang that took part gains 1 Reputation. The last gang with active fighters on the battlefield gains 2 Reputation. In an Arbitrated scenario, a gang gains 1 Reputation for each monster its fighters took Out of Action.

SCENARIO 16: ARCHAEO HUNTERS

Gangs fight over ancient technology deep in the underhive.

Battlefield

This scenario uses the battlefield set up guidelines, as described on page 121, and may either be a Zone Mortalis or a Sector Mechanicus battlefield.

Tactics Cards

Each player may select two Gang Tactics cards. If the total Credits value of one player's fighters is less than their opponent then they may select an additional Gang Tactics card for each full 100 credits of difference.

Special Rule: The Automata

Gangs are hunting for a rumoured archaeo-vault – but to find it, and crack it open, they need to use an abandoned mining automata. After setting up the board, randomly select one of the edges that is not part of a player's deployment area. Place a door on this edge, as close to the midpoint as possible. This is the entrance to the vault. Next, place a marker or suitable model in the centre of the battlefield to represent the automata. The automata has the following profile:

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
4"	4+	4+	5	5	5	6+	3	12+	2+	6+	10+

The automata is armed with a meltagun and a heavy rock saw. It has a 4+ save. The automata cannot be Pinned.

The automata begins the game in a powered-down state. To power up the automata, a fighter must be in base contact with it, use a Simple action, and make a successful Intelligence test. Once powered up, the automata becomes Ready and is part of the gang who powered it up until it powers down. In the End phase, the automata returns to a powered-down state.

Only the automata can open the vault. If the automata starts in base contact with the door to the vault, it can take a Double action (provided it is powered up) to destroy the door. Thereafter fighters may move off the table and into the vault via the doorway.

Designer's Note: Alternative Models

The Ambot model is especially appropriate for this scenario, and can, at the players' discretion, be substituted for the automata presented here in this case. Use the profile for the Ambot that can be found on page 71.

Crews

This scenario uses the standard rules for choosing a crew, as described on page 122. Players use the Random Selection (D3+7) to choose their crew.

Deployment

This scenario uses the standard rules for deployment from page 122.

Objectives

The gangs are trying to crack open the vault before their foes.

Ending the Battle

The battle ends when one gang has no fighters left on the battlefield – whether they have fled, been taken Out of Action, or entered the vault.

Victory (Skirmish Only)

The gang with the most fighters in the vault at the end is the winner. If both players have the same number of fighters in the vault, or there are no fighters in the vault, the game is a draw.

Arbitrating the Scenario

The Arbitrator can take control of the automata, or introduce more than one automata, to make the scenario more challenging for the players. Automata begin the scenario powered up, and fighters must move into base contact with them and make Intelligence tests to take control of them for a round. Unless controlled by a gang, each automata will fight to defend the vault. The Arbitrator could also include a variety of automata, armed with different weapons or with differing profiles.

Rewards (Campaigns Only)

Credits

Each fighter in the vault at the end of the scenario adds D6x10 credits to their gang's Stash.

Turf

The gang with the most fighters in the vault can claim it for their own after the battle and adds 1 to their Turf Size.

Experience

Each fighter that took part in the battle gains 1 Experience. Fighters gain an additional 1 Experience if they entered the vault. In an Arbitrated scenario, fighters that send an automata Out of Action gain D3 Experience.

Reputation

Each gang that took part gains 1 Reputation. The gang with the most fighters in the vault at the end gains an additional D3 Reputation.

SCENARIO 17: PRISON BREAK

Captured fighters make their escape from a Guilder prison.

Attacker and Defender

In this scenario, one gang is the attacker and the other is the defender. In a campaign, the player who chose this scenario is the attacker. In a skirmish, players roll off and the winner decides whether they will attack or defend.

Battlefield

The defender sets up the battlefield, creating the Guild prison. While this scenario can be run as a Sector Mechanicus scenario, it works best as a Zone Mortalis scenario, allowing the defender to create a tunnel complex with sealed rooms and corridors.

Tactics Cards

The attacker can choose up to three Tactics cards. The defender shuffles their Tactics cards deck and draws two cards from it at random – however, they cannot be played until the alarm has been sounded as per the rules for Sentries (see Page 232).

Crews

The attacker uses the Random Selection ($D3+2$) method to choose their crew – these are the captives. The defender then uses the Random Selection (5) method to choose their crew – these are the sentries. The remainder of the defender's deck is set aside to form their Reinforcement deck (see page 230).

Deployment

The defender chooses a room, sealed off from surrounding tunnels by doors, or a raised platform, as close to the centre of the board as possible and sets up the captives in the room or on the platform within 2" of each other. Sentries are then placed anywhere on the battlefield, provided they are not in the room or on the same platform as the captives and no sentry is closer than 8" to another sentry.

Designer's Note: Captive Fighters

In a campaign, at the Arbitrator's discretion, this scenario can be used to rescue fighters that have been captured and then sold to the Guilders, with either another player or the Arbitrator taking on the role of the Guilders. If this is the case, rather than the attacker randomly selecting their fighters, only those that have been sold to the Guilders are available.

Special Rule: Guilder Prison

The captives are locked up in their cell, but have freed themselves from their bonds. Now they just need to escape! This scenario uses a number of rules to reflect the desperate situation the attacker fighters find themselves in.

This scenario uses the Sneak Attacks rules found on page 167. All attacking fighters begin the game armed with only a fighting knife, regardless of other weapons on their card. All doors are locked – with the exception of one of those leading to the captives' cell (if using Zone Mortalis), which they are considered to have already unlocked.

The captives can leave the battlefield if, during the End phase, they are within 1" of a board edge and not Engaged. Whenever a captive takes one of the defender's fighters Out of Action in close combat, roll a D6 – on a 1-3 they find a code that can be used to open a locked door and is then discarded. On a 4-6, they can take one of the fighter's weapons and use it for the remainder of the scenario.

Home Turf Advantage

The defender has the Home Turf Advantage (see page 233).

Reinforcements

The defender uses Reinforcements (see page 230). In the round that the alarm is raised, and in each subsequent round, D3 random fighters arrive at the start of the End phase until their entire gang has arrived.

Arbitrating the Scenario

The Arbitrator can take on the role of the defender, using a gang of watchmen to fight the captives. To make the scenario more challenging the Arbitrator could introduce guard automata or beasts to act as sentries – perhaps with a better chance of detecting escaping fighters. In multi-player games, more than one player can pit their crews against the Arbitrator's watchmen, their crews starting in separate cells and then working against both each other and the prison to escape.

This scenario could also be run at the end of a campaign with the Arbitrator facing all the players with fighters who have been sold to the guilders – the players fielding their captive fighters and forced to work together to escape the Guild prison.

Ending the Battle

The battle ends when one gang has no fighters left on the board.

Victory (Skirmish Only)

If the attacker got at least two captives off the battlefield then they are the winner, otherwise the defender is victorious.

Rewards (Campaign Only)

Experience

Each fighter that took part in the battle gains 1 Experience. Each captive that escaped the battlefield gains 2 Experience. Defending fighters gain Experience for each captive they send Out of Action.

Reputation

Each gang that took part gains 1 Reputation. The attacker gains 2 Reputation for each captive that escapes the battlefield, plus an additional D3 Reputation if all of their captives escaped the battlefield. The defender gains D3+1 Reputation if no more than one captive escaped the battlefield.

SCENARIO 18: MONSTER HUNT

A bounty has been posted for a massive underhive beast.

Battlefield

This scenario uses the battlefield set up guidelines, as described on page 121, and may either be a Zone Mortalis or a Sector Mechanicus battlefield.

Crews

This scenario uses the standard rules for choosing a crew, as described on page 122. Players use Random Selection (D3+7) to choose their crew.

Special Rule: The Sump Horror!

The gangs are trying to bag a massive Sump Horror (as well as scrag each other), though first they must flush the creature out. The Sump Horror is attracted to wounded prey. Whenever a fighter suffers a Flesh Wound or is Seriously Injured, the player whose fighter was injured places a Beast's Lair marker (or similar token) within D6" of their fighter. These markers follow all of the rules for the Beast's Lair (see page 19), with the exception that they cannot be targeted by Shooting actions from more than 6" away.

Once six markers have been destroyed, the Sump Horror will emerge. Replace the final destroyed marker with a large token or appropriate model. The Sump Horror has the following profile:

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
3"	5+	6+	7	6	8	4+	4	9+	2+	6+	12+

The Sump Horror has a 5+ save, cannot be Pinned, and its attacks are Strength 7 and inflict 2 Damage with a save modifier of -3. Coup de Grace actions cannot be taken against the monster. At the start of the End phase of each round, the Sump Horror fights any fighters in base contact, or if there are no fighters in base contact, it moves, or charges (if in range) toward the nearest fighter.

Deployment

This scenario uses the standard rules for deployment from page 122.

Tactics Cards

Each player may choose two Gang Tactics cards. If the total Credits value of one player's fighters is less than their opponent's then they may select an additional card for each full 100 credits of difference.

Arbitrating the Scenario

The Arbitrator controls the Sump Horror in an Arbitrated scenario, and can place Beast's Lair markers anywhere on the board at the start of the round. When the Sump Horror emerges, the – arbitrator moves and fights with it at the start of the End phase. Alternatively, the Arbitrator could include multiple creatures (choosing appropriate models and giving them profiles) instead of using the Sump Horror rules. These creatures wander – the battlefield attacking gangers in the End phase, with the gang that can take out the most creatures being the winner.

Ending the Battle

The battle ends when either the Sump Horror is killed or one gang has no fighters left on the board.

Victory (Skirmish Only)

The gang that killed the Sump Horror is the winner, otherwise the scenario is a draw.

Rewards (Campaigns Only)

Credits

The gang that slew the Sump Horror cast claim the bounty and add 3D6x10 credits to its Stash.

Experience

Each fighter that took part in the battle gains Experience. Fighters gain an additional 1 Experience if they destroyed a Beast's Lair maker. The fighter that deals the killing blow to the Sump Horror gains D6 Experience. In an Arbitrated scenario, fighters that send a monster Out of Action gain D3 Experience.

Reputation

Each gang that took part gains 1 Reputation. The gang that killed the monster earns D6+1 Reputation.

SCENARIO 19: THE HIT

A gang sneaks into enemy territory to take out a leader.

Attacker and Defender

In this scenario, one gang is the attacker and the other is the defender. In a campaign, the player who chose this scenario is the attacker. In a skirmish, players roll off and the winner decides whether they will attack or defend.

Battlefield

This scenario uses the battlefield set-up guidelines as described on page 121, and may either be a Zone Mortalis or a Sector Mechanicus battlefield.

Crews

This scenario uses the standard rules for choosing a crew, as described on page 122. The attacker uses the Custom Selection (D3+5) method to choose their crew. The defender's crew includes their Leader, while the rest of their crew is determined using the Random Selection (D3+5) method. The remainder of the defender's gang is then held off the table as Reinforcements, as described on page 166.

Deployment

The defender deploys first, placing their Leader and two other fighters within 12" of the centre of the board. Then, the defender rolls a D6 for each of the remaining fighters in their crew. On a 5+ the defender may place them anywhere on the board - otherwise they must deploy within 8" of the Leader. The attacker then deploys their fighters within 2" of any board edge and at least 6" from any enemy models.

Special Rule: The Target

The attacker is gunning for the defender's Leader and has sent in a team to get the job done - but they had best be quick before the rest of the enemy gang shows up to stop them! In this scenario, the attacker has Priority for the first round. In the first round, the defender's fighters may only take a single action each during their activation.

Special Rule: Reinforcements

The defender uses Reinforcements (see page 166). At the end of the second round, and each round thereafter, one random fighter will arrive in the End phase.

Arbitrating the Scenario

Sometimes, a gang Leader will cross the wrong people and get a bounty put on their head. The Arbitrator can use this scenario to represent an assassin squad sent after the player's Leader, or, if it is played as part of a campaign, it could represent retribution from one of the uphive noble Houses for the gang Leader's misdeeds. The Arbitrator can use the guidelines from page 137 to create a watchman hit squad or assassin gang. Alternatively, the forces gunning for the Leader might unleash a nest of murder servitors or monsters to take them out, allowing the Arbitrator to draw upon any models in their collection when creating the attacking crew.

Tactics Cards

The attacker may select two Gang Tactics cards. The defender shuffles their Gang Tactics card deck and randomly selects two cards. If the total Credits value of one player's fighters is less than their opponent's then they may select an additional Gang Tactics card for each full 100 credits of difference.

Ending the Battle

If either player has no fighters on the board at the end of a round, the game ends.

Victory

If the defender's Leader is Seriously Injured or taken Out of Action, the attacker is victorious. Otherwise, the defender is the winner.

Rewards (Campaigns Only)

Experience

Each fighter that took part in the battle earns 1XP. Any attacking fighter that wounds the defender's Leader earns D3XP.

If the defender's Leader is not Seriously Injured or Out of Action at the end of the game, they gain D3XP.

Reputation

The attacker gains D3 Reputation if the defender's Leader is Seriously Injured. If the defender's Leader is taken Out of Action, they earn D6 Reputation instead.

If the defender's Leader is still on the board at the end of the game, their gang gains D3 Reputation.

The gang with the lower Gang Rating gains 1 Reputation for each full 100 points of difference. For example, a gang with a Rating of 1,000 that faced a gang with a Rating of 1,230 would gain 2 Reputation.

If either gang Bottled Out, they lose 1 Reputation.

SCENARIO 20: SETTLEMENT ATTACK

A gang makes a raid against a settlement.

Attacker and Defender

In this scenario, one gang is the attacker and the other is the defender. In a campaign, the player who chose this scenario is the attacker. In a skirmish, players roll off and the winner decides whether they will attack or defend.

Battlefield

The game may be played on either a Zone Mortalis or a Sector Mechanicus battlefield. When setting up the battlefield, it should be divided into three areas representing the edge of a major settlement; the areas are: the Wall, No-man's-land and the Wilderness.

On a Sector Mechanicus board, the Wall should be set up within 6" of one board edge (but still allowing space for models to be deployed behind — see opposite), using suitable terrain to represent an impassable line. In the middle of the Wall there should be a gateway with a closed and locked door (see page 19 for rules on doors). An area 12" beyond the Wall is No-man's-land, and it should only have a sparse scattering of terrain. The rest of the table is Wilderness, and should be set up using the guidelines for deploying terrain from page 121. On a Zone Mortalis board, the Wall is a line of at least three tiles with only one tunnel connecting them to the rest of the board. The tunnel should have locked doors at both of its ends and all other access to the rest of the board should be blocked off. The next line of tiles, connecting to the Wall, is No-man's-land and should be made up of tiles with large open areas if possible. Beyond these tiles, there should be at least one more line representing the Wilderness, though there can be more lines of tiles as desired, and these can be set up using the guidelines for deploying terrain from page 121.

Crews

This scenario uses the standard rules for choosing a crew, as described on page 122. Players use the Custom Selection method to choose their crew.

Deployment

The attacker deploys their crew within 6" of the board edge farthest from the Wall. The defender deploys their crew anywhere either on or behind the Wall.

Special Rule: The Wall

The Wall represents a formidable barrier to reaching the settlement. In games of Zone Mortalis, the only ways to bypass the Wall is to breach the two locked doors, or use a Hidden Passage Tactics card to place a Ductway. In games of Sector Mechanicus, the only ways to bypass the Wall are to either breach the locked door in the gateway, or to try to scale its side. Attacking fighters beginning their activation in base contact with the Wall may take the Scale (Double) action. If they complete two of these actions in a row, place them on top of the Wall.

Defending fighters can fight from the top of the Wall (and

are considered to be in full cover if they do so), or fire through loopholes if they are directly behind the Wall (in Zone Mortalis, loopholes are considered to be present in any doors or bulkheads used to block off access to the tiles representing the Wall). Fighters using loopholes cannot be Engaged or attacked with Close Combat weapons and ranged attacks against them suffer -3 to hit. Due to the limited sight lines, firing from a loophole is restricted to a maximum range of 12" and weapons with the Blast trait may not be used.

Attacking fighters that begin the End phase in base contact with the defender's board edge may be removed from play. Put these fighters to one side as they are off looting the settlement and are worth credits at the end of the game. Fighters that move off the board in this way are not considered to have been taken Out of Action, but also do not contribute to the attacker's crew size Bottle tests.

Arbitrating the Scenario

Attacking a well-defended settlement can make for an exciting game, as one or more players muster their gangs and throw them against the bulwark constructed by the Arbitrator. In this scenario, the Arbitrator takes on the role of the defender, creating a gang of watchmen or underhive militia to man the walls against the marauding gangs of the players. The Arbitrator can also introduce additional defences, such as mounted guns or minefields. Wall guns can be represented using the guidelines for defence turrets (see page 145), while minefields can be made up of meltas, frag and gas traps scattered across No-man's-land. For larger games, with two or more gangs attacking the settlement, the Arbitrator could have more than one gateway, or multiple boards, each one representing a different Wall of the settlement, and with each player racing against their rivals to be the first gang to get to the loot.

Tactics Cards

The attacker may select two Gang Tactics cards. The defender shuffles their Gang Tactics card deck and randomly selects two cards. If the total Credits value of one player's fighters is less than their opponent's then they may select an additional Gang Tactics card for each full 100 credits of difference.

Ending the Battle

If either player has no fighters on the board at the end of a round, the game ends.

Victory

If the attacker moved three fighters off the defender's board edge, they are victorious. Otherwise, the defender wins.

Rewards (Campaign Only)

Credits

If the defender wins, the settlement pays them D6x10 credits for their efforts.

If the attacker wins, every fighter that moved off the defender's board edge earns them D6x10 credits.

Turf

If the attacker wins, they gain D3 Turf as they take over part of the area.

Experience

Each fighter that took part in the battle earns 1XP.

Any attacker that makes it off of the defender's board edge earns D3XP.

Reputation

If no attackers made it past the Wall, the defender gains D6 Reputation. If attackers made it past the Wall but not off of the board, the defender earns D3 Reputation instead.

The attacker gains 1 Reputation for every fighter that made it past the Wall and off the board.

The gang with the lower Gang Rating gains 1 Reputation for each full 100 points of difference. For example, a gang with a Rating of 1,000 that faced a gang with a Rating of 1,230 would gain 2 Reputation.

If either gang Bottled Out, they lose 1 Reputation.

SCENARIO 21: ESCAPE!

A cornered gang is making a break for it.

Attacker and defender

In this scenario, one gang is the attacker and the other is the defender. In a campaign, the player who chose this scenario is the attacker. In a skirmish, players roll off and the winner decides whether they will attack or defend.

Battlefield

This scenario uses the battlefield set-up guidelines, as described on page 121, and may either be a Zone Mortalis or a Sector Mechanicus battlefield.

Crews

This scenario uses the standard rules for choosing a crew, as described on page 122. Players use the Custom Selection method to choose their crew.

Deployment

This scenario uses the standard rules for deployment from page 122.

Designer's Note: Escape Zones

Part of the challenge of this scenario comes from the attacker having to clear out escape zones and then defend them while they try to rush their fighters off the board. On an open table, it becomes much easier for the attacker to sneak past the defender or outflank their fighters. To this end, players are encouraged to create a battlefield that funnels the attacker towards a number of points - either a handful of Zone Mortalis tunnels or gaps between impassable terrain pieces on a Sector Mechanicus board.

Special Rule: Escaping The Board

The attacker is trying to escape the hive level, and only the defender's gang stands in their way. To escape, the attacker's fighters must move off the board edge opposite their deployment area - the edge closest to the defender's deployment area.

At the start of the End phase, any of the attackers fighters in base contact with this edge may be removed from the board. If they are Engaged, they must first pass an Initiative test. These fighters do not count as having gone Out of Action.

In addition, attacking fighters that do not end their activation closer to the escape area must make a Nerve test, just as if a friendly fighter had been Seriously Injured or taken Out of Action within 3" of them.

Arbitrating the Scenario

This scenario can be used to represent a gang making a run for it after an attack or heist against an uphive target, the gangers making off with some precious loot. The Arbitrator should design the board so that there are at least three well-guarded exits - with watchmen guards standing sentry behind cover, or turreted guns covering the entrance, while patrols prowl the nearby area and more watchmen wait in reserve. The watchmen might also have Cyber-mastiffs (see page 77) helping them cover the escape routes. The attacker can then use the Sneak Attacks rules from page 167, attempting to get as close to the escape points as possible, or clear out defenders before the alarm is raised and they must dash for the exits before they all get gunned down.

Tactics Cards

The attacker may select two Gang Tactics cards. The defender shuffles their Gang Tactics card deck and randomly selects two cards. If the total Credits value of one player's fighters is less than their opponent's, then they may select an additional Gang Tactics card for each full 100 credits of difference.

Ending the Battle

If either player has no fighters on the board at the end of a round, the game ends.

Victory

If the attacker moves at least three fighters off the board they are the winner, otherwise the defender is the victor.

Rewards (campaigns only)

Experience

Each fighter that took part in the battle earns 1XP.
Each attacking fighter that escaped the board earns 1XP.

Reputation

If no fighters from the attacker's gang escaped the board, the defender gains D3 Reputation.

The attacker earns 1 Reputation for each of their fighters that escapes the board.

The gang with the lower Gang Rating gains 1 Reputation for each full 100 points of difference. For example, a gang with a Rating of 1,000 that faced a gang with a Rating of 1,230 would gain 2 Reputation.

If either gang Bottled Out, they lose 1 Reputation.

SCENARIO 22: MURDER CYBORG

A Cyborg Assassin is masquerading as a ganger.

Battlefield

This scenario uses the battlefield setup guidelines, as described on page 121 and may either be a Zone Mortalis or a Sector Mechanicus battlefield.

Crews

This scenario uses the standard rules for choosing a crew, as described on page 122. Players use the Custom Selection method to choose their crew.

Deployment

This scenario uses the standard rules for deployment from page 122.

Special Rule: The Cyborg's Mission

When the Cyborg is first revealed, the player with Priority should roll a D6 on the following table to find out what its mission is. The player who has Priority controls the Cyborg, although it must follow its directives as detailed opposite. The Cyborg Assassin never counts as a friendly model for either gang.

Cyborg's Mission

D6 Result

1-2 Extermination Directives: The Cyborg must kill everyone! If it is Engaged, it will take Fight actions. If not, it will target the closest model with a Shoot action. If it can see more than one model, it must divide its Shoot actions between them as evenly as possible, starting with the closest model and moving outward (it must take Cool tests as normal to target models other than the closest). If it cannot see any models, it must move toward the nearest model.

3-4 Decapitation Subroutines: The Cyborg must kill the Leaders. The Assassin acts as above, however it will only target Leader models, only fighting other models if they are either Engaged with it, or blocking its path to a Leader.

5-6 Preservation Protocols: The Cyborg must return to its masters. When the Assassin is revealed, the player who has Priority picks a point on the board edge farthest from it — this is its escape point. If the Assassin ends any round in base contact with the escape point, it is removed. While escaping, in each activation the Cyborg must make at least one Move action that takes it closer to the escape point if possible, though it can shoot at the closest targets as detailed above, at the controlling player's discretion.

Special Rule: the Cyborg

An augmented hive assassin is operating in the gang's Territory. Until the Assassin is placed on the board, whenever a fighter suffers a wound, the owning player should roll a D6. On a 5+, the Cyborg Assassin is revealed. Remove the wounded fighter from the board (they do not count as having been Seriously Injured or taken Out of Action) and replace them with an appropriate model to represent the Cyborg Assassin. The Assassin uses the following profile:

CYBORG ASSASSIN

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
4"	3+	2+	4	5	3	4+	3	8+	3+	5+	8+

WEAPONS: two bolt pistols (with las-projectors), shotgun (with execution shells)

WARGEAR: carapace armour, displacer field, frag grenades, krak grenades

SKILLS: fast shot, gunfighter, iron jaw

The Assassin is unaffected by the Coup de Grace action and treats any Out of Action results on the Injury dice as a Serious Injury instead. While Seriously Injured, the Cyborg does not roll Injury dice in the End phase. Instead, they will recover (suffering a Flesh Wound as normal) if they can roll equal to or less than their Toughness. Once the Assassin reaches 0 Toughness as a result of Flesh Wounds, it cannot recover — although it may still Crawl as a Double action — and can now be removed from the board with a Coup de Grace action.

The Cyborg Assassin ignores the effects of the Flash, Gas and Toxin traits, and cannot be Pinned. While the Assassin is still affected by weapons with the Blaze trait, it may take actions and move as normal while on fire.

Arbitrating the Scenario

For an especially challenging encounter, the Arbitrator can run a Rise of the Servitors scenario, with the Arbitrator running a force of servitors and Cyborg Assassins against one or more players' gangs. Using appropriate models in their collection, the Arbitrator should place a number of servitors on the board, using the Hive Dwellers profile from page 186, for example, equal to at least three times the number of opposing fighters. The Arbitrator can only take Move actions with the servitors as they go about their pre-programmed duties. The attackers' mission is to find the three Cyborg Assassins posing as servitors. When a servitor is taken Out of Action, roll a D6. On a 4+, they become a Cyborg Assassin as above, and roll to see what their mission is. Once three Cyborg Assassins have been revealed, no more are added to the board. The Arbitrator can make Attack actions with any servitors that activate within 12" of an active Cyborg Assassin as the Assassin overrides their simple machine functions for its own ends.

Tactics Cards

The attacker may select two Gang Tactics cards. The defender shuffles their Gang Tactics card deck and randomly selects two cards. If the total Credits value of one player's fighters is less than their opponent's then they may select an additional Gang Tactics card for each full 100 credits of difference.

Ending the Battle

If either player has no fighters on the board at the end of a round, the game ends. If at the end of the round the Cyborg has been removed from the board, the game also ends.

Victory

The player who destroyed the Cyborg Assassin is the winner. If neither player destroyed the Cyborg, then the game is a draw.

Rewards (Campaigns Only)

Credits

Taking out the Assassin nets the gang a healthy bounty. The gang that delivered the Coup de Grace to the Assassin gains 3D6x10 credits.

Experience

Fighters that took part in the battle gain 1XP. Any fighter that inflicted a wound on the Cyborg earns 1XP.

Reputation

The gang that delivered the Coup de Grace on the Cyborg gains D3 Reputation.

The gang with the lower Gang Rating gains 1 Reputation for each full 100 points of difference. For example, a gang with a Rating of 1,000 that faced a gang with a Rating of 1,230 would gain 2 Reputation.

If either gang Bottled Out, they lose 1 Reputation.

SCENARIO 23: ESCORT MISSION

Gangs fight over the fate of an uphive agent.

Attacker and Defender

In this scenario, one gang is the attacker and the other is the defender. In a campaign, the player who chose this scenario is the attacker. In a skirmish, players roll off and the winner decides whether they will attack or defend.

Battlefield

This scenario uses the battlefield set-up guidelines, as described on page 121, and may either be a Zone Mortalis or a Sector Mechanicus battlefield.

Crews

This scenario uses the standard rules for choosing a crew, as described on page 122. The attacker uses the Custom Selection (D3+7) method to choose their crew. The defender uses the Random Selection (D3+5) method to determine their crew. The remainder of the attacker's gang are held off the table as Reinforcements as described on page 166.

Deployment

This scenario uses the standard rules for deployment from page 122.

Special Rule: Extraction

The defender's goal is to get the agent to the extraction point, and protect them until they can make their escape. Once the agent has reached the board edge closest to the attacker's deployment area, in the End phase the defender rolls a D6 — on a 5+, the agent has been extracted and the game ends. If the agent is not extracted, roll again in each subsequent End phase, adding a cumulative +1 each time (i.e., the second roll for extraction will be on a 4+, then a 3+, etc).

Special Rule: Reinforcements

The attacker can use Reinforcements (see page 166). At the end of the second round, and each round thereafter, a random fighter will arrive in the End phase.

Special Rule: the Agent

For this scenario, the defender is trying to guide an uphive agent to safety. The agent can be represented by any appropriate model in your collection, and if possible, should look suitably different to the rest of your gang so that the attacker can clearly tell it apart. For the duration of the game, the agent is considered to be part of the defender's crew, and uses the following profile, weapons and wargear:

UPHIVE AGENT

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
4"	5+	4+	3	3	2	4+	1	7+	6+	7+	7+

WEAPONS: Las pistol

WARGEAR: Flak armour, displacer field

Tactics Cards

The attacker may select two Gang Tactics cards. The defender shuffles their Gang Tactics card deck and randomly selects two cards. If the total Credits value of one player's fighters is less than their opponent's then they may select an additional Gang Tactics card for each full 100 credits of difference.

Arbitrating the Scenario

In a game that pits the Arbitrator against one or more players, the Arbitrator takes control of the agent and creates an extraction team to ferry them to safety. Use the guidelines on page 137 for creating watchmen gangs to represent a Guilder hit squad sent to protect the agent. Alternatively, the powerful organisation the agent works for might send a potent bodyguard to defend their interests, and the Arbitrator could use the stats for the Cyborg Assassin (see page 201) as a single defender. In the latter case, give the Cyborg the Bodyguard ability — this allows any hit against the agent to be transferred to the Cyborg on a 3+, provided that the two are within 2" of each other.

Ending the Battle

The battle ends when the agent has been extracted from the table, or they have been taken Out of Action. If either player has no fighters on the board at the end of a round, the game also ends.

Victory

If the agent is extracted the defender wins, otherwise the attacker is victorious.

Rewards (Campaign Only)

Credits

If the defender extracts the agent, add D6x10 credits" to their Stash.

If the attacker takes the agent Out of Action, add D6x10 credits to their Stash.

Experience

Each fighter that took part in the battle earns 1XP, If a fighter takes the agent Out of Action, they earn D3XP).

Reputation

If the defender extracts the agent, they gain D3 Reputation.

If the attacker takes the agent Out of Action, they gain D3 Reputation.

The gang with the lower Gang Rating gains 1 Reputation for each full 100 points of difference. For example, a gang with a Rating of 1,000 that faced a gang with a Rating of 1,230 would gain 2 Reputation.

If either gang Bottled Out, they lose 1 Reputation.

SCENARIO 24: FIGHTER DOWN

A gang searches for a lost companion before the underhive gets them for good!

Attacker and Defender

In this scenario, one gang is the attacker and the other is the defender. In a campaign, the player who chose this scenario is the attacker. In a skirmish, players roll off and the winner decides whether they will attack or defend.

Battlefield

This scenario uses the battlefield setup guidelines, as described on page 121, and may either be a Zone Mortalis or a Sector Mechanicus battlefield.

Crews

This scenario uses the standard rules for choosing a crew, as described on page 122. Players use the Random Selection ($D3+2$) method to choose their crew, with the exception that the attacker randomly chooses one of their Gangers or Juves to be the wounded fighter (as follows) before choosing the rest of their crew. The remainder of each player's gang is held off of the table as Reinforcements as described on page 166.

Deployment

This scenario uses the standard rules for deployment from page 122. The attacker should place the wounded fighter face down within 8" of the centre of the board.

Special Rule: The Wounded Fighter

For the purposes of this scenario, the wounded fighter is considered to have suffered a Serious Injury, one which they cannot recover from — do not roll to see if they recover in the End phase as you would normally. Instead, they remain Seriously Injured until they either go Out of Action or are carried off the board. They may still make Crawl (Double) actions as normal.

The wounded fighter may be taken Out of Action with the Coup de Grace action as normal. Friendly fighters may make the Carry (Double) action if they activate in base contact with the wounded fighter, allowing them to move up to their Move characteristic and take the wounded fighter with them. If the wounded fighter begins their activation in base contact with the board edge closest to the attacker's deployment area, they may move off the board.

Special Rule: Reinforcements

Both players can use Reinforcements (see page 166). At the end of the second round, and each round thereafter, D3 random fighters will arrive in the End phase.

Tactics Cards

The attacker may select two Gang Tactics cards. The defender shuffles their Gang Tactics card deck and randomly selects two cards. If the total Credits value of one player's fighters is less than their opponent's then they may select an additional Gang Tactics card for each full 100 credits of difference.

Special Rule: Carrion Creatures

In the underhive, there are countless predators skulking in the shadows — all on the lookout for easy prey. Carrion Creatures represent mutated rats, murder-pedes, rust vultures and other vile creatures. Use the following profile to represent these critters:

CARRION CREATURE

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
6"	5+	6+	3	3	1	3+	1	9+	7+	9+	11+

WEAPONS: Beaks, claws and mandibles (counts as unarmed attacks)

Carrion Creatures can be represented by any suitable models or counters. After the wounded fighter and both gangs have been deployed, the player with Priority rolls D6+3 to find out how many Carrion Creatures are present. Players then take turns, starting with the player with Priority, to place these creatures on the board, at least 12" from any fighters — including the wounded fighter. In each End phase, players take turns moving the Carrion Creatures, starting with the player that has Priority. Any Carrion Creature that ends its movement in contact with a fighter will make a Melee (Basic) action against it — after this action has been resolved move the creature D3' directly away from the fighter. The fighter may not make Reaction attacks.

Arbitrating the Scenario

If this is an Arbitrated scenario, the Arbitrator can take control of the Carrion Creatures or introduce their own underhive predators (see page 137 for guidelines on creating your own monsters). In this case, instead of using the rules given opposite, the Carrion Creatures or underhive predators follow the rules for fighters and are moved and fight in the End phase before any other effects are resolved. The Arbitrator may also place the creatures anywhere on the board, or keep their location secret using the guidelines from the In the Dark scenario from page 192.

Alternatively, the Arbitrator might take on the role of the defender, creating a cannibal cult that is hunting for the wounded fighter. Cannibal cults can be fashioned after Chaos Cults (see page 43).

Ending the Battle

The battle ends when the wounded fighter is either taken Out of Action or escapes the board. If either player has no fighters on the board at the end of a round, the game also ends,

Victory

If the wounded fighter is taken Out of Action, then the defender is victorious. Otherwise, the attacker is the winner.

Rewards (Campaigns Only)

Experience

Each fighter that took part in the battle earns 1XP.

If a fighter takes the wounded fighter Out of Action they earn 1XP.

Reputation

The attacking gang earns D3 Reputation if they get the wounded fighter off the board.

The defender gains 1 Reputation if they take the wounded fighter Out of Action.

The gang with the lower Gang Rating gains 1 Reputation for each full 100 points of difference. For example, a gang with a Rating of 1,000 that faced a gang with a Rating of 1,230 would gain 2 Reputation. .

If either gang Bottled Out, they lose 1 Reputation,

MULTI-PLAYER GAMES

Sometimes more than two gangs find themselves fighting on the same battlefield – either allying together to take out hated foes, or in a bloody free-for-all. Multi-player games use all the normal rules for battles with the following clarifications:

Priority

Players roll for Priority as normal, taking turns activating their fighters. Players can determine play order based on their dice score when rolling for Priority, re-rolling on ties (so for instance, if four players roll for Priority and score a 5, 4, 4 and 2, the player that rolled 5 has Priority, the player that rolled 2 goes last and the players that rolled 4 roll off again to determine who is going second and third).

Melee Combat

In close combats, fighters count interference from all models in base contact, even if they are from different gangs. However, fighters can only claim assistance from models from their own gang.

Defenders and Attackers

In scenarios that have defenders and attackers, the gangs must choose one side or the other. Ideally, there will be a roughly equal number of gangs on both sides.

Many of the scenarios can be used with more than two players, however the following scenarios are specifically designed for battles with more than two gangs.

GANG MOOT

A gang parlay gets bloody!

Battlefield

This scenario uses the battlefield set up guidelines, as described on page 121, and may either be a Zone Mortalis or a Sector Mechanicus battlefield.

Crews

This scenario uses the standard rules for choosing a crew, as described on page 122, with the exception that players must include their Leader in their crew. The rest of their crew is created using the Random Selection (D3+6) method.

Deployment

Players place their Leaders within 6" of the centre of the board. Use Priority to determine the order in which the Leaders are placed. Each player then takes turns placing their fighters anywhere on the board, at least 12" from a Leader and 6" from any already deployed fighter (friend or foe).

Special Rule: Parlay

The gangs are meeting to hammer out a treaty or settle some other kind of business – when suddenly someone goes for a gun! At the start of the game only the Leaders are ready, all other fighters are unaware that their allies are about to become enemies. When a fighter takes a Shoot action (unless their weapon is either a needler or is equipped with a gunshroud), all other unready fighters within 12" can make an Intelligence test. Those that pass immediately become Ready. Fighters attacked in close combat or hit with a shooting attack also become Ready (as long as they survive). In the End phase, each player may move their unready fighters 6" in any direction. Any Ready fighter may yell a warning to their comrades as a Double action – all friendly fighters within 12" can then make an Intelligence test with a +2 modifier to determine if they become Ready.

Arbitrating the Scenario

The Arbitrator can field their own gang of watchmen or venators to add to the carnage, the Leader of the watchmen or venators might be taking part in the parley or adjudicating it. Alternatively, the commotion of the moot going south might summon lawmen, and they could turn up using the Reinforcement rules with a mission to arrest the Leaders and make them pay for disturbing the peace.

Tactics Cards

Each player should shuffle their Tactics card deck and randomly draw two cards.

Ending the Battle

The battle ends when only one gang has active models left on the board.

Victory (Skirmish Only)

The last gang with active models on the board is the winner.

Rewards (Campaign Only)

Turf

The last gang with active models on the board increases their Turf Size by 1.

Experience

Each fighter gains 1 Experience for taking part, and an additional 1 Experience for each enemy they take Out of Action. The last active Leader on the board gains D6 Experience.

Reputation

Each gang gains 1 Reputation for showing up, plus 2 extra Reputation if one of their fighters takes an enemy Leader Out of Action. The gang whose Leader is the last Leader standing earns an additional 3 Reputation.

PITFIGHT

Chosen champions fight for the honour of their gang.

Battlefield

This scenario uses the battlefield set up guidelines, as described on page 121, and may either be a Zone Mortalis or a Sector Mechanicus battlefield.

In both cases, it is advisable to make the battlefield no larger than 24" x 24" – alternatively, players can use the interior of the Necromunda Underhive box to represent a deadly fighting pit.

Crews

Each player chooses one of their Champions.

Deployment

Players take it in turns to place their Champion in contact with one of the board edges and at least 12" from an already deployed Champion.

Special Rule: It's only a scratch !

No one likes a quick fight, and the Champions know that they need to put on a show with a lots of blood. For this scenario, all fighters ignore Flesh Wound results on the Injury dice and treat Seriously Injured results as Flesh Wounds instead. Additionally, no fighters can use the Coup De Grace action – there are no easy deaths here !

Special Rule: Round One...

Pitfights have rules... after a fashion. For the first three rounds, no ranged weapons or grenades may be used. In round four-five, no ranged weapons with the Unwieldy trait or grenades may be used. From round six onwards, all weapons may be used.

Arbitrating the Scenario

The Arbitrator can act as arena overseer, setting up the battlefield and controlling its perils. In addition to the placement of doors, gantries and barricades, during the End phase the Arbitrator can add pitfalls, frag or meltar traps, ducts or other features to the battlefield.

Tactics Cards

Each player may choose one Tactics card from their deck.

Ending the Battle

The battle ends when all but one Champion (or all the Champions) has been sent Out of Action.

Victory (Skirmish Only)

The gang with the last Champion standing is the winner. If there are no Champions left at the end of the game, it is a draw.

Rewards (Campaign Only)

Credits

The victorious Champion wins D6x5 credits for each other Champion that took part in the fight.

Experience

Each Champion gains 1 Experience for taking part, and an additional 1 Experience for each enemy they took Out of Action. The victorious Champion gains D3 Experience.

Reputation

Each gang gains 1 Reputation for showing up, plus 2 extra Reputation if their Champion survives to round six. The gang whose Champion wins earns an additional 4 Reputation.

APPENDICES

TABLE OF ACTIONS

Active fighters

Action	Type	Description
Carry	(Simple)	The fighter makes a Standard Move, carrying a 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.
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.
Move	(Simple)	The fighter makes a Standard Move. Note: See Sprint skill.
Operate Door	(Simple)	Either open a closed door within 1" of the fighter, or close an open doorway within 1" of the fighter.
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. 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.

Action	Type	Description
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.
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.
Extinguish Flames	(Double)	Become Pinned to add 4 to the result of the roll to see whether the flames go out. Note: Only under Blaze status.
Grapnel	(Double)	The fighter can move up to 12" in a straight line, in any direction. This move can take them to a different level, as long as they do not move through any terrain. Note: Need Grapnel-Launcher.
Order	(Double)	Pick a friendly fighter within 12". That fighter can immediately make two actions as though it were their turn, even if they are not Ready. If they are Ready, these actions do not remove their Ready status. Note: Need Overseer skill.
Run and Gun	(Double)	The fighter makes a Double Move then makes an attack with a Ranged weapon. The hit roll has an additional -1 modifier, and Unwieldy weapons cannot be used. Note: Need Hip Shooting skill.
Set Frag/Melta/Gas Trap	(Double)	Place a Frag/Melta/Gas Trap marker within 1" of the fighter. Then they can move up to D6". Note: Need corresponding Tactic Card. See page 212.

Action	Type	Description
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.
Activate Device	(Basic)	Make an Intelligence check for the fighter. If it is passed, any weapons carried by any fighter who is currently standing at least partially on the Platform gain the Shock trait for the rest of the battle. If the check is failed, any fighter who is currently standing at least partially on the Platform is Pinned, then takes D6 Strength 2 hits with the Shock trait. Note: Within 1" of the Console of an Archaeotech Device.
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.
Bypass Lock	(Basic)	Make an Intelligence check for the fighter. If the check is passed, the casket is opened.
Cycle Waste Compactor	(Basic)	Make an Intelligence check for the fighter. If it is passed, any fighters in the Compactor are taken Out of Action. In a campaign battle, no Lasting Injury roll is made; this automatically counts as a 61-65 (Critical Injury). Note: Within 1" of the Console of a Waste Compactor.
Deactivate Generators	(Basic)	Make an Intelligence check for the fighter. If it is passed, the Generators are deactivated until the end of the round. Note: Within 1" of the Console of a Malfunctioning Generatorium.
Descend	(Basic)	The fighter makes a move of up to 3" horizontally and up to 12" vertically. Any vertical movement must be downwards, ie. towards the ground. Note: Need Drop Rig.
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.
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.
Free Captive	(Basic)	Pick a Captive within 1" and make either a Strength check or Intelligence check for the fighter making this action. If the check is passed, the Captive is freed. In a campaign, the fighter who freed the Captive gains D3 Experience. Note: Only in SCENARIO 6: RESCUE MISSION.
Rally	(Basic)	Make a Cool check for each friendly Broken fighter within 8". If the check is passed, they recover from being Broken. Note: Need Rally skill.
Shoot	(Basic)	The fighter makes an attack with a Ranged weapon. Note: Can be a Simple action, see Fast Shot skill. Or a Double action, see Unwieldy weapon trait.
Smash Open	(Basic)	Roll a D6 and add the fighter's Strength. If the result is 6 or more, the casket is opened, however subtract 1 from the result when rolling to determine the caskets contents, to a minimum of 1.
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.
Throw Opponent	(Basic)	Pick an Engaged enemy fighter or a Seriously Injured enemy fighter in base contact. If that fighter is standing, the opposing player can make an Initiative check for them; if this is failed, or if the fighter was Seriously Injured, the enemy fighter is hurled. Pick a direction, then move the enemy fighter D3" in that direction – if they were standing, they are Pinned after moving. If they hit a standing fighter or piece of terrain (other than a low obstruction), they stop moving and suffer a Strength 3 hit. If they hit another fighter, that fighter also suffers a Strength 3 hit and is Pinned. Note: Need Hurl skill.

Engaged fighters

Action	Type	Description
Fight	(Basic)	The fighter makes close combat attacks against one or more enemies they are Engaged with. Note: Can be a Simple action. See Rain of Blows skill.
Headbutt	(Basic)	Pick an engaged enemy fighter and roll two D6. If either result is equal to or higher than their Toughness, they suffer a hit with a Strength equals to this fighter's Strength +2 resolved at Damage 2. However, if both dice score lower than the enemy fighter's Toughness, this fighter instead suffers a hit equal to their own Strength. Note: Need Headbutt skill.
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.
Throw Opponent	(Basic)	Pick an Engaged enemy fighter or a Seriously Injured enemy fighter in base contact. If that fighter is standing, the opposing player can make an Initiative check for them; if this is failed, or if the fighter was Seriously Injured, the enemy fighter is hurled. Pick a direction, then move the enemy fighter D3" in that direction – if they were standing, they are Pinned after moving. If they hit a standing fighter or piece of terrain (other than a low obstruction), they stop moving and suffer a Strength 3 hit. If they hit another fighter, that fighter also suffers a Strength 3 hit and is Pinned. Note: Need Hurl skill.

Pinned fighters

Action	Type	Description
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. 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.
Stand up	(Basic)	The fighter stands up, returning to Active status – The controlling player can choose the fighter's facing.
Blind Fire	(Double)	The fighter makes a shooting attack, treating their vision arc as 360°. Subtract 2 from the result of any hit rolls.
Crawl	(Double)	The fighter makes a Half Move.
Extinguish Flames	(Double)	Add 4 to the result of the roll to see whether the flames go out. Note: Only under Blaze status.

Seriously Injured fighters

Action	Type	Description
Crawl	(Double)	The fighter makes a Half Move.

TABLE OF TACTICS CARDS

^(B): From Underhive base set.
^(C): From Cawdor pack.

^(E): From Escher pack.
^(G): From Goliath pack.

^(O): From Orlock pack.
^(V): From Van Saar pack.

^(W): Web promo card.

Gang Tactics

Name	Condition	Description
...Click^(B)	Play this card after an enemy fighter completes an attack with a ranged weapon.	The weapon immediately runs Out of Ammo, as if it had failed an Ammo check.
A Good Day^(G)	Play at the start of the game after both sides have set up.	Choose a Champion or Leader model in your crew. Tuck this card under that fighter's card. For the duration of the game, Cool checks for other fighters from your gang have a +2 modifier if they are within 3" of the chosen Champion or Leader.
Adrenaline Surge^(G)	Play when activating a fighter.	The fighter can make one additional action this turn.
Battle Madness^(E)	Play instead of activating a fighter.	Choose a Broken Fighter from either gang. They immediately make a ranged attack against the closest fighter they can see, friend or foe. If they are in base contact with another fighter, they make close combat attacks instead.
Beast Lure^(E)	A fighter can spend an action to play this card.	Place the Beast's Lair marker within 3" of this fighter. Then, they can move up to D6". If they end the action within 6" of the lair, there is a chance they will be attacked as normal.
Blackout^(E)	Play this card at the start of any round.	For the duration of this round, ranged attacks have an additional -1 modifier if made against targets between 6" and 12" away, or a -2 modifier if made against targets more than 12" away. Attackers using an infra-scope or photo-goggles, or targeting a fighter with a Blaze marker, ignore these penalties.
Blazing Fury^(E)	Play this card when activating a fighter.	For the duration of this fighter's turn, the Shoot action is treated as Simple rather than Basic.
Blood Debt^(B)	Play this card when one of your fighters is taken Out of Action by an enemy fighter's attack.	For the rest of the battle, add 1 to the result of any hit rolls for fighters from your gang when they target the attacker. Tuck this card under the attacker's Fighter card as a reminder.
Burst of Courage^(E)	Play this card when making a Cool check for a fighter.	The fighter automatically passes the check, and any more Cool checks they are required to make until the end of the round.
Chain Attacks^(E)	Play when a fighter takes an enemy Out of Action with a Melee attack.	The activating fighter can move up to D6" and make a Fight Basic action. Their activation then immediately ends.
Combat Drugs^(V)	Play when a fighter makes a melee attack.	For the duration of this turn, the fighter gains D3 additional attacks. However, should the fighter gain the full 3 additional attacks, they will automatically suffer a Flesh Wound at the end of their activation.
Crossfire^(E)	Play this card when a fighter makes a ranged attack against a target who has already been shot at by a friendly fighter.	The hit roll succeeds automatically.
Dangerous Footing^(V)	Play when your opponent activates a fighter.	Immediately place a Pitfall Crater marker beneath the fighter. The fighter must take an Initiative test. If the test is passed, the fighter makes a Move action to safety and their activation continues. If the Initiative test is failed, the fighter falls into the crater and is immediately taken Out of Action. The pitfall Crater remains in place for the duration of the battle.
Deadlock^(G)	Play this card at the start of any round. Note: Zone Mortalis only.	Choose a closed door anywhere on the board. For the duration of this round, the door cannot be opened in any way.
Death Trap^(C)	Play this card when an enemy fighter makes an Operate Door action to either open or close a door. Note: Zone Mortalis only.	The fighter must test to see if they are struck by the door, as described on page 19, as if they were standing in a doorway when the door is closed.
Desperate Effort^(G)	Play when it is your turn to activate a fighter, but none of your fighters have Ready markers.	Pick one of your fighters and activate them as though they had a Ready marker. At the end of the action, they are Pinned.
Distraction^(G)	Play when your opponent activates a fighter.	The opposite player must make a Willpower check for the fighter. If the check is failed, the fighter can only make one action this turn, instead of two.
Double-Fisted^(O)	Play when a fighter makes a ranged attack.	For the duration of the ranged attack, the fighter can attack with two ranged weapons, resolving a full attack with each, one after the other. Both must be made against the same target.
Duck and Cover^(C)	Play this card when activating a fighter.	This turn, the fighter may make two Fire (Basic) actions, provided they use the same Basic or Pistol weapon for both. After resolving these actions, the fighter may move D3".
Emergency Seal^(G)	Play instead of activating a fighter. Note: Zone Mortalis only.	Ductways cannot be used for the duration of this round – they are treated as not being on the board at all.

Name	Condition	Description
Fall Back^(V)	Play this card when activating a fighter.	This fighter may immediately make a Retreat (Basic) action without having to make an Initiative check. Additionally, each enemy fighter that was Engaging them is unable to make any Reaction attacks.
Fearsome Reputation^(G)	Play after one of your fighters puts an enemy Out of Action.	For the rest of the game, any nerve checks made for enemy fighters within 8" of them have a -2 modifier.
Fire Discipline^(O)	Play this card at the start of the battle, after setting up your gang.	For the duration of the battle, ranged attacks made by your fighters only trigger an Ammo check if the Firepower dice rolls an Ammo symbol and the hit roll is a success.
Frag Trap^(B)	Play this at the start of the battle, when setting up your gang.	Pick any of your fighters to carry the frag trap, and put this card under their Fighter card. Once during the game, the fighter, as long as they are Active, can make this action: Set Frag Trap (Double) – Place a Frag Trap marker within 1" of the fighter. Then they can move up to D6". If the fighter goes Out of Action before making this action, roll a D6. On a 1, the trap triggered (centred on the fighter's base). On a 2-3, place a Frag Trap marker where the fighter stood. On a 4+, discard this card.
Group Tactics^(B)	Play this card when it is your turn, before activating any fighters.	Instead of activating one fighter, activate up to three fighters (in the same way as making a Group activation).
Having a Bad Day^(E)	Play at the start of the game after both sides have set up.	Choose a Champion or Leader model in your opponent's crew. For the duration of the game, Cool checks for other fighters from the opposing gang have a -2 modifier while that fighter is within 3" of the chosen Champion or Leader.
Healthy Paranoia^(G)	Play when activating a fighter.	For the rest of the battle, the fighter have 360° vision arc.
Hidden Passage^(B)	Play this card at the start of your turn, immediately before activating a fighter. Note: Zone Mortalis only, see page 121.	Place an unused Ductway marker anywhere on the board, following the normal rules for placing a ductway.
Hive Tremors^(W)	Play at the start of any round.	Every Active fighter on the table must make an Initiative test – any who fail are Pinned. After all fighters have tested, place D3 additional loot caskets anywhere on the table not within 6" of a fighter. Finally, if the game uses a Zone Mortalis scenario, place D3 spare ductways across any walls of your choice. If the game uses a Sector Mechanicus scenario, remove D3 ladders of your choice.
Just Add Nails^(G)	Play when making an attack with a frag grenade, before rolling to hit.	The grenade's Blast (3") trait becomes Blast (5").
Last Gasp^(B)	Play this card when one of your active fighters is taken Out of Action.	Before the fighter is removed from play, they can immediately make an attack. This is a close combat attack if they are Engaged, otherwise it is a ranged attack. If they are equipped with a grenade that has the Blast trait, and the Blast marker is centred on them, it will not scatter. As soon as the attack has been resolved, the fighter is removed from play.
Lucky Find^(B)	Play this card when activating a fighter with a weapon that is Out of Ammo.	One of the fighter's weapons is automatically reloaded at the cost of one action – no Ammo check is required.
Lucky Lho-stick Case^(G)	Play this card when a friendly fighter fails an armour save.	The fighter can re-roll the armour save, ignoring any negative modifiers (including Armour Penetration).
Makeshift Armour^(B)	One of your fighters can spend an action to play this card.	Tuck this card under the fighter's card; while it is there, their armour save is treated as one point better than it is. If any save roll for the fighter is a 1 (before modifiers), discard this card after resolving the attack(s).
Master Switch^(O)	Play this card instead of activating a fighter. Note: Zone Mortalis only.	Every door on the board that does not have a door terminal either opens or closes. They must all do the same, i.e., this card cannot be used to open some doors and close others.
Melta Trap^(B)	Play this at the start of the battle, when setting up your gang.	Pick any of your fighters to carry the frag trap, and put this card under their Fighter card. Once during the game, the fighter, as long as they are Active, can make this action: Set Melta Trap (Double) – Place a Melta Trap marker within 1" of the fighter. Then they can move up to D6". If the fighter goes Out of Action before making this action, roll a D6. On a 1, the trap triggered (centred on the fighter's base). On a 2-3, place a Melta Trap marker where the fighter stood. On a 4+, discard this card.
Nerves of Steel^(V)	Play when a fighter makes a ranged attack.	The fighter may ignore normal Target Priority rules and may instead target any eligible enemy fighter they wish without having to pass a Cool check.

Name	Condition	Description
Point-Blank Shot^(O)	Play this card when a fighter makes a Fight action or a Charge action.	Pick one of the fighter's ranged weapons that does not have the Blast trait or Template trait. For the duration of this turn, that weapon can be used in close combat in the same way as a pistol.
Proper Preparation^(E)	Play this card before setting up the gang at the start of the battle.	Pick one of your fighters and put this card under their Fighter's card. For the duration of the battle, this fighter's weapons gain the Plentiful trait unless they already have the Scarce trait, in which case their weapons are counted as not being Scarce.
Quick Time^(C)	Play this card when activating a fighter.	Tuck this card under the fighter's card. While it is there, the fighter's Move is increased by 2. In each End phase, roll a D6. On a 1, the card is discarded.
Rapid Fire^(V)	Play this card when activating a fighter.	This turn, the fighter may make two Fire (Basic) actions, provide they use the same weapon for both and make no other actions for any reason. However, at the end of their activation, the weapon counts as automatically having failed an Ammo check.
Reaction Fire^(E)	Play when an enemy fighters is activated, before they make their first action.	Pick a fighter from your gang – that fighter can immediately make a Shoot (Basic) action against the activating enemy model, as long as they are in range and line of sight.
Ricochet^(G)	Play this card after making an unsuccessful hit roll for a ranged attack that does not have the Blast or Template trait.	Pick another fighter within 5" of the target, even if they are not visible to the attacker, and roll to hit against them. Do not roll the Firepower dice again.
Rigged Door^(B)	Play this card immediately after an enemy fighter makes an action. Note: Zone Mortalis only, see page 121.	Pick any door on the board and either close or open it. If closing a door and there is a fighter standing in the doorway, they must test to see whether they avoid closing door as normal.
Secret Cache^(O)	Play this card instead of activating a fighter.	Set up an ammo cache anywhere on the battlefield.
Seize the Initiative^(V)	Play this card at the beginning of any round, before rolling for Priority.	You immediately take Priority this turn without any dice being rolled.
Slippery^(V)	Play this card when activating a fighter.	Put this card under the active fighter's Fighter card. Until the end of the battle, this fighter treats the Crawl Through action as (Basic) rather than (Double).
Snap Fire^(C)	Play this card after an enemy fighter completes an attack with a ranged weapon.	A readied fighter in your gang may immediately take a shot at the enemy fighter with a Pistol or Basic weapon. However, they must subtract 1 from the hit roll.
Steel Fury^(O)	Play this card at the start of any round.	For the duration of this round, fighters from this gang count the Fight (Basic) action as a Fight (Simple) action.
Sterner Stuff^(O)	Play this card instead of activating a fighter.	Make a Rally check for each Broken fighter in your gang, as though it was the End phase.
Sump Slump^(V)	Play at the start of any turn.	Immediately remove D3 Barricades of your choice from anywhere on the board.
Suppressing Fire^(E)	Play this card after making an unsuccessful hit roll for a ranged weapon.	The target is Pinned, even though they were not hit by the attacks.
Tech Override^(O)	Play this card when a friendly fighter makes an Access Terminal action or Bypass Lock action, or when rolling to see if a friendly fighter triggers a booby trap.	If making an Access Terminal action or Bypass Lock action, the intelligence check is passed automatically. If rolling to see whether a booby trap is triggered, you can choose the result instead of rolling.
They're Everywhere !^(O)	Play this card instead of activating a fighter.	Each enemy fighter who is within 4" of two or more fighters from your gang must make a Cool check. If the check is failed, the enemy fighter is Pinned.
Thundering Charge^(G)	Play when a fighter makes a Charge action, before they move.	Double the fighter's Move instead of adding D3".
Trap Chute^(C)	Play when an enemy model crawls through a ductway.	The enemy model is placed by the enemy player within 1" of a randomly chosen ductway with 18" of their current location. If there are no other ductway markers in this then the model is removed for D3 rounds. When they return to play, place them within 1" of the ductway they were crawling through.
Trapped Console^(C)	Play this card when an enemy fighter interacts with a console, before the end of the action.	Centre the 3" blast marker on the enemy fighter. All models under the marker suffer a Strength 3, AP -, Damage 1 hit.
Trusty Backup^(E)	Play this card when activating a fighter.	Put this card under the active fighter's Fighter card. Until the end of the battle, this fighter has an additional stub gun.
Vacuum Chamber^(C)	Place this card when a door is opened. Note: Zone Mortalis only.	All models within 12" of the opening door are immediately moved D6" toward the doorway.
Violent-Minded^(O)	Play this card when activating a fighter.	This turn, the fighter can make an additional action (usually three rather than two), as long as at least one of their actions is Shoot or Fight.

Name	Condition	Description
What's a few Teeth ?^(O)	Play this when a friendly fighter suffers a Flesh Wound.	The Flesh Wound is ignored. Any other effects of the injury still apply.
You !^(C)	Play this card when activating a fighter.	Choose an enemy model with line of sight to the fighter you have just activated. For the remainder of the game, any ranged or melee attacks made by this fighter against the nominated enemy gain +1 on the wound roll. The fighter can only make ranged and melee attacks against the nominated enemy until that enemy has been taken Out of Action.
You're coming with Me ! ^(O)	Play when a fighter is taken Out of Action by a close combat attack.	The chosen fighter may make a single close combat attack against the enemy that took them Out of Action. They are then removed from play as normal.

Cawdor Tactics

Name	Condition	Description
Blessed Visions^(C)	Play at the start of the game after both sides have deployed.	For the duration of the game, the gang's fighters may use their normal BS when making Blind Fire ranged attacks or ranged attack through Ductways.
Deadmen Walking^(C)	Play at the start of any End phase.	If your gang is required to make a Bottle test during this End phase, it will automatically pass.
Divine Motivation^(C)	Play at the start of the game after both sides have deployed.	For the duration of the battle, the gang's Leader adds 2 to the dice roll for any Cool checks they are required to take. If the leader is taken Out of Action, all friendly fighters must make an immediate Cool check or become Broken.
Effigy of the Damned^(C)	Play at the start of any turn.	Choose a terrain feature at least 6" in diameter or a board tile. For the duration of this turn, any models entering or beginning their turns in the affected area must roll to see if they catch fire, just as if they had been hit by a weapon with the Blaze trait.
Faith Through Fear^(C)	Play this card when a fighter fails a Cool check.	Instead of suffering the normal effects of failing a Cool check, the fighter immediately charges the nearest enemy model. If there are no enemy models in range, they become Pinned.
Faith Through Fire^(C)	Play at the start of any round.	For the duration of this round, friendly models with a Blaze marker on them may move and take actions as normal - though they still take damage as normal. In addition, all their melee attacks gain the Blaze trait.
For The Lost!^(C)	Play at the start of any round.	For every friendly model that has been taken Out of Action in the battle so far, one chosen Champion or Leader can add +1 to their Strength and Attacks characteristic, to a maximum of +3. These effects last until the end of the round.
Let It Burn!^(C)	Play at the start of any round.	For the duration of this round, all ranged weapons used by friendly models gain the Blaze trait.
No Prisoners!^(C)	Play at the start of any End phase.	For the duration of the End phase, Seriously Injured enemy models making Recovery tests must roll two Injury dice and pick the worst result.
Redemption^(C)	Play when a friendly fighter is taken Out of Action.	Centre the 3" Blast marker on the fighter that has just been taken Out of Action. All models under the marker count as being hit by a frag grenade.
Righteous Day^(C)	Play at the start of any round.	For the duration of the round, all successful wound rolls made against friendly fighter must be re-rolled. However, friendly fighters not engaged in melee must charge the nearest enemy model if possible, or use their entire activation to move as close to the enemy as possible.
Stirring Oration^(C)	Play at the start of any round.	Choose one friendly Leader or Champion model. For the duration of the round, the Leading by Example rule applies as long as the fighter can draw line of sight to the chosen model. For this round, the chosen Leader or Champion cannot benefit from the effects of cover.

Escher Tactics

Name	Condition	Description
A New Strain^(E)	Play immediately before rolling to wound with a Gas weapon.	Add 2 to the result of the dice roll to determine whether the target succumbs to the gas.
Counter-Charge^(B)	Play this card when an enemy fighter makes a Charge action, after they move but before they make their attacks.	Pick a Readied fighter from your gang. They can make a Standard Move (adding D3") to the distance they can move, as though they were charging) towards the enemy fighter who charged. The counter-charging fighter cannot make any attacks, but they can make Reaction attacks and grant assists/interference as normal.
Gas Trap^(B)	Play this at the start of the battle when setting up your gang.	Pick any of your fighters to carry the frag trap, and put this card under their Fighter card. Once during the game, the fighter, as long as they are Active, can make this action: Set Gas Trap (Double) – Place a Gas Trap marker within 1" of the fighter. Then they can move up to D6". If the fighter goes Out of Action before making this action, roll a D6. On a 1, the trap triggered (centred on the fighter's base). On a 2-3, place a Gas Trap marker where the fighter stood. On a 4+, discard this card.
Not so Easy...^(E)	Play at the start of any round after the opposing gang has bottled out.	When making Nerve tests for opposing fighters to see if they flee, subtract 2 from the result if they are within 3" of a fighter from this gang.
Put Them Down ! (E)	Play at the end of any Action phase.	Any Seriously Injured enemy fighters that are within 2" of an Active fighter from this gang are immediately taken Out of Action.
Scrag^(B)	Play this card after one of your fighters puts an enemy out of action in close combat.	Enemy fighters must make a Nerve test if they are within 9" rather than 3" (they must still be visible). In addition, subtract 2 from the result of any Nerve tests made for fighters within 3".
Side by Side^(E)	Play instead of activating a fighter.	Until the end of this round, any assists that are granted by fighters from this gang grant a +2 bonus to the hit roll (instead of +1).
Siren Howls^(E)	Play at the start of any End phase.	Until the start of the next End phase, add 1 to the result of any Bottle tests made for the enemy gang. In addition, Broken enemy fighters cannot rally.
Stealthy Advance^(B)	Play this card after both gangs have been set up at the start of the battle, before the first round begins.	Up to half of the fighters in your crew (rounding up) can immediately make a Standard Move.
Three-Point Landing^(E)	Play when a fighter falls. Note: Sector Mechanicus only.	The fighter is not Pinned by the fall and does not suffer a hit. If they still have any actions to take, they can take them.
Tunnel Runners^(E)	Play at the start of any round. Note: Zone Mortalis only.	For the duration of the round, all friendly fighters can move through pitfalls and ductways as though they were clear terrain. They cannot end their turn on them.
Ultra-Violence^(E)	Play instead of activating a fighter.	For the remainder of the round, all weapons with the Melee trait gain Parry – if they did not already have it – and increase their AP by -1.

Goliath Tactics

Name	Condition	Description
Anything's a Weapon^(G)	One of your fighters can spend an action to play this card.	Tuck this card under the fighter's card. While it is there, the fighter's unarmed attacks receive +1 strength and AP -1.
Blade Breaker^(G)	Play this card when one of your fighters is hit, but not wounded by a close combat weapon that does not have the Power trait.	The close combat weapon (pick one if the fighter was hit but not wounded by more than one) cannot be used for the rest of the battle.
Brutal Charge^(B)	Play this card when one of your fighters makes a Charge action.	For the duration of the action, the fighter's Movement characteristic is increased by 2", and their Attacks characteristic is increased by 1. In addition, any attacks they make gain the Knockback trait.
Ceramite Skin^(G)	Play this card when a fighter is hit by an attack with the Blaze trait.	The fighter is not pinned and the attack causes no damage.
Inhuman Resilience^(B)	Play this card instead of activating a fighter on your turn.	Each of your Pinned fighters immediately stands up. Then make a Recovery roll for each Injured fighter in your gang, treating Out of Action results as Seriously Injured.
Ironhide^(G)	Play when one of your fighters is wounded by an attack that causes more than 1 Damage.	The attack only causes 1 Damage. In addition, if the fighter is pinned after the attack has been resolved they return to standing.
Knockout Blow^(G)	Play this card when a fighter makes close combat attacks before rolling to hit.	Any wound rolls for this fighter's attacks are automatically successful – no dice roll is required.
Not Done Yet^(G)	Play when a fighter from your gang is taken out of action.	Tuck this card under the fighters card, they are not removed from play. If they were prone, they return to standing. They go out of action after they are next activated and take a turn or when they suffer another unsaved wound, whichever comes first.
Second Wind^(G)	Play instead of activating a fighter.	Remove a flesh wound from any fighter's card.
Steel Constitution^(G)	Play instead of activating a fighter.	Choose one of your fighters and tuck this card under their fighter card. Until the end of the round, this fighter cannot be affected by weapons with the Gas or Toxin trait, and their Strength and Toughness are used at their full value, regardless of any modifiers (including flesh wounds).
Stimm Surge^(B)	Play this card when activating a fighter.	Tuck this card under the Fighter's card. While it is there , the fighter's Move, Strength and Toughness are each increased by 1. In each End phase, roll a D6. On a 1, the card is discarded and an Injury roll is made for the fighter, using a Damage of 2. On a 2, the card is discarded. On a 3, the fighter suffers a Flesh Wound but the card remains in play.
Unstoppable Behemoth^(B)	Play this card after an attack is made against on of your fighters, before the Injury roll (if any) is made.	The attack has no further effect – no Injury roll is made. In addition, if your fighter is pinned, they immediately stand up.

Orlock Tactics

Name	Condition	Description
Ambition^(O)	Play this card when it is your turn to activate a fighter.	Pick a Juve or a Ganger with a Ready marker. For this turn only that fighter is treated as a Leader for the purposes of activating groups – in other words, if they are activated, you can activate up to two other fighters within 4" of them.
Beat Down^(O)	Play at the start of any round.	For the duration of the round, all unarmed close combat attacks made by your fighters that hit, automatically inflict a Flesh Wounds unless a save roll is made. No wound roll or injury roll is made.
Bond of Brotherhood^(O)	Play this card at the end of a friendly fighter's turn, when they are within 3" of a friendly fighter who is Seriously Injured.	The fighter can immediately make a Fight (basic) or Shoot (basic) action. This is in addition to the two other actions they can make during their turn.
Die Trying^(O)	Play at the start of any round.	For the duration of the turn, Seriously Injured fighters in your gang can provide assists and interference as if they were standing.
For Close Encounters^(O)	Play this card when activating a fighter.	Put this card under the active fighter's Fighter card. Until the end of a the battle, this fighter has a sawn-off shotgun in addition to their other equipment.
Intimidation^(O)	Play instead of activating a fighter.	Choose an Active fighter from your gang. Each Active enemy fighter within 9" of that fighter must make a Nerve test. If a fighter fails the check, they run for cover as normal, but are not Broken.
Lead by Example^(O)	Play this when a Leader or Champion from your gang takes an enemy model Out of Action in close combat.	Any Broken fighter from your gang immediately rally. In addition, any Pinned fighters from your gang within 6" of the Leader or Champion can immediately return to standing.
Solidarity^(O)	Play at the start of any round.	For the duration of the round, fighters from your gang automatically pass any Cool checks they make as long as they are within 6" of another fighter from your gang.

Van Saar Tactics

Name	Condition	Description
Auto-Healer^(V)	Play this card at the start of any End phase.	Choose one Seriously Injured fighter. Rather than rolling the Injury dice, you can choose to have the fighter suffer a Flesh Wound and become Pinned.
Blood Cleansers^(V)	Play at the start of any turn.	For the duration of the round, all friendly models count their Toughness as 1 higher when affected by weapons with the Toxin or Gas traits.
Comm Burst^(V)	Play at the start of any turn.	For this round, your gang's Leader can make Rally actions for Broken fighters anywhere on the board. In addition, the range of Leading by Example is increased to 18" for Leaders and 12" for Champions.
Cortical Stimulants^(V)	Play at the start of the game, after deployment.	One fighter in your gang automatically passes Intelligence checks for the duration of the battle.
Enhanced Auspexes^(V)	Play instead of activating a fighter.	For the remainder of the round, friendly fighters may fire through line of sight blocking terrain such as doors and barricades, but NOT through any impassable terrain. These shots suffer a -2 penalty to hit and the target's armour save is increased by 1.
Experimental Rig^(V)	Play at the start of the game, after both sides have deployed.	Choose a weapon possessed by a friendly fighter. For the duration of the game, this weapon increases its Long range by 6" and its Strength by 1, but loses the Plentiful trait if it has it, and gains the Scarce trait if it doesn't have it.
Hyper Auto-Loader^(V)	Play when a fighter makes a ranged attack.	If the fighter is using a weapon with the Rapid Fire trait, they may roll 2 extra Firepower dice. After working out the effects of the shot, their ranged weapon automatically counts as having failed an Ammo check, regardless of the results of the Firepower dice.
Medical Protocols^(V)	Play at the start of any End phase.	For the duration of this End phase, when any fighter assists a friendly fighter's Recovery test, roll an extra Injury dice, then choose one to keep.
Mesh Underlay^(V)	Play when a fighter is hit by a ranged attack.	For the remainder of the battle, the chosen fighter's armour saves are not modified by AP when hit by a ranged attack.
Overcharge^(V)	Play when a fighter makes a ranged attack.	For the duration of the fighter's activation, one of their Las or Plasma ranged weapons increases its Strength by 2.
Pneumatic Injectors^(V)	Play when a fighter makes a melee attack.	For the duration of the fighter's activation, one of their melee weapons increases its Strength by 2.
Warforge^(V)	Play at the start of the game, after both sides have deployed.	For the duration of this battle, all friendly models add a +1 modifier to any Ammo checks they are required to take.

UNDERHIVE BATTLES

The section that follows presents a number of set-piece encounters between gangs, fought out in the depths of the underhive. These range from brief but bloody chance encounters between rival gangers to full-scale raids deep into enemy territory. The scenarios are presented in order of complexity, so it is recommended that players new to Necromunda play through them in order – this is a good way of learning the rules and players will soon become familiar with the game.

The scenarios that follow all make use of the tiles supplied in the Necromunda: Underhive box and so the focus is on confrontations fought in the labyrinthine tunnels of the lower hive cities where many newly-founded gangs first seek to establish themselves. To start out with, new gangs would do well to focus on establishing themselves in the



underhive tunnels before starting their rise to power!

Campaign vs Skirmish

Broadly, Necromunda games will be either skirmish games or campaign games. Skirmish games (see page 129) are the pick-up-and-play battles that exist outside of a campaign, including the scenarios page 224 and any other one-off battles. Campaign games are the battles that take place as part of a campaign, and use all of the requisite additional rules. (see page 107)

Preparing for Battle

Gangs

Before a game can begin, each player will need to have prepared a gang, including a model and Fighter card for each fighter. Necromunda: Underhive contains Fighter cards for two gangs: the Ironlords and the Carrion Queens, and the assembly guide shows how to assemble the plastic models included in the game to represent those fighters, showing their appropriate equipment and so on. For more experienced players, or those who prefer to customise their force, the box also includes a number of blank Fighter cards. Players can use these along with the rules on page 30 onward to create their own gang, assembling their miniatures accordingly. If one player wishes to create a gang and the other prefers to use one of the prepared gangs, this is perfectly acceptable. They could even use the Ironlords against a custom Goliath gang, or the Carrion Queens again a custom Escher gang – even within the Houses, rivalries and territory disputes are commonplace.

Choosing a Scenario

Before playing a game, the players will need to decide upon which of the following six scenarios they will use. Each one represents an archetypal skirmish and has its own board layout, special rules and victory conditions.

The most straightforward scenario is Tunnel Skirmish and this is recommended for players who have not used the advanced rules before. Otherwise, players can either agree on which scenario to play, or roll a D6 and consult the table below:

D6	Scenario
1	Tunnel Skirmish
2	The Trap
3	Forgotten Riches
4	The Marauders
5	Sneak Attack
6	Smash & Grab

Using the Scenarios

Each scenario is divided into a number of sections, each describing a different part of how the scenario works. The most common sections are:

Default Map Set-Up

This will have a description of which board tiles to use and how to lay them out, along with any barricades, obstacles and other features.

Custom Board Layouts

Although a board layout is given for each scenario, players should feel free to use one of their own design.

The easiest way to do this is to swap out a tile for a different one, or flip a tile over and use the other side of it, or just move some of the doors and obstacles.

Alternatively, players might prefer to entirely redesign the map – if so, it is recommended that the map is kept roughly the same size. In either case, both players should agree on the board layout before the game begins – or one player could set up the board, and the other could then decide where the deployment zones are. As long as both players are happy with the layout, and know where any scenario-specific features (such as deployment zones) are, any system should work.

Crews

Although each player has a whole gang, most of the time they will only use some of their fighters. The fighters from a gang who are taking part in a scenario are called a ‘crew’. This section will explain how many fighters each player has in their crew and how they are chosen.

Setting Up

This explains how to set up for the battle. Usually, once this section has been completed, the battle can begin.

Special Rules

Most scenarios have one or more special rules which make them stand out from the others. These will be listed here.

Victory Points

Each time two gangs come together and fight, each has an objective in mind. It might be as simple as taking out the opposition to claim the area as their territory, or it might be considerably more complex. Anything that helps a gang complete its objective will score Victory points, and will be listed here.

At the end of the battle, the player with the most Victory points is the winner. If they have at least twice as many Victory points as their opponent they win a major victory, otherwise it is a minor victory. The difference between major and minor victory has no effect other than added glory for the victor!

Ending the Battle

This section describes how the battle ends. Sometimes there will be a time limit, other times it will end after a certain event has happened.

Linking Games

Although the scenarios are each designed to be played as a one-off game, a greater narrative can be introduced by linking games together. This is ideal for two players who want to enact an ongoing series of battles between their gangs.

Linking battles is as easy as keeping track of each fighter, other than the Leader, who goes Out of Action in a game, and rolling a dice for them at the start of the next game. On a roll of 1 or 2, they are still recovering from their wounds and cannot take part in this match. If a player cannot field the number of fighters that the mission requires, they gain one bonus Tactics card (see page 223) for each fighter they are short.

If the players wish to keep score of who is winning overall, they could score 1 point for a minor victory and 2 points for a major victory – this is a simple way to give games a greater impact beyond the end of the scenario. Players might also want to play a limited number of games – for example, playing the six scenarios once each – or might even want to form a loose ‘tree campaign’, picking an initial scenario to play then planning out which scenario will follow it depending on which side wins. Campaigns will be covered in much greater detail in future supplements, covering rules for gangs holding and losing territory, fighters gaining experience and progressing through the ranks, long-term injuries and much more!

Linked play encourages players to think about the big picture, and makes for some very interesting games – winning battle is one thing, but the need to preserve your fighters for another day presents a whole new strategic challenge.

(Note: For more complete rules in order to link games, see campaign rules page 107)

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 two types of Tactics cards: Gang Tactics, which can be used by any gang, and House (Escher, Goliath, etc...) 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 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.

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.

See *TABLE OF TACTICS CARDS* page 212.

SCENARIO 1: TUNNEL SKIRMISH

A gang's territory is always shifting, expanding or receding as the gang's reputation grows or suffers. When two crews face off in unclaimed turf, the stakes are always high because the winner will take control of the surrounding area. These skirmishes have one objective – to be the last one standing!

Default Map Set-Up

Set up the map as shown.

Crews

Each player secretly chooses a crew of six fighters, placing those fighters' cards face-down in front of them. Any unchosen fighters are absent from the battle, and will take no part. Once both players have chosen their crews, the fighters are all revealed.

Tactics Cards

Each player can choose up to two Tactics cards from their deck. If the total credits value of one gang's fighters is lower than the other, they can choose an additional Tactics card for each full 100 credits of difference.

Setting Up

The players roll off. The winner picks one of the two shaded areas to be their deployment zone – the other shaded area is the other gang's deployment zone.

Then, starting with the winner, the players take turns setting up one fighter in their deployment zone, until all fighters have been set up. If one player runs out of fighters, the other player sets up any they have remaining.

Victory Points

Each player scores Victory points for each opposing ganger that goes Out of Action. They score 3 points for a Leader, 2 points for a Champion and they score 1 point for a Ganger.

Ending the Battle

If one gang has no fighters left on the board at the end of any round, the battle ends immediately and the other gang scores D3 bonus Victory points. If a gang Bottles Out, roll a D6 at the end of the following round. On a result of 4 or more, the battle ends. Otherwise, roll again at the end of each subsequent round, adding 1 to the result for each additional time this roll is made; in other words, the second time the roll is made the battle will end on a 3, or more, and so on.



Designer's Note: Going Larger

This is the most straight-forward scenario, and can be played on any size of map. If players wish to use a larger map, the scenario will work well with more fighters in each crew. We recommend adding two fighters to each player's crew for each additional board tile.

SCENARIO 2: THE TRAP

Although gangs usually prefer a fair fight, hoping to humiliate their rivals out in the open and boost their reputation, there are times when another gang just needs taking down and an ambush is the only recourse. The defenders will need to think fast if they want to get out alive!

Default Map Set-Up

Set up the map as shown.

Attacker and Defender

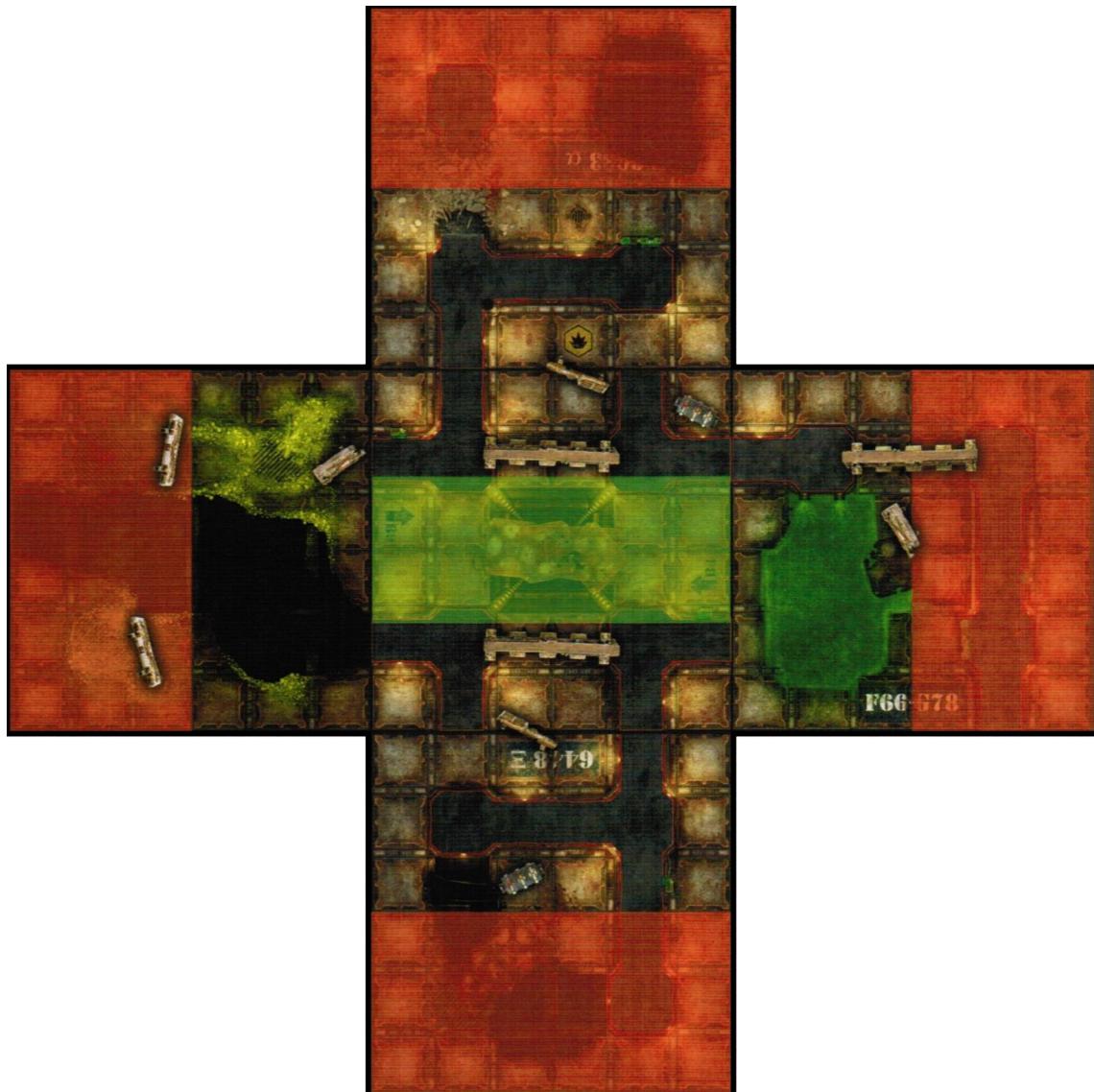
The players roll off. The winner decides whether they will be the attacker or the defender.

Crews

Each player uses their entire gang.

Tactics Cards

The attacker can choose up to two Tactics cards from their deck. The defender shuffles together their deck of Tactics cards and draws two at random. If the total credits value of one gang's fighters is lower than the other, the player with the lower value can choose or randomly draw one additional card for each full 100 credits of difference.



Setting Up

The defender sorts their Fighter cards (however they wish) into piles of two or more, each pile representing a group of defenders. The defender then chooses one group and sets up one of its fighters in the centre of their deployment zone, then sets up the rest of the fighters in that group within 2" of the first.

Then the attacker sets up their entire gang. They can be split between the red attacker's deployment zones however they wish.

Finally, the defender sets up the rest of their gang on the green one. First they nominate a group, then they roll a D6. On a 1-5, all fighters in the group must be set up in the defenders' deployment zone. On a roll of 6, they are lying in wait for the ambushers, and each fighter in the group can be set up anywhere on the board, as long as they are not Engaged with an enemy fighter.

Then, the defender rolls a D6 and adds 1 to the result for each fighter they were able to set up outside their deployment zone. If the result is 7 or higher, they automatically take the Priority marker in the first round. Otherwise, the attacker automatically takes it instead.

Special Rule: Surprise Attack

In the first round of the game, each time fighter is activated, make a Cool check for them. If it is passed, they act as normal. If it is failed, they can only make one action rather than two.

Victory Points

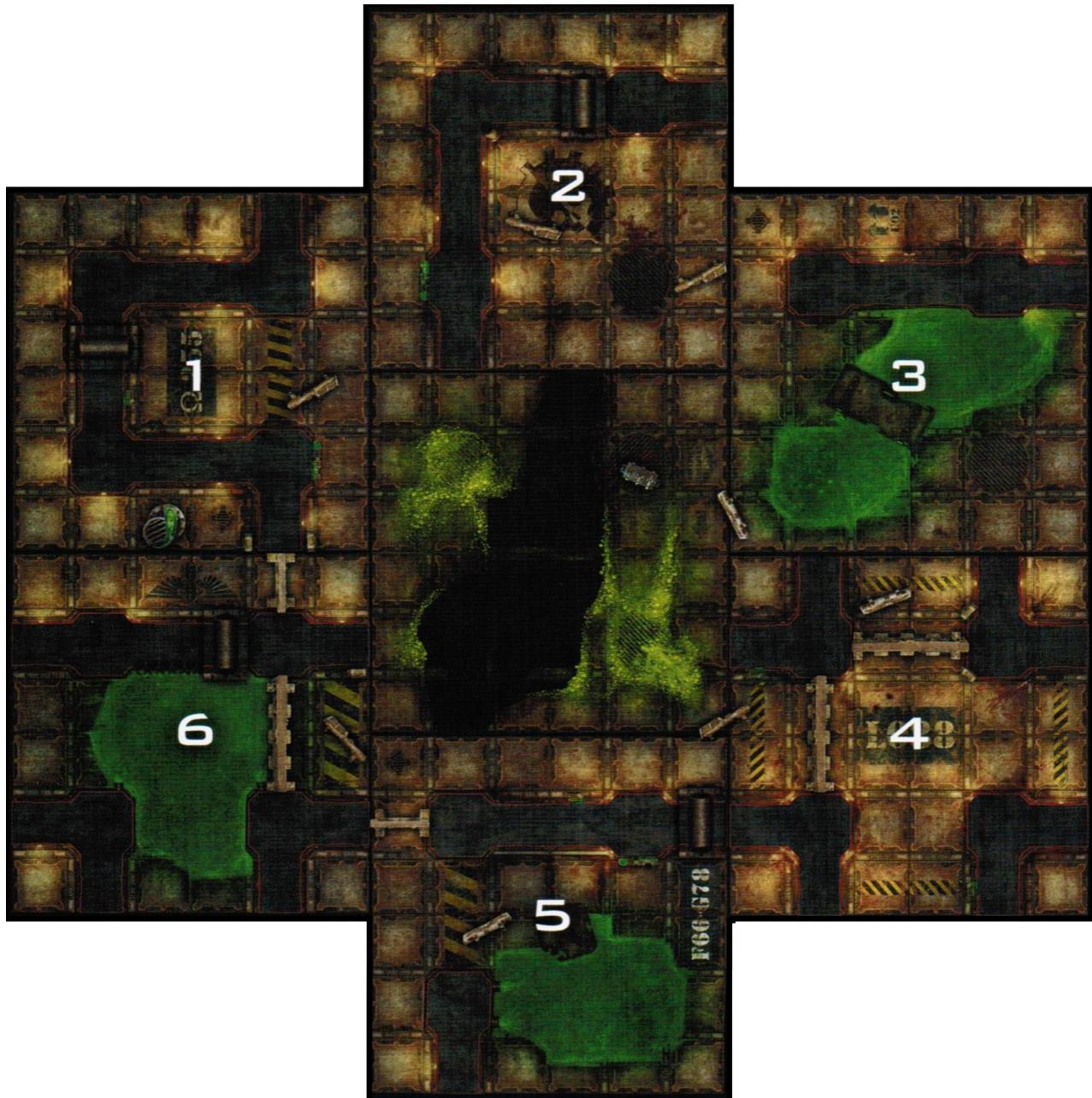
Each player scores Victory points for each opposing ganger that goes Out of Action. They score 3 points for a Leader, 2 points for a Champion and they score 1 point for a Ganger.

Ending the Battle

If one gang has no fighters left on the board at the end of any round, the battle ends immediately and the other gang scores D3 bonus Victory points. If a gang Bottles Out, roll a D6 at the end of the following round. On a result of 4 or more, the battle ends. Otherwise, roll again at the end of each subsequent round, adding 1 to the result for each additional time this roll is made; in other words, the second time the roll is made, the battle will end on a 3 or more, and so on.

SCENARIO 3: FORGOTTEN RICHES

A gang's economy runs on a number of factors: extorting money, selling contraband, stealing from guild caravans, and so on. However, sometimes rumours will spread of a newly-discovered tunnel sprawl packed with discarded goods ripe for the looting. Of course, it's rare for only one gang to hear such rumours...



Default Map Set-Up

Set up the map as shown. Note that the outer tiles are numbered 1-6.

Crews

Each player rolls 2D6 on the table opposite to see the maximum number of fighters they can include in their crew. Then they secretly choose which fighters will be included, placing those fighters' cards face down in front of them. Any unchosen fighters are absent from the battle and will take no part.

Once both players have chosen their crews, the fighters are all revealed.

2D6	Maximum Crew Size
2-3	5
4-5	6
6-8	7
9-10	8
11-12	9

Tactics Cards

Each player can choose up to one Tactics card. If the total credits value of one gang's fighters is lower than the other, the player with the lower value can choose an additional Tactics card for each full 100 credits of difference.

Setting Up

Starting with the winner of a roll-off, the players take turns rolling a D6 to choose a random numbered tile (see the map). If the tile already contains a loot casket, they roll again. Otherwise, they set up a loot casket on that tile, at least 6" from any other loot caskets on the board.

Players take turns doing this until four caskets have been set up (in addition to the one that is already on the map).

Loot caskets cannot be set up in areas that are cut off from the rest of the map (for example, the small areas in the bottom corners).

Once all of the caskets have been set up, the players roll off again. The winner picks one of the numbered tiles that does not contain a loot casket to be their territory, then sets up their entire crew on that tile, within 3" of the edge of the map. The other player then does the same on the other remaining numbered tile – if the two tiles are adjacent, they cannot set up any of their fighters within 6" of an enemy.

Special Rule: Horrors in the Dark

Finding such a sizeable stash of untouched loot should have been suspicious, and sure enough this seems to be the hunting ground for one or more unknown, mutated monstrosities.

When a fighter is activated, and they are not within 8" of any other fighters (from either side), roll a D6 on the following table:

D6 Result

- | | |
|------------|---|
| 1 | The fighter suffers a Strength 6 hit, with an AP of -1 and a Damage of 2. If they are Seriously Injured as a result, they are dragged away into the darkness and taken Out of Action. |
| 2-3 | A nightmarish creature emerges from the shadows, seeking easy prey. The fighter cannot make any actions this turn as they are too busy driving the creature away. |
| 4-5 | The fighter hesitates, hearing a noise in the darkness. They can only make one action this turn. |
| 6 | The fighter goes unnoticed and can act normally. |

Victory Points

Each gang scores 1 Victory point for each enemy fighter that goes Out of Action. In addition, each gang scores 2 Victory points for each loot casket (not including ammo caches) that is on their starting tile and within 3" of the board edge when the battle ends.

Ending the Battle

If one gang has no fighters left on the board at the end of any round, the battle ends immediately and the other gang scores D3 bonus Victory points. If a gang Bottles Out, roll a D6 at the end of the following round. On result of 4 or more, the battle ends. Otherwise, roll again at the end of each subsequent round, adding 1 to the result for each additional time this roll is made; in other words, the second time the roll is made the battle will end on a 3 or more, and so on.

SCENARIO 4: THE MARAUDERS

Starting a fight in an enemy's territory takes guts. That's a real incentive to many gangs, who know that such brazenness will be rewarded with a massive boost to their reputation should they make it out in one piece. In an attempt to make an even bigger name for themselves, the gang will even spend some time before the fight spreading word of their intentions, doubling down on the glory should they succeed... or shame should they fail.

Default Map Set-Up

Set up the map as shown. Note the numbers around the edge of the board.

Attacker and Defender

The players roll off. The winner decides whether they will be the attacker or the defender.

Crews

The attacker's crew consists of up to six fighters. They secretly choose their crew, placing those fighters' cards face-down in front of them. The rest of their fighters will take no part in this battle.

The defender rolls two D6 and picks the highest – this is the number of fighters in their crew. The defender shuffles their Fighter cards together and deals them face-down in front of them to choose their starting crew from. The remaining fighters are their Reinforcements.

2-3



4-5

Tactics Cards

The attacker can choose up to two Tactics cards from their deck. The defender shuffles their deck of Tactics cards and draws two at random.

Setting Up

The defender picks one of the shaded areas to be their deployment zone, and sets up their starting crew entirely within it. The attacker rolls to see what their objective is (see Victory Points to the right) then sets up their crew within the other deployment zone.

Special Rule: Reinforcements

In each End phase of each turn, roll a D6 for each of the defender's Reinforcements, and add the current round number to the result (for example, in round 3, add 3). On a score of 7 or more, the fighter arrives on the battlefield – roll a D6 and consult the numbers around the edge of the map to see which edge of the board they will arrive on. The defender places their Fighter card so that its shortest edge is touching the appropriate edge of the board. The position of the card along that edge is up to the defender, and shows where the fighter will arrive.

In the subsequent Priority phase, each of these cards is given a Ready marker and can be activated like a fighter on the board. When a Reinforcements card is activated, the defender sets up its fighter as close as possible to the card. Reinforcements cannot be placed within 1" of enemy fighters. The fighter can then make two actions as normal, and is treated as part of the defender's crew for the rest of the battle.

Special Rule: Desperation

In this battle, the defenders pass any Bottle tests they make.

Ending the Battle

If one gang has no fighters left on the board at the end of any round, the battle ends immediately and the other gang scores D3 bonus Victory points. If the attackers Bottle Out, roll a D6 at the end of the following round. On a result of 4 or more, the battle ends. Otherwise, roll again at the end of each subsequent round, adding 1 to the result for each additional time this roll is made; in other words, the second time the roll is made, the battle will end on a 3 or more, and so on.

Victory Points

Each gang scores 1 Victory point for each enemy fighter that goes Out of Action. In addition, the attacker has a special objective, determined by rolling a D3 on the table below:

D3 Result

- 1 Bushwhack:** The attacker scores 1 additional Victory point for each enemy Champion that is taken Out of Action, and 2 additional Victory points if the enemy Leader is taken Out of Action.
- 2 Scrag:** The attacker secretly writes down one fighter from the defender's crew to be their quarry. If that fighter goes Out of Action, the attacker reveals what they wrote down and scores 1 additional Victory point. If they were taken Out of Action by a close combat attack or Coup de Grace (see page 9), they score 2 additional Victory points instead.
- 3 Mayhem:** Fighters from the attackers' gang are attempting to rush through the defenders' territory, causing chaos as they go. Once an attacking fighter has inflicted an Injury on a defender, they can leave the battlefield – if they end an action within 1" of the short edge of the board that is furthest from their deployment zone, they are removed from play. Each fighter that does this scores 1 Victory point.

If the attackers Bottle Out, they cannot score any more Victory points for their special objective.

SCENARIO 5: SNEAK ATTACK

Each gang will have a stronghold at the centre of their turf. Usually a highly defensible area, the surrounding region will be almost impenetrable to outsiders... almost, but not quite.

A gang that really wants to make itself known will send a small raiding party deep into enemy territory, either in disguise or under cover of darkness, in the hope of defiling or stealing something sacred to their rivals. If they time it right and don't raise the alarm, they might even make it out before they're discovered...

Default Map Set-Up

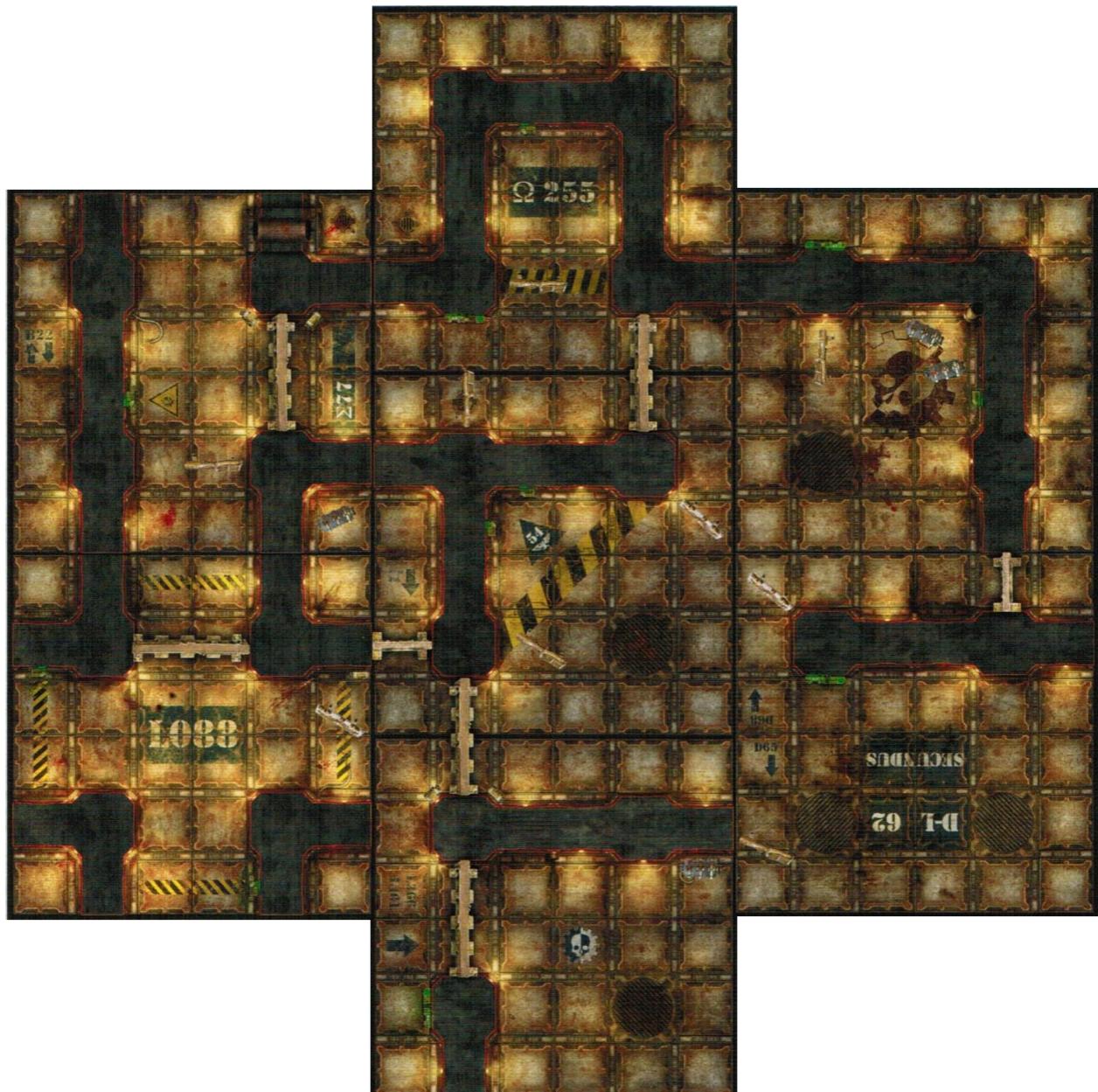
Set up the map as shown.

Advanced Scenario

Sneak Attack uses more special rules than the previous scenarios, and is only recommended for players already comfortable with the rules.

Attacker and Defender

The players roll off. The winner decides whether they will be the attacker or the defender.



Crews

The attacker rolls 2D6 on the table below to determine the maximum number of fighters they can include in their crew. They secretly choose which fighters will be in their crew, placing those fighters' cards face down in front of them. The rest of their gang takes no part in the battle.

2D6	Maximum Crew Size
2-3	5
4-5	6
6-8	7
9-10	8
11-12	9

The defender picks up to five fighters from their gang to be their sentries. They secretly choose their sentries, placing those fighters' cards face-down in front of them. The rest of their gang are their Reinforcements, and will have a chance to turn up once the alarm is raised.

Tactics Cards

The attacker chooses up to three Tactics cards. The defender chooses up to two Tactics cards. The defender cannot play any Tactics cards until the alarm has been raised (except for ones which must be played at the start of the battle).

Setting Up

First, the defender places the gang relic. It can be placed anywhere that is not within 8" of the edge of the board. Then, they reveal their sentries' Fighter cards and set each sentry up anywhere on the board that is not within 4" of the edge of the board.

The attacker then reveals their crew's Fighter cards and sets up all of the fighters in their crew. They must be set up entirely within 4" of the edge of the board, out of line of sight of any sentries, and each fighter must be within 4" of another fighter in the crew.

The attacker automatically has the priority in the first round of the battle.

Special Rule: Activating Sentries

The defender's sentries do not gain Ready markers in the Priority phase. Instead, the defender keeps their sentries' Fighter cards in a single pile, face-down. This is referred to as the Sentry deck. Each time it is the defender's turn to activate a fighter, they shuffle the Sentry deck and draw one card at random – that sentry is activated. Once the sentry's turn is over, their card is returned to the deck. If a sentry is attacked, their card is taken from the deck long enough to resolve the attack against them.

When a sentry is activated, both players roll a D6. If the rolls are the same, the sentry turns to face a random direction (determined by the roll of a Scatter dice). If a Hit is rolled, the defender chooses which way they are facing.

If the rolls are not the same, the player who rolled the highest can move the sentry a number of inches equal to the other player's roll. For example, if the attacker rolled a 5 and the defender rolled a 3, the attacker could move the sentry up to 3". Once the sentry has moved, the player who moved them chooses which way they will face; then, if the moving player wishes, they can open or close a door within 1".

After a sentry moves, check to see whether they spot an attacker as described below.

A sentry can be activated multiple times in a round. When the attacker has no more fighters to activate in the round, the defender activates one more sentry then the Action phase ends.

Special Rule: Spotting Attackers

At the end of each sentry's move, roll 2D6. If there are any attackers within that many inches of the sentry, and within their vision arc, there is a chance they will be spotted. Roll a D6 for each, subtracting 1 from the result if the fighter is Prone.

- If they are in the open, or are within 3", they are spotted on a roll of 2 or more.
- If they are in partial cover and are more than 3" away, they are spotted on a roll of 4 or more.
- If they are in full cover and are more than 3" away they are spotted on a roll of 6 or more.

Then make Spotting rolls for each other sentry that has one or more attackers within their vision arc and within a number of inches equal to that of the original 2D6 roll.

If a sentry spots any attackers, put a Ready marker on their Fighter card. The card is not returned to the Sentry deck. Then, make an Initiative check for them. If it is passed, they can immediately make a ranged attack against one of the attackers they have spotted.

Special Rule: Alerted Sentries

A sentry with a Ready marker has been alerted, and will raise the alarm if they cannot be silenced. In addition to spotting attackers as described above, Sentries are also alerted – gaining a Ready marker – if they are Pinned or Engaged at the start of any of their actions. If an alerted sentry is Seriously Injured, their Ready marker is lost; they are more concerned with not dying than raising the alarm!

Special Rule: Raising the Alarm

If any sentries have a Ready marker at the start of the defender's turn, the alarm is raised. Also, if an attacker fires a Ranged weapon, roll 2D6 and add the weapon's Strength after the attack has been resolved. If the weapon has the Blast special rule, add 2 to the result. If the total is 10 or more, the alarm is raised immediately.

From the fifth round onwards, if the Attacker rolls a 1 or a 2 for their Priority roll, the alarm is raised by an onlooker or passive security system.

Once the alarm has been raised, the sentry rules are no longer used – from now on sentries follow all the normal rules for fighters.

Special Rule: Reinforcements.

Once the alarm has been raised, the defender rolls a D6 at the start of each round and draws that many Fighter cards, at random, from their Reinforcements. Then they set up each of those fighters anywhere on the board that is within 1" of a board edge and not within 12" of an attacker.

Those fighters are now part of their crew.

Special Rule: Defile the Relic

If an attacking fighter is within 1" of the relic, they can spend a Double action to defile it – this scores Victory points as described below. The relic cannot be defiled more than once.

Special Rule: Home Turf

The defenders pass any Bottle tests they make; this is their home turf and they have no intention of running.

Victory Points

The attackers score 1 Victory point for each sentry that is taken Out of Action before the alarm is raised. They also score 4 Victory points if they defile the relic.

The defenders score 1 Victory point for each attacker that is taken Out of Action.

Ending the Battle

If one gang has no fighters left on the board at the end of any round, the battle ends immediately and the other gang scores D3 bonus Victory points.

If the attackers Bottle Out, roll a D6 at the end of the following round. On a result of 4 or more, the battle ends. Otherwise, roll again at the end of each subsequent round, adding 1 to the result for each additional time this roll is made; in other words, the second time the roll is made, the battle will end on a 3 or more, and so on.

SCENARIO 6: SMASH & GRAB

One of the ways a gang can turn a profit is by guarding shipments of munitions or other valuables for the Merchant Guild. The Guilders pay handsomely for those who are willing to put their local knowledge to use in defending a caravan, but such a fee is only paid upon its safe arrival at the destination. Should another gang catch wind of this, they will take up arms without a moment's notice in the hope of scoring big.

Default Map Set-Up

Set up the map as shown.

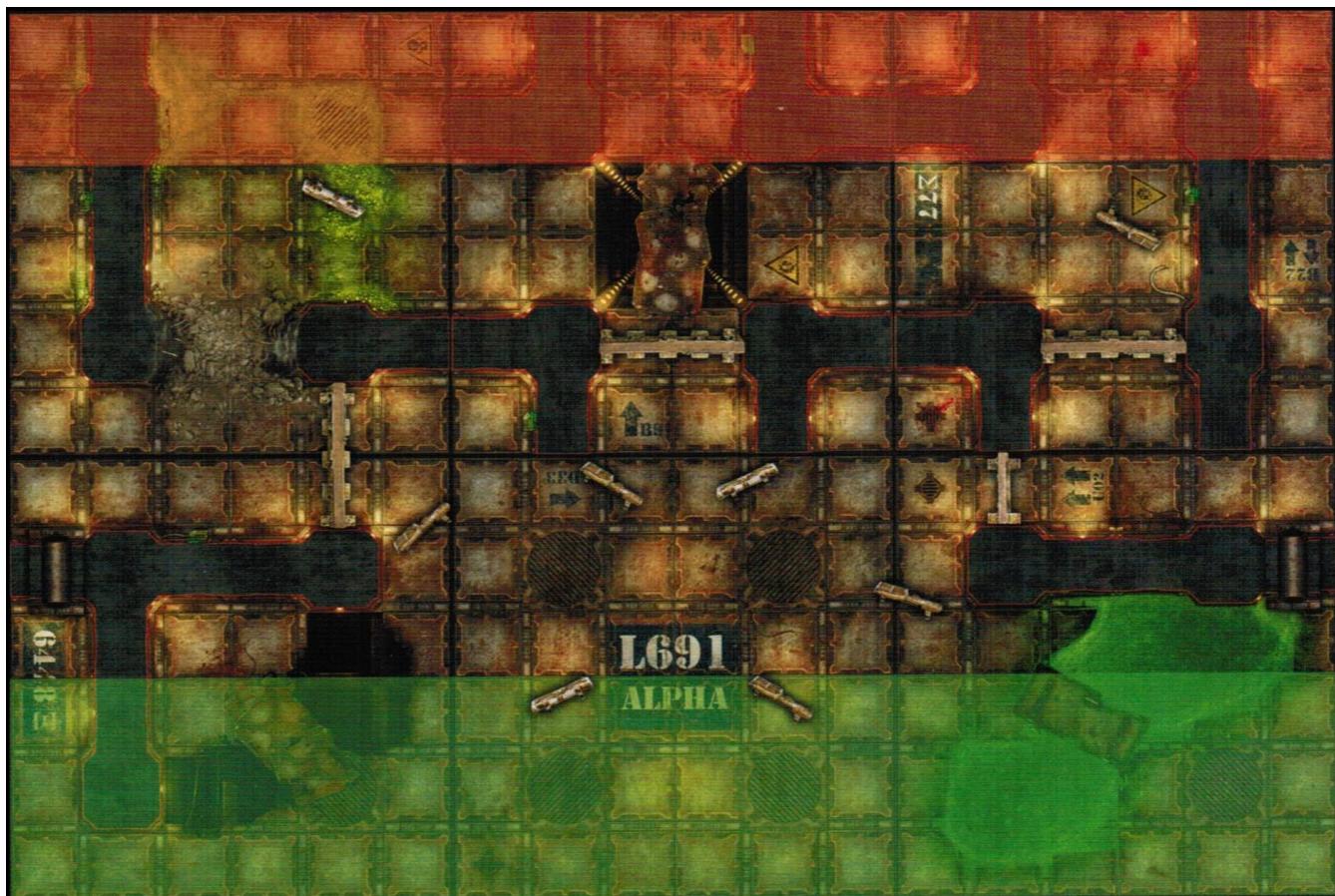
Attacker and Defender

The players roll off. The winner decides whether they will be the attacker or the defender.

Crews

The attacker uses their full gang. The defender rolls 2D6 on the table opposite to determine the maximum number of fighters they can include in their crew. They then secretly choose which fighters will be in their crew, placing those fighters' cards face-down in front of them. The rest of their gang takes no part in the battle.

2D6	Maximum Crew Size
2-3	4
4-5	5
6-8	6
9-10	7
11-12	8



Tactics Cards

The attacker can choose up to two Tactics cards from their deck. The defender shuffles their deck and draws a number of cards at random. To determine how many they can draw, compare the total credits value of the fighters in each player's crew. The defender draws two cards, plus one for every full 100 credits that the attacker's total value is higher than theirs.

Setting Up

The defender takes the five loot caskets, and prepares them as follows, without the attacker seeing. Three of them will be set up with the ammo side facing-up. One will be set up with the blank side facing-up. One will be set up with the blank side facing-up and a Frag Trap marker inside. The defender puts the lids on all five caskets, then sets them all up within their deployment zone, at least 4" from any edge of the battlefield. Once the caskets are set up, the defender cannot check to see what is in each one – they need to remember!

The defender then sets up their entire crew within the green deployment zone. Finally, the attacker sets up their crew within the red deployment zone

Special Rule: Loot Caskets

The defender cannot attempt to open any loot caskets – they are under strict orders to ensure their safe delivery, seals intact.

If an attacker opens a loot casket, do not roll to see what the contents are. Instead, remove the lid and reveal it. If ammo is showing, this is an ammo casket. If nothing is showing, it contains nothing of value. If a Frag Trap marker is showing, it is a frag trap. It is immediately triggered then removed from the board.

Victory Points

At the end of the battle, each player scores 1 Victory point for each enemy fighter that has been taken Out of Action. In addition, at the end of the battle, check the location of each ammo cache (remove the lids from any unopened loot caskets if necessary). Each ammo cache within 6" of the defender's board edge scores 3 Victory points for the defender. Each ammo cache within 6" of the attacker's board edge scores 3 Victory points for the attacker.

Ending the Battle

If one gang has no fighters left on the board at the end of any round, the battle ends immediately and the other gang scores D3 bonus Victory points.

If the attackers Bottle Out, roll a D6 at the end of the following round. On a result of 4 or more, the battle ends. Otherwise, roll again at the end of each subsequent round, adding 1 to the result for each additional time this roll is made; in other words, the second time the roll is made, the battle will end on a 3 or more, and so on.

OUTDATED - FOUNDING A GANG

Warning: These rules are from Underhive Rulebook and are now outdated, for Skirmish Game gang creation, use lists page 30 with rules page 129.

These are kept here for completeness purpose.

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

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

Status Weapons

- ‘Krumper’ rivet cannon*.....110 credits
- Plasma/Stub Combi-Pistol.....35 credits
- Power hammer.....25 credits
- ‘Renderizer’ serrated axe*.....35 credits

Armour

All Goliath fighters wear furnace plates, at no cost.

Goliath Skills

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

Bull Charge

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

Bulging Biceps

This fighter may wield an Unwieldy weapon in one hand rather than the usual two. Note that Unwieldy weapons still take up the space of two weapons with regards to how many a fighter may carry.

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. *Warning: In Campaign, it is a Willpower check instead of a Cool check. See p. 115*

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. *Warning: In Campaign, rules for this skill are different. See p. 115.*

Leader Skills

Iron Will

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

Rally

If the fighter is Active, they 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

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

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

Armour

All Escher fighters wear flak armour, at no cost.

Wargear

A fighter can take any combination of wargear.

- Frag Grenades.....15 credits
- Choke Gas Grenades.....35 credits
- Krak Grenades.....25 credits
- Chem-synth.....10 credits
- Respirator.....15 credits

Status Weapons

- Combi-weapon
(boltgun/needle rifle).....35 credits
- 'Nightshade' chem-thrower*.....125 credits
- Plasma pistol.....35 credits
- Shock whip.....20 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 the hit roll for a ranged attack made by the fighter is a natural 6 (when using a weapon that does not have the Blast trait), 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 from the result of any Bottle rolls while the Leader is on the battlefield and not Seriously Injured.

Rally

If the fighter is Active, they 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.