

NECROMUNDA[®]

ULTIMATE RULES



by

SHOGGOTH

NECROMUNDA ULTIMATE RULES

INTRO & ACKNOWLEDGEMENTS

Hi! I'm Shoggoth – I'm behind this rules compilation.

Up front, let me say that this document would not exist without the amazing *Necromunda Comprehensive Rulebook*. Everything I have done is built upon those incredible foundations.

The *NCR* was begun by u/Aarhun, and continued by u/DeepFriedBar. For everything you have done – thank you.

The last version I had of the *NCR* was Rev.9.03 (March 2020). I don't know why the updates or revisions stopped, but I do know these *Necromunda Ultimate Rules* would never have happened without that earlier work.

To those who were involved in the *NCR*, for everything you have done – thank you, truly. I hope that this document does your efforts justice and carries them on in the best way.

I began my own work because I got tired of lugging my *Necromunda* books around. I wish I had a higher-minded reason, but I don't. Really, I just wanted rules I could read on my phone – so, here they are.

I focused my efforts on readability, accessibility, and streamlining.

You'd be amazed how often I was able to condense a half-page wall of text down to three dot-points. Or maybe not.

I hope the *Necromunda Ultimate Rules* are of help to you, and to the community.

- SHOGGOTH

VERSION: 1.0

December 2021.

OATH OF MOMENT

No rules have been changed.

The wording has simply been condensed and streamlined.

Where appropriate, rules originally-as-written have been replaced with up-to-date wording.

House rules are presented in orange box-outs. Some I migrated directly from the *Necromunda Comprehensive Rulebook*. Others are simply a logical expansion of the existing wording, designed to fill in a design oversight. Either way, they are obvious.

UPDATES

This is version 1.0 (initial release), which includes the following:

- *Necromunda: Dark Uprising Rulebook*.
- *Book of Peril*, *Book of Judgement*, *Book of Ruin*, *Book of the Outcast*.
- *House of Chains*, *House of Blades*, *House of Iron*, *House of Artifice*, *House of Faith*, *House of Shadows*.
- All relevant *White Dwarf* content – *Gang Raids*, *Outlaw Brutes*, *Scenarios*, etc.
- I do own *Gangs of the Underhive*, but its content is now thoroughly outdated and so has not been included.

REMEMBER

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MAKE CONTACT

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Send me feedback, corrections, things missing, and suggestions.

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PART I

HOW TO PLAY



GANG FIGHTERS AND THEIR WEAPONRY

In Necromunda, each player controls a gang, which is made up of a number of models. In the rules, each of these models is referred to as a **FIGHTER**. Each fighter may have their own rank (Gang Leader, Ganger, Hive Scum, Brute, and so forth) – but the term ‘fighter’ covers them all.

CHARACTERISTICS PROFILES

Each fighter has a characteristics profile, describing their capabilities in battle. Below is the profile for a House Orlock Ganger:

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

A fighter’s characteristics are defined as follows:

Move (M): The distance (in inches) that the fighter can cross when making a standard Move action.

Weapon Skill (WS): The fighter’s proficiency with Melee weapons (and weapons with the Sidearm trait) in close combat.

Ballistic Skill (BS): The fighter’s proficiency with ranged weapons.

Strength (S): How strong the fighter is. A higher Strength increases the chance of inflicting damage on a close combat opponent.

Toughness (T): How tough the fighter is. A higher Toughness decreases the chance they will be wounded by an attack.

Wounds (W): The amount of punishment the fighter can take before succumbing to their injuries.

Initiative (I): A fighter’s dexterity and reflexes.

Attacks (A): The fighter’s aggression in melee. While Engaged in close combat, this determines how many dice the fighter rolls when attacking their opponent.

Leadership (Ld): The fighter’s ability to both issue and follow commands in the heat of battle.

Cool (Cl): The fighter’s capacity for staying calm under pressure.

Willpower (Will): The fighter’s mental fortitude and resilience.

Intelligence (Int): The fighter’s mental acuity and ability to apply knowledge.

MODIFYING CHARACTERISTICS

Sometimes, characteristics are modified. If the modifier is positive, then that characteristic is **improved**. If it is negative, the characteristic is **worsened**.

If the characteristic is given as a simple number (such as a fighter with Strength 3), then the modifier is applied **directly**.

- *Example:* If this fighter received a +1 Strength modifier, they improve their Strength to 4.
- *Example:* If this fighter received a -2 Strength modifier, they worsen their Strength to 1.

If the characteristic is given as a target number (such as a fighter with Initiative 4+), then the modifier is applied to the **dice roll**.

- *Example:* If this fighter received a +1 Initiative modifier, they improve their Initiative to 3+, making the dice roll easier to achieve.
- *Example:* If this fighter received a -2 Initiative modifier, they worsen their Initiative to 6+, making the dice roll harder to achieve.

CHARACTERISTICS CHECKS

Fighters will often be called upon to make characteristic checks – for example check Ballistic Skill when attacking with a ranged weapon.

Characteristics checks are made as follows:

- **Weapon Skill, Ballistic Skill, & Initiative:** Roll D6 – if the result is equal or higher than the characteristic, the check is successful.
- **Leadership, Cool, Willpower, & Intelligence:** Roll 2D6 – if the result is equal or higher than the characteristic, the check is successful.
- **Strength & Toughness:** Roll D6 – if the result is equal or lower than the characteristic, the check is successful.

Game Concepts:

WEAPON PROFILES

In Necromunda, each weapon has its own characteristics profile – describing its range, the damage it deals, and so forth. For example, here is the Autogun profile:

Weapon	Range		Accuracy		Str	AP	D	Am	Traits
	S	L	S	L					
Autogun	8"	24"	+1	-	3	-	1	4+	Rapid Fire (3)

RANGE (RNG)

Every weapon has a **Short (S)** and **Long (L)** range – shown as either a distance in *inches*; *Engaged (E)*; or *Template (T)*.

- **Inches:** The weapon can be used against a target up to this distance away.
- **Engaged (E):** The weapon can only be used against targets that are Engaged with the wielder.
- **Template (T):** The weapon uses the teardrop-shaped Flame template.

ACCURACY (ACC)

Attacking may confer an Accuracy modifier, depending on whether the target is within Short or Long range.

The Accuracy modifier may be positive or negative – for example, autoguns gain a bonus when firing at Short range, but grenade launchers receive a penalty.

Example: The autogun fires at a target inside its Short range of 0"-8". Therefore, gains a +1 Accuracy modifier. If it fires at a target within its Long range of 8"-24", it receives no Accuracy modifiers, positive or negative.

The Accuracy modifier applies to WS for melee weapons, or BS for ranged weapons.

STRENGTH (STR)

The weapon's Strength is used when making wound rolls against the target. The higher the Strength, the better.

Most Strength values are numerical – such as the autogun, which is Strength 3.

However, some weapons have a Strength value of "S," sometimes with a modifier. This means the fighter's own Strength is used for that weapon (adjusted accordingly).

ARMOUR PIERCING (AP)

The weapon reduces the target's armour by the stated amount.

Example: A weapon with AP-2 reduces a target's armour save of 4+ down to 6+ if it hits – making it harder for the target to avoid damage.

DAMAGE (D)

How many Wounds the target loses from a successful attack – and how many Injury dice are rolled as a result.

Each point of Damage inflicted removes one Wound from the target.

If the target is reduced to zero Wounds, they must roll an Injury dice. If the target goes into negative Wounds, each point of outstanding Damage triggers another Injury roll.

AMMO (AM)

Many weapons risk running dry or jamming. The Ammo value is shown as a target number, such as 4+.

Weapons with a low target number enjoy a ready supply of ammunition, or are quick and easy to reload. Higher target numbers require rarer or more specialised ammunition, or perhaps are harder or more time consuming to reload.

Weapons with an AM value of (-) do not use ammunition at all and never have to make this roll.

TRAITS

Weapon-specific bonuses or rules.

BLAST MARKERS AND FLAME TEMPLATES

These represent explosions, jets of flame, and area effects on the battlefield. The templates determine how many fighters are hit by the impact.

There are two round Blast markers of 3" and 5" in diameter, each with a hole in the centre. The Flame template is teardrop-shaped and 8" long.

ROLLING DICE

TYPES OF DIE ROLLS

There are three types of dice roll in Necromunda:

- **D6** – An ordinary, six-sided dice, rolled once. Multiple dice rolls are expressed as “2D6” for two, “3D6” for three, and so on. Generally you would add these results together.
- **D3** – Roll a D6 and halve the result, rounding up.
- **D66** – Roll two separate D6s, one after the other. Each roll represents a separate digit – combined, they create a result between 11 and 66. For example, rolling a 2 on the first die and a 4 on the second creates a result of 24.

MODIFYING DIE ROLLS

Many dice rolls in Necromunda have modifiers applied – for example, **2D6+2** or **D6 plus Toughness**. In all cases, roll all dice required first, then amend the result with the modifier.

If a result ever needs to be halved, round up unless otherwise stated.

NATURAL ROLLS

This is the actual number shown on a rolled die – that is, if you were to ignore any modifiers.

This is important because many rules state that a “natural roll of 1” is always a failure, or a “natural roll of 6” grants a bonus. In these cases, that outcome occurs regardless of any modifiers that might otherwise change it.

RE-ROLLS

Many rules grant an opportunity to re-roll a failed result. You must accept the outcome of the re-roll, even if it is worse than the original.

A die can **never** be re-rolled more than once.

If you roll multiple dice at once, and you apply a re-roll, then you **must re-roll all of those dice**.

ROLLING OFF

If the rules call for players to “roll off” to determine an outcome, both players roll D6 – the highest score wins. Keep re-rolling ties until a winner is determined.

SPECIAL DIE: FIREPOWER

One of two custom dice used in the game. It is six-sided, marked with an **Ammo symbol** on one side, and **gunfire icons** on the other five.

Any time a fighter makes a ranged attack with an ammunition-based weapon (as indicated by the presence of an Ammo value in its profile), **they must always roll the Firepower dice at the same time**.

If the Ammo symbol is rolled, the weapon may have run dry or jammed! The gunfire symbols are only used if the weapon has the *Rapid Fire* Trait.

SPECIAL DIE: SCATTER

The second of two custom dice used in the game. It is six-sided, marked with a **Hit symbol** on two faces (this also incorporates a small arrow), and an **arrow** on the other four.

This die is used to generate a random direction.

VISION, LINE OF SIGHT & COVER

Visibility in Necromunda is vitally important – fighters must be able to see their enemies to shoot at them, but in the

dense and dark terrain of the underhive, a clear and unobstructed line of sight is often hard to find...

VISION ARC

A fighter's **vision arc** represents the area they can see – 90 degrees from the front-centre of their base (see image).

Therefore, a fighter's vision arc is determined by the direction they are facing.

The **Vision Arc template** helps you identify this.



LINE OF SIGHT

A fighter's **line of sight** to a target is impacted by the presence of terrain and other fighters.

Any fighter's line of sight can be freely checked at any time (unlike measuring distances, which can only occur when the rules call for it).

To do this, you must physically move down to look from the fighter's point of view. As long as some part of their target is visible, they have confirmed line of sight.

Note that if the target is fully obscured except for (perhaps) their base and/or some insignificant element of their design (a protruding hairstyle, gun barrel, or armour spike) then there is no line of sight – see the images opposite.

If players disagree on line of sight, roll off to decide.

DESIGNER'S NOTE: LINE OF SIGHT

It pays to be gracious when your opponent claims line of sight – in other words, unless your immediate thought is “there is no way that fighter has line of sight,” 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.



*An attacker would have line of sight
In the top image, but not the bottom.*

LINE OF SIGHT AND SOLID TERRAIN

Necromunda uses a lot of dense terrain: doors, floors between levels, pipes, structures, and so on.

Line of sight is never possible through solid terrain.

Of course, some of this terrain may have ruined portions, view-ports, or other elements that grant a fighter line of sight through them (and allow them to be seen in turn).

COVER

Cover reduces the chances of being hit by an attack.

To check whether a target is in cover, you must physically stoop down to look from your fighter's point of view.

When determining cover, the attacker may ignore friendly fighters who are in base contact with them (temporarily move these aside if necessary).

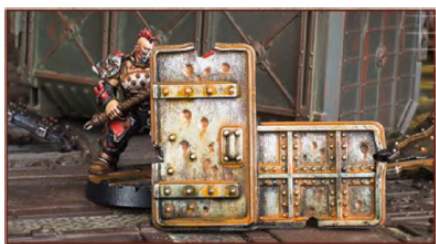
However, any other fighters in the attacker's line of sight, friend or foe, represent viable cover for the target.

- If the target is fully visible, they are **in the open** and have no cover.
- If less than 50% of the target is obscured by terrain or fighters, they have **partial cover**. The attacker suffers a -1 hit modifier.
- If at least 50% of the target is obscured by terrain or fighters, they have **full cover**. The attacker suffers a -2 hit modifier.

See opposite for cover examples. As with line of sight, ignore the model's base and any minor element of the model when considering cover – and again, if there is disagreement on the level of cover, roll off to decide.



Target in the open - no cover



Target less than 50% obscured - partial cover



Target at least 50% obscured - full cover

TWO-DIMENSIONAL BATTLEFIELDS

These rules focus on battles fought over three-dimensional battlefields and terrain.

However, if you wish to play using the two-dimensional tiles from the original *Necromunda: Underhive* boxed set, or the *Badzone Delta-7* tiles, this requires some adjustments to the visibility rules.

TWO-DIMENSIONAL LINE OF SIGHT

On a two-dimensional battlefield, line of sight is confirmed if a **straight line** can be drawn from the **centre** of the attacker's base to **any part** of the target's base, **without** crossing through a wall or closed door.

Obstacles and other fighters do not block line of sight on this battlefield.



Kruger has line of sight to Reina because a line can be drawn from the centre of his base to the edge of hers.

TWO-DIMENSIONAL COVER

On a two-dimensional battlefield, cover is determined by drawing a straight line from the **centre** of the attacker's base to **any part** of the target's base.

The attacker may ignore friendly fighters who are in base contact with them, as well as any obstacles within 1".

- If the line can reach all parts of the target's base, without crossing terrain or other fighters, the target is **in the open** and has no cover.
- If the line can reach at least 50% of the target's base, they have **partial cover**.
- If the line can reach less than 50% of the target's base, they have **full cover**.



The line traced from the centre of Kruger's base reveals at least 50% of Reina's, so Reina has partial cover.

MEASUREMENT

MEASURING DISTANCES

Necromunda relies greatly on players measuring distances – most often, when checking the distance a fighter moves, and the distance from a ranged weapon to its target.

The game uses measurements of **inches (")**, checked with a range ruler or 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. **Pre-measuring distances at any time is not allowed:** measuring should occur at the last possible point of whatever you are doing.

The distance from a fighter to any battlefield object (terrain, objectives, etc.) is measured from the closest point of one base to the closest point of the other. If an object has no base, use its closest point overall.

Note that Prone fighters are considered to occupy the same space they would while Standing – see the example.



Fighter Standing – note the base diameter.



Fighter Prone – occupies the same space as their base diameter while Standing.

MEASUREMENT VS. WALLS AND TERRAIN

Thick walls separate corridors; floors and ceilings separate levels; and solid terrain features split up and separate the battlefield.

Unless otherwise stated, distances cannot be measured through Zone Mortalis walls, or through solid terrain features on a Sector Mechanicus battlefield.

TAKE-BACKS & CHANGING YOUR MIND

It is common for players to announce an action before immediately changing their mind. As a general rule, players should be tolerant of this in their opponents – as they will likely do it themselves!

However, **once dice have been rolled, or a range has been measured**, the decision is made and locked in – you must abide by it and accept the consequences. No changes can be made after this has occurred.

FIGHTER STATUS

A fighter's status determines what actions they can take when you activate them. Their status will likely change several times throughout a game, as they dive for cover, fight in melee, get set on fire...

STANDING

A Standing fighter's model is positioned upright on their base.

While Standing, a fighter is either **Active** or **Engaged**:

ACTIVE

- A Standing fighter is automatically Active if they are not currently Engaged.
- This is the default status.
- Fighters who are Standing and Active have the greatest freedom to perform actions.

ENGAGED

- A Standing fighter is Engaged if they are in base contact with an enemy.
- Generally, the only actions available to an Engaged fighter are to fight or retreat – but some skills or abilities may expand this.

IMPORTANT: Some rules allow a fighter to Engage an enemy without requiring them to be in base contact (for example, if their weapon has the Versatile trait). Make note of this, and ensure they act accordingly!

PRONE

A Prone fighter's model is laid down.

While Prone, a fighter does not have a facing or vision arc, and unless otherwise stated they do not block line of sight.

While Prone, a fighter is either **Pinned** or **Seriously Injured**:

PINNED (lie the fighter face-up)

- Fighters usually become Pinned when they get hit by enemy fire.
- A Pinned fighter can change their status to Standing and Active by spending one of their actions.
- If a Pinned fighter is Engaged by an enemy, they immediately, automatically become Standing and Engaged (allowing them to fight in melee).

SERIOUSLY INJURED (lie the fighter face-down)

- Fighters generally become Seriously Injured following a bad roll on the Injury dice.
- This leaves them extremely vulnerable – they are susceptible to enemy attacks and cannot defend themselves.

FIGHTER CONDITIONS

Fighters always have one of the four statuses above – however, they may also be subject to one or more **conditions**.

The below list is not exhaustive. Some conditions are common – others are rarer, or even completely unique to a particular scenario.

Other conditions (notably *Out of Ammo*) apply specifically to a fighter's weapon, rather than the fighter themselves.

Most conditions have token associated with them, which can be placed beside the fighter on the tabletop, or on their fighter card as a reminder it is in effect.

Note that any game effect that places a marker on a fighter is considered a condition.

COMMON CONDITIONS

The following conditions are those most commonly used:

READY

- The simplest and most important condition in the game, the Ready condition means the fighter can be activated.
- Every fighter in play automatically gains the Ready condition at the start of each round.
- Once they have been activated, they lose this condition (meaning they cannot be activated again that round).

BROKEN

- The Broken condition means the fighter is fleeing for their life.
- Only Standing fighters can become Broken.
- If Active, they automatically take the *Running for Cover (Double)* action when activated.
- If Engaged, they can only make reaction attacks (with a -2 modifier). Broken fighters can rally in the End phase.

OUT OF AMMO

- If a fighter rolls the Ammo symbol on the Firepower dice, they must immediately check Ammo check for the weapon they are using – if failed, the weapon gains this condition.
- An Out of Ammo weapon cannot be used until successfully reloaded, in which case it immediately loses this condition.

MORE CONDITIONS

These conditions are less common:

BLAZE

- The subjected fighter has been set on fire.
- When this fighter is activated, they immediately suffer a Strength 3, AP -1, Damage 1 hit.
- What happens next depends on their status:
 - ▶ **If Engaged or Seriously Injured:** *They attempt to extinguish the flames.*
 - ▶ **If Pinned:** *They immediately become Standing and Active, then act as described below.*
 - ▶ **If Standing and Active:** *They immediately Scatter 2D6", stopping only if they reach impassable terrain or come within 1" of another fighter.*

If the fighter ends this move within 0.5" of an edge, they must pass an Initiative check or fall. If the move takes them over an edge, they fall automatically.

After resolving this, the fighter can choose to become Pinned and attempt to put the fire out.
- To attempt to extinguish the flames, roll D6 – gain a +1 modifier for every Active friendly fighter within 1", and a +2 modifier for being Prone.
- On a 6+, the Blaze condition is removed.

BLIND

- The subjected fighter loses their Ready condition immediately, if they have it.
- If they do not have the Ready condition, they do not gain it at the start of the next round.
- A Blind fighter is completely unable to attack (except for Reaction Attacks, which only hit on a natural 6).

CONCUSSION

- The subjected fighter reduces their Initiative by 2, to a minimum of 6+.
- Concussion is removed in the End phase.

HIDDEN / REVEALED

- These conditions may be applied as part of a scenario special rule, a terrain feature, or even a skill.
- The exact rules for being Hidden and Revealed vary by situation, and are described at the appropriate time.

GUNKED

- The subjected fighter has the following effects:
 - ▶ *-1" Movement and -1 Initiative (to a minimum of 1).*
 - ▶ *The fighter does not add D3" to their movement when charging.*
 - ▶ *If the fighter is hit by a weapon with the Blaze trait, they catch fire on a 2+ instead of a 4+.*
- Gunk is removed in the End phase, or when the fighter gains the Blaze condition.

INTOXICATED

- This condition may be applied as part of a scenario special rule, or a Territory gained during campaign play.
- The exact rules for Intoxication vary by situation, and are described at the appropriate time.

INSANITY

- The subjected fighter must roll D6 when they are activated:
 - ▶ **1-2:** *The fighter becomes Broken and immediately makes free a Running for Cover (Double) action.*
If the fighter was already Broken, they immediately and automatically Bottle and flee the battlefield.
 - ▶ **3-4:** *The opposing player controls the fighter for the duration of this activation, treating them as part of their own gang in all respects.*
In a multiplayer game, roll off to determine which enemy gang controls the Insane fighter.
 - ▶ **5-6:** *The fighter may act as normal. Once their activation is complete, make a Willpower check. If passed, the Insanity condition is lost.*

WEBBED

- The subjected fighter is unable to move or act.
- They follow the rules for being Seriously Injured, with the following exceptions for campaign play:
 - ▶ *If the fighter's Recovery roll sends them Out of Action, they are automatically Out Cold.*
 - ▶ *When rolling to determine whether any fighters are captured after the battle, add +1 to your roll for every enemy fighter that was Webbed at the end of the game.*

TERRAIN RULES

INTRODUCTION

Terrain plays a vital role in games of Necromunda: it presents a dense and challenging battlefield for gangs to fight over, but also instils games with the character of the world those gangs live in.

Terrain adds to the narrative storytelling, with fighters forcing doors, crawling through ductways, and clambering up scaffolds.

*Below are the standard rules for terrain. To make terrain more interesting or dangerous, or to allow fighters greater interaction with terrain, you can explore the **Expanded Terrain Rules** section.*

There are two categories of terrain: **Zone Mortalis** and **Sector Mechanicus**. They generally function similarly, each with a few unique features and differences.

(1) ZONE MORTALIS

- The dense corridors and tightly packed environments ubiquitous to a hive city (particularly the lower levels).
- It may represent a warren of disused, collapsed tunnels, or a network of busy service halls around a bustling manufactory.
- The name “Zone Mortalis” derives from the deadly nature of such terrain – cover is often sparse, bottlenecks common, ambushes come easy, and gangers risk dashing across open ground.
- Zone Mortalis battles are often very tense, rival gangs playing cat and mouse, culminating in a rush of action.

(2) SECTOR MECHANICUS

- Sprawling machinery that fills the immeasurably vast hive domes from ground to ceiling.
- Such industrial complexes present a far more open battlefield – long-range firefights are common, and gangers must advance cautiously through cover, hoping to close for a quick kill.
- However, Sector Mechanicus environments offer their own unique dangers as fighters fall from narrow gantries or vertiginous structures, toppled by enemy attack – or their own carelessness, leaping gaps or venturing too close to an edge!

OBSTACLES & STRUCTURES

- **Obstacles** are any free standing terrain feature.

They are no greater than 2” high and 2” across, but may stretch a long way, in the manner of pipelines and barricades.

- **Structures** are anything bigger than this. These features can be free standing, connected to one another, or have multiple levels, platforms, and walkways for gangers to move across.

Aside from the size difference, obstacles and structures are treated similarly – they block line of sight, offer cover, and can be navigated by fighters.

IMPASSABLE TERRAIN

- Impassable terrain cannot be navigated by fighters.
- Any terrain can be designated as “impassable” during battlefield set-up, including vertiginous towers, towering vats, vast pits, and so on.

WALLS

- Walls are always impassable: they cannot be climbed or moved through, and they block both line of sight and range measurement.

SOLID TERRAIN FEATURES

- This includes huge pipes, weird machinery, the floor of the level above (or below), and so on.
- This terrain blocks both line of sight and range measurement.

STANDARD DOORS

- Available on both Zone Mortalis and Sector Mechanicus battlefields, doors come in various sizes, but their rules are the same.
- They are set up during the pre-battle sequence.
 - ▶ *Doors always start the battle closed unless stated otherwise.*
 - ▶ *Closed doors are impassable terrain.*
 - ▶ *Fighters can open a door via the Operate Door (Simple) action during their activation.*
 - ▶ *Fighters can attack a door, hitting automatically. All doors are Toughness 5 with 4 Wounds. If reduced to zero, the door is removed.*

- **DOORS CLOSING ON FIGHTERS:** A fighter who is inside an open doorway when the door closes must check Initiative.

If passed, they make a free move of up to 2”.

If failed, or if movement is impossible, the fighter suffers a Wound inflicted by a Damage 3 attack – no saves allowed.

If they survive, they are moved as short a distance as possible so that they are not obstructing the door (randomising which side of the door).

LOCKED DOORS & DOOR TERMINALS

- Locked doors follow the same rules as standard doors above, with the below additions.
- A locked door is identified by having a **door terminal** positioned within 1” on either side of it.
- These doors are extremely secure and cannot be opened via the *Operate Door (Simple)* action.
 - ▶ *The exception is if the fighter is a defender in certain scenarios (therefore possessing the relevant door access codes).*
- Fighters can only open a locked door via the *Access Door Terminal (Basic)* action or *Force Door (Basic)* action.
- Once unlocked, the door stays so for the remainder of the battle.

LIFTS

- An Active fighter positioned on a lift can operate it prior to declaring any actions.
- This moves the lift up to 4” vertically (up or down). The fighter may then activate as normal.
- Similarly, a fighter who moves onto a lift can “pause” their move; operate the lift; and then resume their movement from the lift’s new position.
- A lift can only move once per round.
- **LIFTS IMPACTING FIGHTERS:** If a lift crushes a fighter below, or impacts one above when it moves, the victim must check Initiative.

If passed, they make a free move of up to 2”.

If failed, or this move is insufficient to avoid the impact, the fighter suffers a Wound inflicted by a Damage 3 attack – no saves allowed.

If they survive, they are moved as short a distance as possible so that they are not obstructing the door (randomising which side of the door).

STAIRS

- Stairs do not affect a fighter’s movement, and they can end an activation on stairs as if they were a flat surface.
- However, if a fighter becomes Prone while on stairs, they risk tumbling down them – check Initiative:
 - ▶ *If passed, the fighter is safe.*
 - ▶ *If failed, they fall – the fighter is Pinned at the base of the stairs (or the nearest landing).*
 - ▶ *If they fell more than 3”, they take a Strength 3, AP -, Damage 1 hit.*
 - ▶ *Either way, if an activated fighter falls, their activation ends immediately.*

CONTROL PANELS

- These manipulate everything from cargo lifts to slag furnaces.
- Control panels may be present on a Zone Mortalis tile, or placed on a freestanding piece of Sector Mechanicus scenery.
- Regardless, control panels should always be clearly identifiable.
- If not determined by the scenario, players should agree during set-up what each control panel does.
- A fighter within 1" of a control panel can take an *Access Terminal (Basic)* action:
 - ▶ *Check Intelligence with a -2 modifier – if passed, the fighter may immediately **activate** or **shut down** whatever the control panel is connected to.*
 - ▶ *If a terrain piece is shut down, its mechanism cannot be used until the End Phase of the following round – so lifts cannot be moved, door cannot be opened, etc.*

DUCTWAYS

- The underhive is riddled with tunnels, crawlspaces, and other hidden passageways.
- Any wall sections can be identified as having a ductway, and certain special rules and Gang Tactics cards can create new ones. As always, ductways must be clearly identifiable.
- Ductways are up to 2" in length and placed across any wall up to this width, or any terrain feature that would otherwise be impassable.
- Fighters can take the *Crawl Through Ductway (Double)* action to move from one end of a ductway to the other.

FLOOR HATCHES

- Hatches connect to a maze-like network of winding passageways. Fighters can use them to flank enemies or move unimpeded – if they don't lose their way.
- If a fighter ends a *Move (Simple)* action within 1" of a hatch, they may be removed from the battlefield.
- In the End phase of the following round, check their Intelligence – if passed, they may be placed Standing and Active within 1" of any hatch.
- If failed, the enemy player can either place the fighter themselves as above, or block them from the battlefield for another round.

TOXIC SLUDGE

- Corrosive, poisonous waste seeps constantly into the underhive from the manufactorum levels above, pooling in forgotten passageways and busy thoroughfares alike.
- A fighter has -1 Toughness while touching a pool of toxic sludge.
- In the End Phase, a fighter touching a pool of toxic sludge must roll D6 – on a 1, they go Out of Action.

PITFALLS

- Certain tiles or floors may feature holes in the surface, leading to long, potentially deadly drops.
- If a fighter is moved into a pitfall; fails to jump over one; or becomes Prone within 1" of one, check their Initiative.
 - ▶ *If a fighter **voluntarily** goes Prone at the edge of a pitfall, this check does not occur.*
- If passed, they arrest their fall at the edge of the hole and become Pinned.
- If failed, they fall:
 - ▶ *If the pitfall is on ground level, they immediately go Out of Action.*
 - ▶ *If the pitfall is on an upper level, they fall directly down one level, potentially taking fall damage.*
 - ▶ *This may result in them having to make additional Initiative checks, if they landed 0.5" from an edge.*

STILLS

- Vital for the creation of toxic, narcotic, and alcoholic substances, the underhive is rife with stills.
- Stills can be attacked. Close combat attacks hit automatically. Ranged attacks still require a roll.
 - ▶ *Note that a still can also be hit by stray shots).*
- If the still is hit, roll D6 and add the attacking weapon's Strength – if the result is 8 or higher, it explodes:
 - ▶ *Place the Blast (3") marker over the still.*
 - ▶ *Any fighter it touches must roll D6 – if the result is equal or higher than their Toughness (or a natural 6), they immediately roll for Injury and apply the result.*
 - ▶ *The still is then removed.*

PHASES OF A GAMEPLAY ROUND

A game of Necromunda is split into several **rounds**. Each round has three **Phases** – each with a number of steps resolved in order.

Within this structure, players will determine who has *Priority*, and then take turns activating and performing actions with their fighters.

They will then attempt to recover Injured fighters, rally those fleeing, and determine whether their gang can hold its nerve in the face of the enemy.

(1) PRIORITY PHASE

- a) **Roll for Priority:** Players roll off to see who takes the first turn in this round.
- b) **Ready Fighters:** Each fighter gains the Ready condition.

(2) ACTION PHASE

- a) **Fleeing the Battlefield:** If either gang has failed a Bottle test, each fighter checks their Cool – any who fail will flee the battlefield.
- b) **Activate Fighters:** Starting with whoever won Priority, players take turns activating one or more of their Ready fighters.

When activated, a fighter can take two actions by default, and after doing so, are no longer Ready.

(3) END PHASE

- a) **Bottle Test:** If a gang has at least one fighter Seriously Injured or Out of Action, their player must make a Bottle Test for their gang to see whether they hold their nerve – or flee.
- b) **Recovery Tests:** Each Seriously Injured fighter makes a Recovery test, to see whether they return to the fight; languish helplessly for another round; or succumb to their injuries and go Out of Action.
- c) **Rally Tests:** Each Broken fighter checks their Cool to see whether they Rally.

1. THE PRIORITY PHASE

(1) ROLL FOR PRIORITY

Winning Priority for a round gives a gang a huge advantage – it lets them activate first, dictate the flow of action, and put their opponent on the back foot.

Priority means your gang can act proactively, instead of reacting to enemies who move and attack first.

- **Determine Priority:** Each player rolls a D6 – whoever scores highest is the winner and takes the Priority token as a reminder.
- On a tie, the player who did not have Priority in the previous round gains it this time (this obviously does not apply on the first round of the game, so simply reroll in this case).

PRIORITY IN MULTIPLAYER GAMES

In a multiplayer game, roll for Priority as normal but use 2D6. This reduces the likelihood of ties.

The Priority roll determines the sequence of play. Whoever scores highest goes first; second-highest goes second; third-highest score goes third, and so on.

Any ties are rerolled between the tied players only, in order to resolve their position in the sequence of play.

(2) READY FIGHTERS

Every fighter still on the battlefield gains the **Ready** condition.

This can be denoted by placing a Ready marker beside their model.

Fighters always gain the Ready condition, regardless of their status, injuries, or other conditions.

2. THE ACTION PHASE

(1) FLEEING THE BATTLEFIELD

If a gang failed its Bottle test, each fighter in play must check Cool (starting with the player who has Priority).

If a fighter fails their Cool check, they flee the battlefield – remove them immediately. They count as having gone Out of Action unless stated otherwise.

(2) ACTIVATE FIGHTERS

Here is where players move and fight with their gangers and attempt to achieve their objectives.

- Starting with the gang who won **Priority**, players alternate taking turns in a game round.
- On your turn, choose a fighter with the **Ready** condition – this is referred to as “activating” them.
- The fighter can make two consecutive actions. They may turn to face any direction before making either.
- The actions available to the fighter are determined by their **status**, and the **conditions** affecting them.
- Once a fighter activates, they are no longer Ready. This means a fighter can only be activated once per game round (though certain rules and abilities subvert this).
- If one player runs out of available fighters to activate, the other player may activate all their remaining fighters – one after the other, in any order.
- Once every fighter has been activated (even if they did not actually perform any actions during their activation), the Action Phase ends.

TYPES OF ACTION

There are three types of action a fighter can perform when activated:

- **Basic Action:** The most common type. It can be taken once per activation, and uses up one action.
- **Simple Action:** A fighter can take a *Simple* action multiple times within a single activation – using up one action each time.
- **Double Action:** This type requires the fighter to spend two actions at once – generally meaning they cannot do anything further afterwards. If a fighter only has one action remaining, they cannot take a *Double* action.

GROUP ACTIVATIONS

A gang’s inner circle of leadership is well used to giving orders to the regular fighters. This is represented by the **Group Activation** rules, which let Gang Leaders and Champions activate additional Ready fighters out of sequence:

- A Gang Leader can activate two Ready fighters within 3” of their own position, in addition to themselves.
- A Champion can activate one Ready fighter within 3” of their own position, in addition to themselves.

You must announce a Group Activation at the **start** of the Gang Leader or Champion’s activation, and clearly identify all fighters involved.

This group of fighters can now be activated in any order – pick one fighter, resolve their activation in full, then pick another; proceeding until the whole group has been activated.

You can only make **one** Group Activation per turn.

HOUSE RULE: A Group Activation cannot be performed by a Gang Leader or Champion who is Seriously Injured, using a Falsehood or under the effects of a Chem – in such instances, they are not in a position to issue orders to their comrades.

2. The Action Phase:

LIST OF ACTIONS

Below is a list of actions fighters may perform in Necromunda. The list is not exhaustive – many skills, scenarios, and terrain features introduce unique actions of their own.

STANDING & ACTIVE FIGHTERS

ACCESS TERMINAL (Basic)

- Attempt to operate a terminal within 1”.
- Check Intelligence with a -1 modifier – if passed, the fighter immediately unlocks and opens the door that is connected to this terminal (wherever on the battlefield it might be).

AIM (Basic)

- If the fighter uses their second action to make a ranged attack, they gain a +1 modifier to the hit roll.

BYPASS LOOT CASKET LOCK (Basic)

- Attempt to electronically slice the lock of a loot casket within 1”. Check Intelligence – if passed, the container is opened.

CHARGE (Double)

- The fighter attempts to charge into close combat! They move a distance up to their Movement characteristic, then add +D3” to the distance.
- If the fighter falls short of making base contact with their enemy, they charge as far as they can but must stop 1” away from the target.
- If the fighter successfully makes base contact with an Active, Engaged, or Pinned enemy, both fighters become Engaged. The charging fighter immediately takes a free *Fight (Basic)* action.
- If the fighter successfully makes base contact with a Seriously Injured enemy (and are not Engaged by another enemy), they may immediately take a free *Coup de Grace (Simple)* action against them.

COUP DE GRACE (Simple)

- As long as they are not Engaged, the fighter can finish off one Seriously Injured enemy within 1”, sending them Out of Action.

CRAWL THROUGH DUCTWAY (Double)

- If the fighter is within 1” of a ductway, they can reposition to within 1” of its other end.
- They must keep 1” away from an enemy, nor overlap the base of a friendly fighter.

HOUSE RULE: This is a *Basic* action. If a fighter has Strength or Toughness 4, it becomes *Double*. If they have Strength or Toughness 5, this action is not possible.

FORCE DOOR (Basic)

- Attempt to force open a door in base contact. Roll D6 and add the fighter’s Strength, with a +2 modifier for each additional friendly fighter in base contact with the door – on 9+, the door is opened.

FIRE THROUGH DUCTWAY (Basic)

- If the fighter is within 1” of a ductway, they can shoot at an enemy within 1” of its other end.
- This attack can only hit on a natural 5+.
- In addition, Template weapons automatically hit all fighters within 2” of the other end of the ductway.

HOUSE RULE: For Blast markers, centred it on any point within 1” of the other end of the ductway and roll D6 – on 5+, the marker does not move, otherwise it automatically Scatters.

MOVE (Simple)

- The fighter moves a distance up to their Movement characteristic.
- As well as traversing flat ground, this includes climbing up and down, leaping gaps, and dropping to lower levels. See the **Movement Rules** section for more.

MOVE AND CARRY (Simple)

- A fighter within 1” of a loot casket or Ammo Cache may lug it along with them.
- The fighter moves a distance up to their Movement characteristic, following all the usual rules but carrying the container with them – at the end of the fighter’s move, place the container in base contact with them.

OPERATE DOOR (Simple)

- Open or close a door within 1”.

RELOAD (Simple)

- Choose one of the fighter’s weapons with the Out of Ammo condition.
- Make an Ammo check – if passed, the weapon is reloaded and the condition removed.

SHOOT (Basic)

- The fighter attacks with a ranged weapon. See the **Shooting Rules** section for more.

SMASH OPEN LOOT CASKET (Basic)

- A fighter within 1” of a loot casket can attempt to smash it open.
- Roll D6 and add the fighter’s Strength – on 6+, the container is opened, but you must subtract 1 from the roll to determine its contents (to a minimum of 1).

TAKE COVER (Basic)

- The fighter moves a distance up to half their Movement, then voluntarily becomes Prone and Pinned.

USE CHEM (Simple)

- The fighter imbibes a chem in their possession, immediately gaining its effects.

STANDING & ENGAGED FIGHTERS

CANNIBALISE (Basic)

- Only fighters subject to the **Starving** condition can take this action.
- This action can only target a Seriously Injured enemy, and must be performed in place of *Fight (Basic)* or *Coup de Grace (Simple)*.
- The cannibalising fighter loses their Starving condition, and their victim immediately rolls a Lasting Injury – treating Lesson Learned (11) as Out Cold (12-26).
- The victim remains on the battlefield, meaning they can be fed on again, unless they roll a *Critical Injury* (61-65) or *Memorable Death* (66) and go Out of Action.

FIGHT (Basic)

- The fighter makes close combat attacks against one or more enemies they are currently Engaged with. See the **Close Combat Rules** section for more.

RETREAT (Basic)

- The fighter attempts to disengage from close combat.
- First, each enemy fighter Engaged with them checks Initiative – if passed, they immediately make free Reaction attacks.
- Then, the retreating fighter checks Initiative – if passed, they immediately move up to D6”.

PINNED FIGHTERS

BLIND FIRE (DOUBLE)

- The fighter makes a ranged attack. They receive a -2 modifier to hit, but treat their vision arc as 360 degrees.

HOUSE RULE: Treat this as a *Basic* action that can be combined with the *Fast Shot* skill.

CRAWL (Double)

- The fighter scrambles forward, moving a distance up to half their Movement.

HOUSE RULE: Treat this as a *Basic* action.

RELOAD (Simple)

- Choose one of the fighter’s weapons with the Out of Ammo condition. Make an Ammo check – if passed, the weapon is reloaded and the condition removed.

STAND UP (Basic)

- The fighter returns to their feet, becoming Standing and Active. Their owning player places the model upright and chooses its new facing.

SERIOUSLY INJURED FIGHTERS

CRAWL (DOUBLE)

- The injured fighter drags themselves across the ground, moving a distance up to half their Movement.

BROKEN FIGHTERS

A fighter subject to the Broken condition **must** perform the below action when activated:

RUNNING FOR COVER (DOUBLE)

- The fighter panics, their nerve broken!
- If the fighter is Engaged, check Initiative – if failed, they remain Engaged and their activation ends.
 - ▶ *Note that they can still make Reaction Attacks with a -2 modifier to hit).*
- If Standing, the fighter flees 2D6”.
- If Prone, they flee half their Movement distance.
- Regardless, the fighter must attempt to end their move as follows (in order of priority):
 - ▶ *More than 3” away from enemy fighters.*
 - ▶ *Out of line of sight of enemy fighters.*
 - ▶ *In partial or full cover.*
 - ▶ *As far away from any enemy fighters as possible.*

PSYKER-SPECIFIC ACTIONS

All psykers have access to the following actions:

WYRD POWER (X)

- Declare a wyrd power to manifest.
- Check Willpower – if passed, the power is successful, and its effects are resolved.
- Otherwise, the power fails and the action is wasted.

CONCENTRATE (Basic)

- Check Willpower – if passed, the psyker may add +1 to the result of a Willpower check made in a subsequent action this turn.

MAINTAIN CONTROL (Simple)

- Check Willpower with a +3 modifier – if passed, the psyker successfully keeps their Continuous Effect in play for another round.
- If failed, the Continuous Effect ceases immediately.

TERRAIN-SPECIFIC ACTIONS

ARCHAEOTECH DEVICE

- **ACTIVATE DEVICE (Basic):** If the fighter is standing at least partially on the platform of the Archaeotech Device, check Intelligence – if passed, all of their weapons gain the Shock trait for this battle.

If failed, all fighters on the Archaeotech Device become Pinned and take D6 Strength 4, AP 0, Damage 1 hits with the Rending trait.

CLAW

- **TRIGGER CLAW (Basic):** If the fighter is within 3” of the claw, they can drop it on an enemy who is positioned within 3” of the vertical space beneath it.

Treat this “vertical space” as the claw’s line of sight – meaning it cannot pass through a platform or terrain, or access a target on the other side of one.

The target checks Initiative – if failed, they suffer a Strength 5, AP 0, Damage 1 hit.

- **HOOK CARGO (Simple):** If the fighter is within 3” of the claw, they can use it to lift another target located within 3” of the vertical space beneath it (such as a Seriously Injured fighter, loot casket, or similar).

The target may be moved up or down, to any point within 3” of the claw (provided there is space to deposit it).

CRANES & SERVO-HAULERS

- **JURY-RIG (Double):** If the fighter is in base contact with one of these devices, check Intelligence – if passed, move the terrain piece (and the fighter, if desired) up to 10”.

They cannot climb ladders, but can go up ramps or be driven off ledges (suffering and inflicting damage in the same way as a falling fighter).

HATCH

- **COWER (Simple):** If the fighter is within 1” of a hatch, they can lift it up to gain partial cover. This lasts until they move.

HOUSE RULE: Identify which direction the lifted hatch is facing. The cover is proof against attacks from that direction only.

MALFUNCTIONING GENERATORIUM

- **DEACTIVATE GENERATORS (Basic):** If the fighter is in base contact with this device, check Intelligence – if passed, the generators are deactivated. They reactivate at the start of the next round.

UNEXPLODED ORDNANCE

- **DISARM (Double):** If the fighter is within 1" of this object, check **either** Intelligence or Cool – if passed, remove a token from the bomb.

WASTE COMPACTOR

- **CYCLE WASTE (Basic):** If the fighter is in base contact with this device, check Intelligence – if passed, the compactor briefly surges to life and any fighters inside it go Out of Action. In a campaign battle, these fighters automatically receive the Lasting Injury 61-65 (Critical Injury).

EQUIPMENT-SPECIFIC ACTIONS

ARCHAEOTECH DEVICE

- **LASER CUT (Double) [Cutting Beam only]:** If the fighter is within 1" of a door, loot casket, or other terrain piece that can be damaged, they can cut through it. The laser cut inflicts one automatic Strength 8, AP 0, Damage 3 hit.
- **SCAN (Simple) [Viewer only]:** The fighter can apply the Revealed condition to one enemy within 18". However, this action works differently if the fighter is a Sentry. In this case, roll D6 instead – on a 6, the fighter automatically raises the alarm.

CHEM

- **USE CHEM (Simple):** The fighter takes one of the chems in their possession, immediately adopting its effects.

FRAG / GAS / MELTA TRAP

- **SET TRAP (Basic):** Place the relevant trap marker within 1" of the fighter, who may then move up to D6".

GRAPNEL LAUNCHER

- **GRAPNEL (Double):** The fighter moves up to 12" in a straight line, in any direction, including to a different level. They cannot move through impassable terrain.

HOUSE RULE: Fighters can grapnel into base contact with an enemy, becoming Engaged. However, this is not a Charge and they do not gain the free *Fight (Basic)* action.

MAGNACLES

- **RESTRAIN (Basic):** The fighter attempts to clamp the magnacles on their enemy.

Resolve a melee attack against an enemy in close combat.

If successful, instead of a Wound roll, the target checks Initiative – if failed, they gain the **Restrained condition**:

- **Restrained:** *The fighter becomes Prone, and is locked in place. When activated, they cannot move or make ranged attacks. The only actions they can take are Break Bonds (Double) and Fight (Basic) (unarmed, with a -2 modifier to hit).*

HOUSE RULE: When rolling to determine whether any fighters are captured after the battle, add +1 to your roll for every enemy that was Restrained at the end of the game.

- **BREAK BONDS (Double) [only if restrained by magnacles]:** The fighter attempts to free themselves from the magnacles.

Roll 2D6, subtracting -2 for each friendly fighter in base contact – if the result is equal to or less than the fighter's Strength, they have succeeded; otherwise, they remain trapped.

MALEFIC ARTEFACT

- **IGNITE ETHERIC LANTERN (Double) [Etheric Lantern only]:** Every Seriously Injured fighter (friend or foe) within 12" of this cursed device must pass a Toughness check or go Out of Action.
- **UNLEASH THE VOID (Double) [Void Gate only]:** For the remainder of this round, every fighter (friend or foe) within 6" of this nightmarish artefact can only take one action during their activation, instead of two.

PSI-GRUB

- **TAP PSI-GRUB (Basic):** This item allows a fighter to gain grub tokens whenever they use (or are targeted by) a Wyrd power.
- When the fighter wishes to tap the psi-grub, roll D6 – if the result is equal to or lower than their grub tokens, remove them all, and the fighter may then immediately take a free *Wyrd Power (X)* action that automatically succeeds.

SECOND BEST

- **TAKE A SWIG (*Simple*):** Each time the fighter takes this action, they remove one Flesh Wound and gain the Intoxicated condition until the end of the battle.
- Add an Intoxicated marker to the fighter – the effects of the booze depend on how many of these markers are in effect.
- After resolving the action, roll D6 – on 1-3, the bottle is empty and is deleted from the fighter's card.

THREADNEEDLE WORMS

- **CAN OF WORMS (*Basic*):** The fighter unleashes the worms – roll D6 and apply the result from the Threadneedle Worms table. Then, delete this item from the fighter's card.

WILD SNAKE

- **TAKE A SWIG (*Simple*):** Each time the fighter takes this action, they remove one Flesh Wound and gain the Intoxicated condition until the end of the battle.
- Add an Intoxicated marker to the fighter – the effects of the booze depend on how many of these markers are in effect.
- After resolving the action, roll D6 – on 1-2, the bottle is empty and is deleted from the fighter's card.

2. The Action Phase:

MOVEMENT RULES

MOVING MODELS

A fighter can move any distance up to their Movement characteristic. Movement occurs in inches.

- **Freeform Movement:** A fighter's movement does not need to be in a straight line – they can freely zigzag around terrain, measuring the move from point to point.
- **Facing:** After moving, a fighter may turn to face any direction.
- **Declare Before Measuring:** Move actions must be declared prior to measuring the distance. Sometimes, a fighter may not have sufficient movement to reach their intended position – in this case, they move as far as they can, generally making good use of cover!
- **Failed Charges:** If a fighter takes the *Charge (Double)* action but falls short of making base contact with their enemy, they must still move the full distance (stopping 1" from the enemy, as below) – likely finishing in a very exposed and dangerous position!

THE 1" RULE

Fighters may not move or stop within 1" of an enemy. There are only two exceptions to this:

- **Enemy is Seriously Injured:** These enemies can safely be ignored for the purposes of movement.
- **Fighter takes the *Charge (Double)* action:** In this case, the fighter is actively trying to achieve base contact with an enemy. Note that if they fail to do so, the 1" rule applies as normal.

If a fighter is **involuntarily** moved within 1" of an enemy, this rule is temporarily suspended – any effects of the involuntary movement and its associated action are resolved, then the moving fighter is repositioned 1" back away from the enemy.

Example: A fighter might be targeted by the Hurl skill and get tossed into base contact with an enemy – thereby breaking the 1" rule.

The effect of the Hurl skill would therefore be resolved (in this case, both fighters would suffer hits), and then the fighter who was involuntarily moved is repositioned 1" away.

HOUSE RULES: Replace the **MOVEMENT RULES** opposite with the following:

There is no 1" rule.

If a moving fighter deliberately comes into base contact with an enemy (however they manage to do so), they change their status to Engaged.

If they achieved base contact via a *Charge (Double)* action, they immediately resolve a free melee-based action – this is *Fight (Basic)* by default, but may also include *Restrained (Basic)*, *Coup de Grace (Simple)*, *Headbutt (Basic)*, and so on.

If they achieved base contact via any other means, they do not get the free action.

"DIRECTLY TOWARDS" & "DIRECTLY AWAY"

The rules may require a fighter to move **directly towards** or **directly away** from another fighter.

To resolve this, imagine a straight line from the centre of the first fighter's base to their target – the moving fighter advances along this line by the required distance. The same process is followed when moving one fighter away from another.

As always, fighters cannot move through walls, impassable terrain, or closed doors! If they contact such a feature, their movement simply ceases at that point.

DIFFICULT & DANGEROUS TERRAIN

In the underhive, there is a great deal of terrain considered difficult or dangerous: pools of toxic sludge, fallen rubble, broken or missing walkway sections... not to mention vats of molten metal, spinning turbines, and more.

Players should clearly determine **difficult** and **dangerous** terrain during battlefield set-up. The following rules apply:

DIFFICULT TERRAIN

- Every 1" that a fighter moves through difficult terrain uses up 2" of their allowance.

DANGEROUS TERRAIN

- Every 1" that a fighter moves through dangerous terrain uses up 2" of their allowance.
- When the fighter first enters dangerous terrain, check Initiative – if passed, they resolve their move safely; if failed, they immediately go Out of Action.

OBSTACLES

- An obstacle is any free-standing terrain feature no more than 2" high and 2" across.
- Fighters may cross obstacles – doing so costs them an amount of movement equal to the object's height.
- Fighters cannot end a move atop an obstacle.

STRUCTURES

- A structure is any terrain feature greater than 2" high and 2" across (whether free-standing or connected to other features).
- Fighters can climb structures, moving across platforms and edges as they go (see **Climbing** below).
- Fighters can end a move atop a structure if there is sufficient space for their base.

IMPASSABLE & SOLID TERRAIN FEATURES

- Walls and closed doors are always impassable.
- Any other impassable terrain features should be clearly identified to both players during battlefield set-up.
- Fighters may not move or climb across this terrain (unless navigating a ductway that goes through it).

CLIMBING

- Fighters can climb up or down any vertical surface when moving.
- Every 1" that a fighter climbs uses up 2" of their movement allowance.
- A fighter cannot end their activation mid-climb. If they fail to reach a flat surface, they are returned to their original position before they began climbing.
 - ▶ *Note that ending a movement action mid-climb is fine – provided the fighter immediately uses another action to reach a flat surface.*

LADDERS & STAIRS

- Traversing these is not considered climbing and does not reduce a fighter's movement.

STEPPING UP AND DOWN

- Fighters can freely step 0.5" between levels without it affecting their movement. Anything higher than this requires them to climb.

OVERHANGS

- A fighter can climb along an overhang if it does not protrude more than 1" from the vertical surface.
- Anything longer than this is considered impassable.

LEAPING GAPS

- A fighter can move freely across any gap smaller than their base.
- A fighter can attempt to leap a larger gap, if they have sufficient movement to reach its other side.
- Check Initiative at the edge – if passed, the fighter successfully leaps, using up the distance in movement. If they fail, they fall straight down (see **Falling**).

PITFALLS

- These treated the same as gaps – except that if a fighter falls into a Pitfall, they immediately go Out of Action.

JUMPING DOWN

- A fighter may attempt to jump to a lower level.
- Check Initiative – if the distance is greater than 2", apply a cumulative 1- modifier to the roll for every additional 2" of the drop (rounded up).
- If the check fails, the fighter falls.

FALLING HAZARDS

- If a fighter becomes Prone within 0.5" of an edge, they risk falling.
- Check Initiative – if passed, they catch themselves safely. If failed (or on a natural 1), they fall.

RAILINGS

- If the nearest edge has a rail or similar barrier (at least 0.5" tall), the risk of falling is reduced and the fighter gains a +1 modifier to their Initiative check.

FALLING

- If a fighter falls 3" or further, they suffer a hit from the impact based on the distance they fell:

FALL DISTANCE	STRENGTH	AP	DAMAGE
3" - 5"	3	-	1
6" - 7"	5	-1	1
8" - 9"	7	-2	2
10"+	9	-3	3

- The fighter is Pinned at the point of impact, they lose any further actions, and their activation ends.
- If they land on another fighter, the victim is also Pinned, and suffers a hit identical to the falling fighter!
 - ▶ *After resolving the effects, implement the 1" rule.*
- If a falling fighter lands within 0.5" of an edge, they must pass an Initiative check or fall again.

2. The Action Phase:

SHOOTING RULES

RANGED ATTACK PROCEDURE

1. Attacker declares the shot
2. Attacker checks range
3. Attacker rolls to hit & rolls Firepower die
4. Target is Pinned
5. Attacker rolls to Wound
6. Target attempts armour save
7. Attacker inflicts Damage
8. Target's gang checks Nerve

1. ATTACKER DECLARES THE SHOT

Pick a ranged weapon carried by the fighter, then pick an eligible enemy to target.

TARGET PRIORITY

- By default, a fighter **must attack the closest enemy** within their vision arc and line of sight.
- This includes Engaged enemies, but Seriously Injured enemies can be ignored.
- If a fighter wishes to target a different enemy, they must first check Cool – if passed, they can ignore target priority. If failed, the rule is enforced as normal.

FIGHTERS IN HIDING

- If an enemy is Prone and positioned in full or partial cover, they cannot be directly targeted with a ranged attack – they are keeping their head extremely low!

2. ATTACKER CHECKS RANGE

Measure the range from the attacker to their target. If the target falls outside the weapon's maximum range, the shot automatically misses (though the Firepower dice must still be rolled).

3. ATTACKER ROLLS TO HIT & FIREPOWER

The attacker checks **Ballistic Skill**, applying any of the below modifiers as necessary.

- **Partial Cover (-1):** The target is less than 50% obscured.
- **Full Cover (-2):** The target is more than 50% obscured.
- **Accuracy (varies):** Check the weapon's profile to see whether the target falls within its Short or Long range, and apply any Accuracy modifiers listed.
- **Engaged (-1):** The target is Engaged in close combat.
- **Prone & Long Range (-1):** The target is lying Prone within the weapon's Long range.
- **Twin Guns Blazing (-1):** The attacker is using two weapons with the Sidearm trait, attacking with both simultaneously.

FIREPOWER DIE

- Regardless of any other rules or modifiers, the attacker must **always** simultaneously roll the Firepower die.

ROLLS OF NATURAL 1

- These always miss, regardless of modifiers.

IMPROBABLE SHOT

- Use this rule if modifiers would make it impossible for the attack to hit.
- Do not immediately roll to hit.
- Instead, roll D6 – on a 1-5, the attack misses automatically. On a 6, proceed with the hit roll, but disregard all modifiers.

4. TARGET IS PINNED

- If a Standing and Active fighter is hit by a ranged attack, they become Pinned.
- This does not apply to Engaged fighters.

5. ATTACKER ROLLS TO WOUND

Compare the successful attack's **Strength** with the target's **Toughness** to find the threshold for wounding them:

STRENGTH VS TOUGHNESS	SUCCESSFUL WOUND
Strength is TWICE Toughness, or greater:	2+
Strength is GREATER than Toughness:	3+
Strength is EQUAL to Toughness:	4+
Strength is LOWER than Toughness:	5+
Strength is HALF Toughness, or lower:	6+

6. TARGET ATTEMPTS ARMOUR SAVE

For each attack that successfully wounds, the target can attempt a single armour save (if they are wearing armour).

Each successful armour save negates the loss of one Wound.

ARMOUR PENETRATION (AP)

- A weapon's AP value reduces the target's armour save by the stated amount.
- This can cancel it altogether.

WEARING MULTIPLE ARMOURS

- Only one armour save can be attempted per wound.
- This means a target with multiple armours must choose which one to use for each attempt.
- Note that some weapons deny armour saves altogether!

ARMOUR BONUSES

- Gaining an armour save bonus can mean a fighter without armour suddenly gains a save – this is appropriate under the rules.
- Note that **Field Armour** can never receive an armour save bonus.

BYPASS ATTACKS

- Some weapons bypass the roll to wound (proceeding directly to rolling an Injury die).
- In this case, the target attempts their armour save **first**, with each success negating one roll of the Injury die.

7. ATTACKER INFLECTS DAMAGE

For every **successful** and **unsaved** wound roll the attacker inflicts on their target:

1. The target subtracts one Wound for every point of Damage on the weapon's profile.
2. If the target is reduced to zero Wounds, the attacker immediately rolls an Injury die and apply the result.
3. If the weapon's Damage takes the target into negative Wounds, roll an additional Injury die for each one.

EXAMPLE: A target with two Wounds suffers a Damage 3 attack. The first point of Damage subtracts a Wound, reducing the target to one.

The second point of Damage subtracts another Wound, reducing the target to zero – therefore, the attacker immediately rolls an Injury die and applies the result.

Assuming the target did not go Out of Action, there is one point of Damage remaining in the attack, and so the attacker rolls one additional Injury die, applying the result.

WEAPONS WITH “–” DAMAGE

- These weapons do not inflict Damage in the usual way – they never cause fighters to lose Wounds.
- Instead, a successful hit proceeds directly to an Injury roll (noting that armour saves are allowed first).

INJURY DICE

A roll of the Injury dice has the following potential outcomes:



OUT OF ACTION: The fighter is permanently removed from battlefield. In a campaign, they must also roll for Lasting Injury.



SERIOUS INJURY: The fighter becomes Prone, and is laid face-down. While Seriously Injured, their available actions are limited and they are extremely vulnerable – though they may successfully recover in a later End Phase.



FLESH WOUND: The fighter loses -1 Toughness for the rest of this battle. If this reduces them to zero Toughness, they go Out of Action.

8. TARGET'S GANG CHECKS NERVE

If a target ends up Seriously Injured or taken Out of Action from the attack, their comrades within 3" must check **Nerve** (regardless of status and conditions).

Those checking gain a +1 modifier for every comrade within 3" of them who is not Seriously Injured or Broken.

If a Nerve check is failed, that fighter becomes Broken and immediately make a free *Running for Cover (Double)* action. If the fighter was Ready, they lose this condition.

► THE FIREPOWER DICE

- You must roll the Firepower die for **every** ranged attack, regardless of circumstance or outcome.
 - ▶ *Including weapons with the Sidearm trait used in close combat.*
- If the Firepower die rolls the **Ammo** symbol, the fighter must immediately check Ammo for that weapon.
- If passed, there is no effect. If failed, the weapon gains the Out of Ammo condition.
 - ▶ *The attack is still resolved as normal.*
 - ▶ *An Out of Ammo weapon cannot be used until it is reloaded, via a successful Reload (Simple) action.*

► STRAY SHOTS

- If a ranged attack misses, there is a chance someone nearby might take the hit instead!
- Starting with the fighter closest to the attacker and proceeding outwards, roll D6 for every fighter within 1" of the firing line between the attacker and their intended target.
- Thanks to ricochets and random bad luck, all fighters are eligible for this roll, regardless of their status or whether they are friendly or enemy.
- The first fighter to roll 1-3 is inadvertently hit by the shot! Resolve the attack against them.
- If the attack would generate multiple hits, resolve a stray shot for each one.

► TWIN GUNS BLAZING

- A fighter dual-wielding two ranged weapons with the *Sidearm* trait may fire them simultaneously, as part of a single *Shoot (Basic)* action.
- Both attacks must be made against the same target.
- Roll to hit for each weapon separately, with each attack suffering an additional -1 modifier to hit.

RULES FOR BLAST MARKERS

Because weapons with the *Blast (X)* trait target a point on the battlefield instead of a specific enemy, they have their own process for attacking:

- Attacker Declares the Shot:** Take the Blast marker and position it so the central hole is anywhere within the attacker's vision arc and line of sight.
- Attacker Checks Range:** Measure the distance between the attacker and the central hole of the Blast marker. If the central hole falls outside the weapon's maximum range, move the Blast marker directly towards the attacker until it falls within.
- Attacker Rolls to Hit & Firepower:** Make a Ballistic Skill check for the attacker, rolling the Firepower die at the same time.
 - ▶ *If the attack hits, the Blast marker remains in the chosen position.*
 - ▶ *If the attack misses, roll D6 and the Scatter die:*
 - **MISFIRE:** *If the Scatter die scores a Hit and the D6 scores a 1, roll D6 – on 2-6, the attack is a dud and has no further effect. On a 6, something has gone wrong – centre the Blast marker over the attacker, and resolve the hit against them!*
 - **SCATTER:** *On any other result, move the Blast marker accordingly (using the small Hit symbol arrow if necessary). This may carry it out of the weapon's maximum range. The Blast marker's movement will cease if it impacts a wall, structure, or impassable terrain feature.*

Any fighter (friend or foe) beneath the marker's final position is hit – unless they are shielded by a wall or solid terrain feature that lies between them and the central hole of the marker.

- Target is Pinned:** Standing and Active fighters hit by the Blast marker become Prone and Pinned.
- Resolve Hits, Wounds, Saves, & Damage:** Attack resolution proceeds as normal, with the following additions:
 - ▶ *Partial cover grants +1 to targets' armour save.*
 - ▶ *Full cover grants +2 to targets' armour save.*

HOUSE RULE: Blast weapons can be "blind fired" into smoke clouds, Pitch Black areas, and so on – the Blast marker automatically scatters, if so. A fighter with equipment that lets them see in low-light conditions, such as photo goggles, disregards this rule.

RULES FOR FLAME TEMPLATES

As with *Blast* weapons, those with the *Template* trait require their own process for attacking.

1. **Attacker Positions Template:** Do not declare a specific target for the attack. Instead, simply position the Flame template so that the narrow end touches the attacker's base and the entire template is within their vision arc.
2. **Roll Firepower:** The attacker rolls the Firepower die at the same time.
3. **Attacker Determines Hits:** Any fighter (friend or enemy) whose base is partially or fully under the Flame template is automatically hit – unless they are shielded by a wall or solid terrain feature that lies between them and the attacker.
4. **Target is Pinned:** Standing and Active fighters hit by the Flame template become Prone and Pinned.
5. **Resolve Hits, Wounds, Saves, & Damage:** Attack resolution proceeds as normal, with the following additions:
 - ▶ *Partial cover grants +1 to targets' armour save.*
 - ▶ *Full cover grants +2 to targets' armour save.*

HOUSE RULE: Blast weapons can be “blind fired” into smoke clouds, Pitch Black areas, and so on – the Blast marker automatically scatters, if so. A fighter with equipment that lets them see in low-light conditions, such as photo goggles, disregards this rule.

2. The Action Phase:

CLOSE COMBAT RULES

CLOSE COMBAT ATTACK PROCEDURE

1. Attacker turns to face
2. Attacker picks target and weapons
3. Determine number of attacks
4. Attacker rolls to hit
5. Attacker rolls to Wound
6. Target attempts armour save
7. Attacker inflicts Damage
8. Target's gang checks Nerve
9. Determine outcome

1. ATTACKER TURNS TO FACE

The attacker may turn to face any direction, but this applies an additional -1 modifier to their hit roll.

2. ATTACKER PICKS TARGET & WEAPONS

The attacker identifies one or more enemies who are currently **Engaged** with them, and within their **vision arc** (attacks can be split freely between multiple Engaged enemies).

They then choose which weapons from their fighter card they will attack with.

DUAL WIELDING

- Fighters can wield a weapon in each hand, as long as they both have either the *Melee* or *Sidearm* trait.
- A weapon with the *Unwieldy* trait cannot be dual-wielded.

UNARMED ATTACKS

- A fighter can always choose to fight unarmed.
- Such attacks use the fighter's unmodified Strength characteristic (AP 0, Damage 1).

3. DETERMINE NUMBER OF ATTACKS

The attacker gathers a number of dice equal to their Attacks characteristic.

They gain more for each of the following that applies:

- **Dual-Wielding:** +1 attack.
- **Charging:** +1 attack.

4. ATTACKER ROLLS TO HIT

The attacker checks Weapon Skill for each of their attack dice, applying any of the following modifiers as necessary:

- **Assist (+1):** For every friendly fighter who is Engaged with this same target, and no others.
- **Interference (-1):** For every additional enemy the attacker is also Engaged with. Note that if an enemy is simultaneously Engaged elsewhere, they cannot interfere.

DUAL-WIELDING

- If the attacker is fighting with a weapon in each hand, their hits must be split as evenly as possible between the two weapons.
- If there is an odd number of dice, the attacker chooses which weapon will gain the extra one.

SIDEARMS IN CLOSE COMBAT

- A weapon with the *Sidearm* trait may assign a maximum of one hit in close combat.
- The exception is if the *Sidearm* has the *Rapid Fire (X)* trait, which can generate additional hits.
- Otherwise, all remaining attack dice must either be assigned to a weapon with the *Melee* trait, or else be unarmed attacks.
- Note that because a *Sidearm* is a ranged weapon, the Firepower dice must always be rolled for it.
- Note that a weapon's Accuracy modifiers do not apply in close combat.

ROLLS OF NATURAL 1

- These always miss, regardless of modifiers.

5. ATTACKER ROLLS TO WOUND

Compare the successful attack's **Strength** with the target's **Toughness** to find the threshold for wounding them:

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6. TARGET ATTEMPTS ARMOUR SAVE

For each attack that successfully wounds, the target can attempt a single armour save (if they are wearing armour).

Each successful armour save negates the loss of one Wound.

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- A weapon's AP value reduces the target's armour save by the stated amount.
- This can cancel it altogether.

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- Only one armour save can be attempted per wound.
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- Note that some weapons deny armour saves altogether!

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A roll of the Injury dice has the following potential outcomes:



OUT OF ACTION: The fighter is permanently removed from battlefield. In a campaign, they must also roll for Lasting Injury.



SERIOUS INJURY: The fighter becomes Prone, and is laid face-down. While Seriously Injured, their available actions are limited and they are extremely vulnerable – though they may successfully recover in a later End Phase.



FLESH WOUND: The fighter loses -1 Toughness for the rest of this battle. If this reduces them to zero Toughness, they go Out of Action.

8. TARGET'S GANG CHECKS NERVE

If a target ends up Seriously Injured or taken Out of Action from the attack, their comrades within 3" must check **Nerve** (regardless of status and conditions).

Those checking gain a +1 modifier for every comrade within 3" of them who is not Seriously Injured or Broken.

If a Nerve check is failed, that fighter becomes Broken and immediately make a free *Running for Cover (Double)* action. If the fighter was Ready, they lose this condition.

9. DETERMINE OUTCOME

What happens next depends on the circumstances:

(A) MORE ENEMIES STILL ENGAGED

- Every enemy still Engaged with the attacker may now make Reaction attacks against them.
- To do so, each enemy resolves steps 1-6, above.

(B) ENGAGED ENEMIES ARE SERIOUSLY INJURED

- **Coup de Grace:** The attacker may take a free *Coup de Grace (Simple)* action against one Seriously Injured enemy they are engaged with.
- **Consolidate:** Alternatively, they may take a free move of up to 2".

(C) NO ENEMIES REMAIN ENGAGED

- The attacker may consolidate, by taking a free move of up to 2".

3. THE END PHASE

(1) BOTTLE TESTS

A gang must make a Bottle test if any of their fighters are currently Seriously Injured or Out of Action:

- Roll D6.
- Add the number of fighters currently Seriously Injured or Out of Action.
- If the total is **higher than the original number of fighters** in the gang's starting crew, the Bottle Test is failed.

BOTTLING OUT

- Once a gang fails its Bottle test, their fighters may begin fleeing the battlefield.
- At the start of each Action Phase, each fighter in the bottling gang must check Cool.
- If this check is failed, the fighter bolts – remove them from play.
- Fighters who Bottled out count as being Out of Action, but they do not roll for Lasting Injuries.

(2) RECOVERY TESTS

Seriously Injured fighters may return to the fray.

Each gang rolls an Injury dice for every fighter who is Seriously Injured, applying the result:

- **Out of Action:** The fighter succumbs to their wounds and goes Out of Action.
- **Seriously Injured:** The fighter hangs on by a thread, remaining Seriously Injured.
- **Flesh Wound:** The fighter suffers a Flesh Wound but changes their status to Pinned.

RECOVERY ASSISTANCE

- When a fighter attempts Recovery, they may roll an additional Injury dice for every friendly Standing and Active fighter within 1”.
- The Recovering fighter can pick which result to apply.
- Note that a fighter can only assist one Recovery per End Phase.

ROLLING MULTIPLE INJURY DICE

- If multiple Injury dice are rolled in a Recovery test, that fighter's player picks one roll and applies the result – all other results are discarded.

(3) RALLY TESTS

Each player may, in any order, check Cool for their Broken fighters to try and Rally them.

If passed, the fighter is no longer Broken; if the failed, the fighter remains Broken until the next End Phase.

RALLY ASSISTANCE

- When a fighter rolls to Rally, they gain a +1 modifier for every friendly fighter within 3” who is not Seriously Injured.

UNDERHIVE TERRAIN

Necromunda can be played on any kind of terrain – the hive world’s diverse environments offering players a huge range of options.

The standard terrain rules are covered in the **General Principles: Terrain Rules** section.

These **expanded rules** make terrain more interesting or dangerous, and allow fighters to interact with terrain to a greater degree.

It explores *Badzone Delta-7* tiles, Sector Mechanicus terrain, Death World terrain, and Warhammer 40,000 Objectives – as well as other Citadel terrain pieces such as the *Honoured Imperium* set, *Galvanic Servohaulers*, *Munitorum Armoured Containers*, and the *Sector Imperialis Objectives*.

DESIGNER’S NOTE: CREATING YOUR OWN BATTLEFIELDS

These rules are designed to function with Citadel terrain, but can easily be adapted to any kind of industrial or death world scenery.

Consider experimenting when creating your own battlefields, mixing terrain types to create an interesting board to fight over – perhaps the battle occurs on gantries above a hostile, jungle-filled dome, where the ground level is infested with carnivorous plants.

Or perhaps a fight breaks out in a functioning manufactory, with production lines and active machinery, the gangers battling around half-constructed Leman Russ tanks!

Regardless of the game and the terrain being used, players should clearly identify which rules apply to which terrain pieces.

This will generally be obvious (e.g. hatches, doors, and smokestacks), but some terrain may require clarification. For example, promethium pipes – are only certain pipes filled with explosive promethium, or is every pipe on the battlefield?

► DANGEROUS INDUSTRIAL TERRAIN

Some terrain can be deliberately (or accidentally) attacked, often causing them to explode. This possibility is noted in its description.

Targeting Terrain

- Fighter can target a dangerous terrain piece with a ranged or melee attack.
- Choose a point within their vision arc and line of sight (and reach, for melee attacks) to specifically target.

Stray Shots

- Dangerous terrain can be hit in the same way as a fighter.
- The impact point is the spot closest to the original, intended target.

► HIGH VALUE TARGETS

Players may nominate a terrain piece to be a high value target – adding a scenario bonus objective that both gangs can pursue, anything from a downed escape pod to a lost servitor.

- **Placement:** A high value target should be placed in the centre of the battlefield, or equidistant from both deployment zones.
- **Interaction:** Fighters may drag a high value target as if it was a loot casket. If returned to their own deployment zone, the gang can claim the high value target in the End Phase.
- **Reward:** The gang gains D6 Reputation and 2D6x10 credits.

(1) ANCIENT TERMINAL

- Arcane control systems left behind by the hive's builders are found throughout the underhive – most dead and broken, though some still flicker with the last vestiges of life.
- A fighter within 1" of an Ancient Terminal can take the following action:

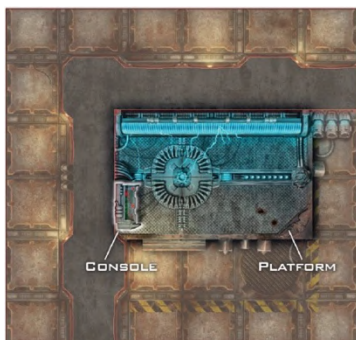
► **ACCESS ANCIENT TERMINAL (Double):** Check Intelligence with a -2 modifier – if passed, the fighter unlocks some useful secrets. Roll D6:

- 1-2: The fighter's gang gains D6 Reputation.
- 3-4: The fighter's gang gains D6x10 credits.
- 5-6: The fighter gains D6 experience.

If the Intelligence check rolled a double and was a success, the fighter's gang gains 2D6x10 credits in addition to the reward rolled above.

- Once interacted with, an Ancient Terminal goes inert and has no further effect on the game.

(2) ARCHAEOTECH DEVICE



Zone Mortalis Archaeotech Device tile

- A Standing and Active fighter within 1" of the console can take the following action:

ACTIVATE DEVICE (Basic): Check Intelligence – if passed, all of the fighter's weapons gain the Shock trait for this battle.

If failed, all fighters on the Archaeotech Device become Pinned and take D6 Strength 4, AP 0, Damage 1 hits with the Rending trait.

- On a Sector Mechanicus battlefield, ensure the Device includes a console (a door terminal can be used). If your terrain feature does not have a viable "platform", the *Activate Device (Basic)* action instead affects any fighters within 3".

(3) CRANES AND SERVOHAULERS

- Abandoned industrial cranes and haulers can sometimes be hacked by enterprising fighters.
- A fighter in base contact with a crane or servohauler can take the following action:
 - **JURY-RIG (Double):** Check Intelligence – if passed, move the terrain piece (and the fighter, if desired) up to 10".
It cannot climb ladders, but can go up ramps or be driven off ledges (suffering and inflicting damage in the same way as a falling fighter).
- Alternatively, the fighter can utilise the vehicle's claw, if it has one – use the **Claw** rules from this section.

(4) FORCE BARRIER

- Remnants of restricted zones or heavy industry, gangs sometimes manage to get these ancient pieces of tech working to defend their turf.
- A force barrier consists of two pylons – usually on either side of a doorway or corridor.
- Fighters hit by ranged attacks through a force barrier count as being equipped with a refractor field.
- If the field burns out, the force barrier ceases to function for the remainder of the battle.

(5) FUEL DRUMS & AMMO CRATES

- Drums and crates can serve as a potentially dangerous source of cover.
- Fuel drums and ammo crates are **dangerous industrial terrain**.
- If hit by an attack (purposeful or not), roll D6 and add the responsible weapon's Strength – on a 7+, the cache explodes.
- Every fighter within 3" is Pinned, and suffers one Strength 5, AP 0, Damage 2 hit with the *Blaze* trait.

STILL BURNING

- After exploding, the cache is gone but the space it occupied is ablaze for the rest of the battle.
- A fighter moving into the fire suffers a hit as above.

(6) FURNACE FLOOR



Zone Mortalis Furnace tile

- A Furnace is treated as a **Pitfall** with the following additions:
- The furnace's heat haze means that ranged attacks made across it suffer an additional -1 modifier to hit.
- In a campaign battle, a fighter who falls into a furnace is automatically treated as having rolled 61-65 (Critical Injury) on the Lasting Injuries table.
- Sector Mechanicus furnaces do not need to be on ground floor – you could model a huge furnace several stories high, or numerous smaller furnaces to represent a busy smelting works, criss-crossed with overhead walkways and gantries, forcing fighters to traverse a very hostile battlefield indeed.

(7) HOLY IMPERIALIS

- These are powerful icons of the Imperium – forgotten statues of Space Marines, Aquila, and Imperial Saints.
- A fighter within 6" of a Holy Imperialis gains a +2 modifier to their Willpower checks.
- Conversely, fighters opposed to the Imperium – Chaos Helots, Genestealer Cultists, and any other party narratively appropriate – find these edifices deeply intimidating and instead suffer a -2 modifier to Willpower checks.

(8) INDUSTRIAL CLAWS & HOOKS

- Industrial structures are often hung with lifting claws or hooks for the moving of heavy goods.
- A fighter within 3" of a claw can take the following actions:

- ▶ **TRIGGER CLAW (Basic):** *The claw drops onto an enemy positioned within 3" of the vertical space beneath it.*

The target checks Initiative – if failed, they suffer a Strength 5, AP 0, Damage 1 hit.

- ▶ **HOOK CARGO (Simple):** *The claw lifts something located within 3" of the vertical space beneath it (a Seriously Injured fighter, loot casket, or similar).*

The target may be moved up or down, to any point within 3" of the claw (provided there is space to deposit it).

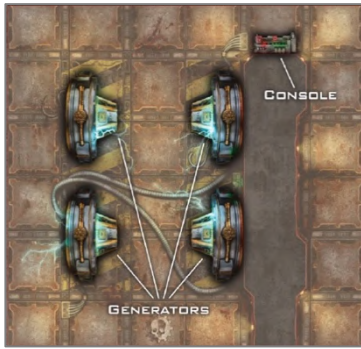
"Vertical Space"

- Consider this the claw's line of sight and apply the same rules – meaning the claw cannot pass through a platform or terrain, or access a target on the other side of one.

Climbing & Grabbing On

- Fighters can take the *Climb (Simple)* action on a claw, if they have a means of moving onto it (for example, it is currently connected to a platform).
- Alternatively, a fighter within 3" of the vertical space underneath a claw can jump up, grab on, and then take the *Climb (Simple)* action. In this case, count the initial 3" of movement towards the total.

(9) MALFUNCTIONING GENERATORIA



Zone Mortalis Generators tile

- The generators on the Zone Mortalis tile block line of sight.
- By default, the generators are active. If a fighter moves between two malfunctioning generators – or ends their activation within 1" one – they are Pinned by the coursing energy and suffer D3 Strength 4, Damage 1 hits with the *Rending* trait.
- A Standing and Active fighter within 1" of the console can take the following action:
 - ▶ **DEACTIVATE GENERATORS (Basic):** Check Intelligence – if passed, the generators are deactivated, and fighters can safely navigate around them. The generators reactivate in the next Priority Phase.
- On a Sector Mechanicus battlefield, ensure the terrain feature representing the Malfunctioning Generatoria has a console (a door terminal can be used).
- Generators should be placed in pairs, but there is no limit to how many can be placed.

(10) MECHANICUS ARCANAE

- Strange devices are often abandoned in the underhive, long forgotten by their previous owners.
- If a gang has at least one fighter within 1" of a Mechanicus Arcana at the end of the battle – and their opponent does not – they gain bonus D6x10 credits.

(11) MEDICAE STATION

- Auto-chirurgeons are rare and valuable artefacts, sometimes found hidden away in the ruins of abandoned medicae centres or hab structures.
- In the End Phase, a Seriously Injured fighter within 3" of a medicae station may check Intelligence instead of rolling Recovery.
- If they pass, they gain a Flesh Wound and become Pinned; if they fail, they go Out of Action.

(12) MUNITORUM CONTAINERS

- Abandoned containers may contain loot or hidden dangers... or both.
- Treat a munitorum container as a loot casket that cannot be moved by fighters.
- Once opened, a munitorum container may be looted once per game round – rolling a result from the Loot Casket table each time.

(13) OPEN SEWER



Open Sewer on Zone Mortalis tile

- If a fighter moves into, or starts their activation within a sewer, roll D6 and add their Strength – on a 7+, they have managed to keep their footing; otherwise, they become Pinned.
- However – if a fighter is **already** Pinned in a sewer when their activation begins, they are sucked down and swept away, automatically going Out of Action.
- On a Sector Mechanicus battlefield, open sewers can be large or small – simple sections of broken ground with a sewer channel below, or flowing rivers of effluent. Sewers can also be shown on higher levels, overhead pipes with broken sections for fighters to leap and climb across.

(14) PLASMA GENERATORS & PIPES

- White-hot plasma courses through the hives like arterial blood, powering countless ancient systems and devices.
- Plasma pipes and generators are **dangerous industrial terrain**.

HIGH PRESSURE PLASMA

- If this terrain is hit by an attack (purposeful or not), roll D6 and add the responsible weapon's Strength – on a 9+, the casing is pierced, unleashing a spray of burning plasma!
- Centre the 5" Blast marker on the point that was hit. Fighters touching it must check Initiative – if failed, they suffer a Strength 5, AP -1, Damage 2 hit.

HARSH GLOW

- Infra-sights and photo goggles lose their benefit when targeting fighters within 3" of a plasma generator or pipe.
- In addition, if the Pitch Black rules are in effect, plasma generators and pipes illuminate everything in a 6" radius around them.

(15) PLASMA CANISTERS

- These count as **ammo caches** and follow those rules, but their contents apply only to plasma weapons.
 - ▶ *That is – plasma pistol, plasma gun, plasma cannon, and combi-weapons with plasma components.*
- In addition, fighters can throw plasma canisters! They count as **plasma grenades** that confer a -2 penalty to hit.
- Once the throw is resolved, remove the plasma canister from the battlefield.

(16) PROMETHIUM CACHES

- Promethium caches are **dangerous industrial terrain**.
- If hit by an attack (purposeful or not), roll D6 and add the responsible weapon's Strength – on a 7+, the cache explodes.
- Every fighter within 3" is Pinned, and suffers one Strength 5, AP 0, Damage 2 hit with the *Blaze* trait.

STILL BURNING

- After exploding, the cache is gone but the space it occupied is ablaze for the rest of the battle.
- A fighter moving into the fire suffers a hit as above.

FUEL SLICK

- Fighters who move within 3" of a promethium cache must check Initiative after completing their action – if failed, they are Pinned.
- If they were attempting a *Charge (Double)* action, this fails 1" from the enemy.

FREE FUEL

- A fighter within 3" of a promethium cache can tap into the supply, if they are carrying a weapon with the **Blaze** trait:
 - ▶ *The weapon loses its Scarce trait, if it had this.*
 - ▶ *If the weapon does not have the Scarce trait, it gains the Plentiful trait, instead.*
- These rules only apply while the fighter remains within 3" of the promethium cache.

(17) PROMETHIUM PIPES & RESERVOIRS

- Volatile promethium pipes and reservoirs are found throughout the underhive, with gangs regularly tapping them to steal fuel from the Guilders.
- Promethium pipes and reservoirs are **dangerous industrial terrain**.

HIGH PRESSURE GAS

- If this terrain hit by an attack (purposeful or not), roll D6 and add the responsible weapon's Strength – on a 9+, the casing is pierced, unleashing a jet of fuel.
- Centre the 5" Blast marker on the point that was hit. Fighters touching it must check Initiative – if failed, they become subject to the Blind condition.
- Alternatively, if the weapon causing this hit has the *Blaze* trait, fighters who fail the Initiative check instead suffer a Strength 4, AP -1, Damage 1 hit with the *Blaze* trait.

FUEL SLICK

- In the End Phase, roll a D6 for each promethium reservoir and length of promethium pipe on the battlefield – on a 6, that piece suffers a fuel leak. Place a marker beside it as a reminder.
- Fighters who move within 3" of a fuel slick must check Initiative after completing their action – if failed, they are Pinned.
- If they were attempting a *Charge (Double)* action, this fails 1" from the enemy.

FREE FUEL

- A fighter within 3" of a promethium pipe or reservoir can tap into the supply, if they are carrying a weapon with the **Blaze** trait:
 - ▶ *The weapon loses its Scarce trait, if it had this.*
 - ▶ *If the weapon does not have the Scarce trait, it gains the Plentiful trait, instead.*
- These rules only apply while the fighter remains within 3" of the terrain piece.

(18) SERVICE HATCHES

- Hatches connect to a maze-like network of winding passageways. Fighters can use them to flank enemies or move unimpeded – if they don't lose their way.
- A fighter within 1" of a hatch can take the following action:

- ▶ **COWER (Simple):** *The fighter opens and hides behind hatch, gaining partial cover. This lasts until they move.*

HOUSE RULE: Identify which direction the lifted hatch is facing. The cover is proof against attacks from that direction only.

- Alternatively, if a fighter ends a *Move (Simple)* action within 1" of a hatch, they can enter it – remove them from play, then declare which of the following they intend to do:

OPTION A: TRAVERSE TUNNELS

- In the End Phase of the **following round**, check Intelligence – if passed, the fighter may be placed Standing and Active within 1" of any hatch.
- If failed, the opposing player can either place the fighter themselves as above, or block them from the battlefield for another round.

OPTION B: HIDE WITHIN

- Place a marker beside the hatch to show the fighter is hiding within it.
- While hiding, the fighter cannot take actions and can only be targeted by ranged attacks within 3". If the fighter is charged, Engaged, or attacked, return them to play and resolve the effect as normal.
- Otherwise, the fighter can choose to emerge in any End Phase, positioned within 1" of their hatch.

(19) SMOKESTACKS

- While most of Necromunda's toxic by-products are expelled into the wastes, for the sake of necessity (or ease) some is pumped the domes of the underhive.

BELCHING SMOKE

- In the End Phase, roll a D6 for each smokestack on the battlefield – on a 6, it becomes active, belching smoke and fumes. Place a marker beside it as a reminder.
- Until the End Phase of the following round, the area 6" around the active smokestack blocks line of sight.

FOUL AIR

- A fighter who activates within 6" of an **active** smokestack treats the *Move (Simple)* action as *Move (Basic)*, unless they are equipped with a respirator.

FLAMMABLE FUMES

- If a weapon with the Blaze trait hits a target positioned within 6" of an **active** smokestack, the weapon counts as having +1 Strength.

(20) SLUDGE VATS



Sludge Vats on Zone Mortalis tile. These are set into the ground, so do not block line of sight.

- Sludge vats are treated as **Pitfalls** with the following additions:
 - A fighter who falls into a sludge vat does not go *Out of Action* – instead, they become *Pinned* inside the vat, and their activation ends immediately.
 - Next time this fighter is activated, they must perform two *Move (Simple)* actions to climb free, after which they become *Pinned* at one of its edges.
 - Lots of unpleasant things can be found floating in sludge vats – but sometimes, a fighter might come across something valuable. Once the fighter climbs out, their gang **gains D3xD3 credits**.

(21) TREASURE CASKET

- A treasure casket is treated exactly like a loot casket, except that the fighter who opens it rolls on the below table:

D6	RESULT
1-2	CLICK! The casket is fitted with a fiendishly clever needle-trap. The fighter immediately rules the Injury dice and applies the result.
3-4	FANCY THREADS: The fighter gains the Uphive Raiment Status Item.
5-6	A NOBLE'S RANSOM: The fighter gains one item from the Personal Equipment section of the Trading Post, chosen by the controlling player.

(22) UNDERHIVE MARKET

- A market typically comprises a number of market stalls and smaller terrain pieces arranged in a 12" diameter area.

MARKET STALLS

- Market Stalls can be ransacked by enterprising gangers.
- If a scenario places the Underhive Market under the control of one gang, the fighters of that gang may not loot Market Stalls – only their enemies can do so.
- A Market Stall counts as a loot casket (requiring a ganger to either *Bypass* or *Smash* it) except there is no limit to the number of times it can be looted.
- If a Market Stall is successfully looted, roll D6 on the below table to determine what is gained:

D6	RESULT
1	TRAPPED! The stall was booby-trapped – the fighter suffers a Strength 3, AP 0, Damage 1 hit and becomes <i>Pinned</i> .
2-3	NOTHING MUCH: Some sundry items of little value. Gain D3x5 credits.
4-5	IT WASN'T NAILED DOWN: After the battle, the gang gains 1 item from the Trading Post worth up to 30 credits with a value of <i>Common</i> .
6	JACKPOT! After the battle, the gang gains 3 random items from the Trading Post valued up to <i>Rare</i> (9).

AMMO STASHES

- The controlling gang's fighters treat any Market Stall as an ammo crate.
- A controlling fighter within 1" of a Market Stall can take the following action:
 - ▶ **RESUPPLY (Simple):** Roll D6 – on 4+, the fighter may reload a weapon profile with the Single Shot trait, allowing them to reuse it.

POORLY CONSTRUCTED

- Most underhive marketplaces are constructed from the most rudimentary materials, such as scavenged fabric and scrap.
- If a Market Stall is hit by a weapon with the *Blast (X)* trait, roll 2D6 – if the result is equal or lower than the weapon's Strength, remove that Market Stall from play.
- If a Market Stall is hit by a weapon with the *Blaze* trait, it is set on fire – fighters in base contact with the burning stall must test to see if they catch on fire, just as if they had been hit by a weapon with the *Blaze* trait.

(23) UNEXPLODED ORDNANCE

- This large, unexploded bomb must be placed within 12" of the battlefield's centre during set-up.
- From the **second End Phase** onwards, place a token beside the unexploded ordnance.
- From the **third End Phase** onwards, after adding a token, roll D6 – if the result is less than the number of tokens, the bomb explodes!
 - ▶ All fighters within 6" of the explosion roll an Injury dice and apply the result.
 - ▶ Every fighter on the battlefield must check Initiative – if failed, they become Pinned.
 - ▶ Regardless, remove the bomb from play.
- A fighter within 3" of an unexploded ordnance can take the following action:
 - ▶ **DISARM (Double):** Check either Intelligence or Cool – if passed, remove one token from the bomb.

(24) VENTILATION TURBINE



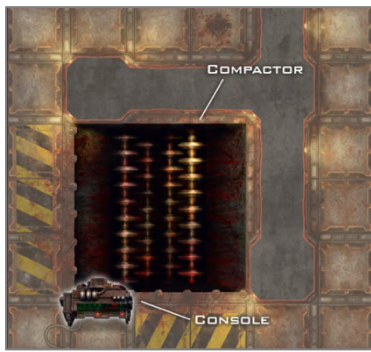
Ventilation Turbine on Zone Mortalis tile

- If a fighter ends their activation within 6" of a ventilation turbine, roll D6 and add Strength – on 7+, they brace against the rushing wind; otherwise, they move D3" towards the centre of the turbine.
- A fighter who moves into the turbine automatically goes Out of Action.
 - ▶ In a campaign battle, they roll D3 Lasting Injuries.
- If the central hole of a Blast marker is placed within 6" of the turbine, it automatically moves D6" towards its centre instead of Scattering.
- On a Sector Mechanicus battlefield, ventilation tunnels do not need to be set into the floor – one interesting option is to have an upright turbine mounted in a wall, which could be placed on any level.

(25) VOX RELAY

- Forgotten sections of the hive's extensive comms network can still be found in the underhive.
- A fighter within 3" of a vox relay can always be included in a Group Activation – regardless of range.
 - ▶ This does not increase the number of fighters that may participate in the Group Activation.

(26) WASTE COMPACTOR



Waste Compactor on Zone Mortalis tile

- Waste compactors are treated as **Pitfalls** with the following additions:
 - ▶ *A fighter who falls into a waste compactor does not go Out of Action – instead, they become Pinned inside, and their activation ends immediately.*
 - ▶ *Next time this fighter is activated, they must perform two Move (Simple) actions to climb free, after which they become Pinned at one of its edges.*
- A Standing and Active fighter within 1” of the console (and not inside the compactor itself) can take the following action:
 - ▶ **CYCLE WASTE (Basic):** *Check Intelligence – if passed, the compactor surges to life and any fighters inside it go Out of Action.*

In a campaign battle, these fighters automatically receive the Lasting Injury 61-65 (Critical Injury).
- On a Sector Mechanicus battlefield, ensure the terrain feature representing the waste compactor has a console (a door terminal can be used).
- A compactor can be nearly any size or shape – from a small, ground-level feature to a large device several storeys high. As with similar hazards, they lend themselves well to walkways, ledges, and ladders, increasing the chances of an unwary fighter falling into the compactor’s waiting jaws!

CARNIVOROUS PLANTS

This section introduces dangerous plant life to games of Necromunda. Horrific strains of vegetation life thrive in certain parts of the underhive – spiny forests spawned from alien seeds, or grown from chemical soup, which hivers learn from an early age to avoid.

These rules are designed to work with the *Barbed Venomgorse*, *Shardwrack Spines*, and *Grapple Weed* Citadel terrain pieces (though can be applied to any terrain).

DESIGNER'S NOTE: DESTROYING CARNIVOROUS PLANTS

By default, like any other terrain, carnivorous plants cannot be destroyed – however, these optional rules allow fighters to clear areas of plant life from the battlefield.

Bullets and blasts are largely ineffective, and melee attacks are equally futile – the time cost, plus the vegetation possibly attacking back, makes the prospect unappealing.

Therefore, only Template weapons with the *Blaze* or *Gas* traits can damage carnivorous plants – if a plant takes a hit from such a weapon, roll D6:

1-2: The attack is ineffective.

3-5: Place one damage token beside the plant.

6: Place two damage tokens beside the plant.

The exception is a weapon with the **Defoliate** trait. If such a weapon attacks a carnivorous plant, instead of rolling D6 as above, the plant immediately gains D3 damage tokens.

Once a plant has five damage tokens, it is destroyed and removed from the battlefield.

(1) BARBED VENOMGORSE

Growing deep in the ruined depths, this plant's venomous barbs snare scavengers and predators alike – its stings leaving victims barely able to stand – let alone fend off the throttling vines...

BARBED SNARES

- Fighters who move within 3" of this plant (measuring from its branches) must check Initiative after completing their action.
- If failed, they suffer a Strength 3, AP 0, Damage 1 hit with the *Web* trait (an armour save can negate this).

WASTING TOXIN

- Any fighter who suffers an unsaved wound from this plant must check Strength in each End Phase.
- If failed, they lose -1 Strength for this battle.
- A fighter with zero Strength automatically goes Out of Action.

(2) GRAPPLE WEED

Known as the 'crawling horror,' this plant can uproot itself to seek out prey. More than one gang or Guilder caravan has awoken to find their camp surrounded by a forest of grapple weed, its quivering fronds eagerly awaiting their next meal.

CRAWLING HORROR

- In each End Phase, every instance of grapple weed on the battlefield moves 2D6" towards the nearest fighter (visible or otherwise).
- It avoids impassable terrain but is otherwise unimpeded.
- Its movement ceases if it comes within 1" of a fighter.

VISCOUS TONGUES

- After completing its move, a grapple weed attempts a single attack against every fighter within 3" (measuring from its branches).
- Grapple weed has a **Weapon Skill** of 3+, and its attack is Strength 4, AP 0, Damage 1, with the *Entangled* trait.
- Fighters attacked by the plant **do not** count as Engaged.

(3) FUNGUS SPRAWL



Fungus Sprawl on Zone Mortalis tile

CHOKING SPORES

- A fighter ending their activation within 2" of a fungus sprawl must roll D6 – if the result is equal or higher than their Toughness (or a natural 6), immediately roll an Injury die and apply the result.
- A fighter with gear that protects against the *Gas* trait (such as a respirator or filter plugs) is immune to the above.

PHOSPHORESCENT GLOW

- If the **Sneak Attack** rules are in play, fighters within 2" are easier to see – when rolling to determine whether they are spotted by a sentry, add +1 to the roll.
- On a Sector Mechanicus battlefield, a fungus sprawl can be represented by a suitable piece of scatter terrain – or modelled directly onto any other feature. Provided it is clear where the fungus begins and ends, anything goes!

(4) SHARDWRACK SPINES

Groves of diamond-hard blades that carve through flesh and bone like a power sword – and worse, the plant can shoot its spines at prey, the motion triggered by movement or threat.

WALLS OF SPINES

- Fighters who move within 3" of this plant (measuring from its branches) must check Initiative after completing their action.
- If failed, they suffer a Strength 2, AP -3, Damage 1 hit.

SPITTING SPINES

- Each End Phase, roll D6 for each grove of Shardwrack Spines on the battlefield – on 4+, it shoots spines at the closest fighter within 12".
- This plant has a **Ballistic Skill** of 4+, and its attack is Strength 3, AP 0, Damage 1, with the *Rapid Fire* trait.
- If more than one hit is caused, these must be spread among as many targets as possible.
- Naturally, the plant cannot run Out of Ammo.

Expanded Terrain Rules:

OTHER HAZARDS

(1) COLLAPSED SECTIONS



Collapsed Sections on Zone Mortalis tiles

- A collapsed section has one or more large **Pitfalls**.
- On a Sector Mechanicus battlefield, collapsed sections can be created on the ground level – craters or grates with missing sections are ideal examples.

(2) CULT RITUAL CHAMBER



Cult Ritual Chamber on Zone Mortalis tile

- A fighter ending their activation within 6" of the Ritual Circle (measured from its circumference) must check Willpower – if failed, they gain the Insanity condition.

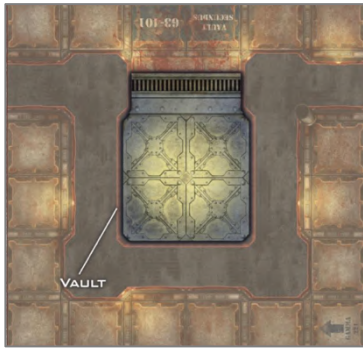
(3) FLOODED PASSAGE



Flooded Passage on Zone Mortalis tile

- A fighter touching a flooded section is restricted to the *Move (Simple)* action – no other action can be taken.
- In order to take this action, roll D6 and add Strength – on a 7+, the fighter keeps their footing and proceeds; otherwise, the action is wasted.
- If they reach an edge or visible exit, they may climb free. Place the fighter on the edge closest to their exit.
- In the End Phase, roll D6 for every Prone fighter in a flooded section – on a 1, they sink beneath the surface and go Out of Action.
- On a Sector Mechanicus battlefield, flooded sections can be represented by pools of standing water, huge open tanks, or even treating the entire ground level of the battlefield as flooded.

(4) SECURE VAULT



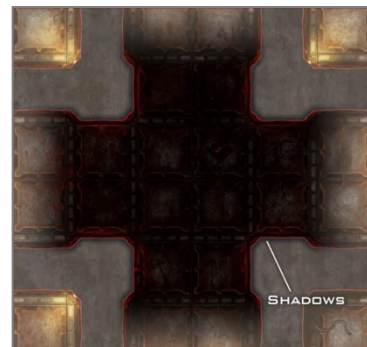
Secure Vault on Zone Mortalis tile

- A secure vault requires a **Door** to be placed across its entrance, plus a **Door Terminal** just outside the Vault.
- The vault door is Toughness 8, with 4 Wounds.
- Ductways cannot be placed to lead into the secure vault.
- A fighter taking the *Force Door (Basic)* action, succeeds on 11+, rather than the usual 9+.
- A fighter taking the *Access Terminal (Basic)* action suffers a -4 modifier to Intelligence, rather than the usual -2.
- On a Sector Mechanicus battlefield, a secure vault can be represented by any suitably large and imposing door in a terrain feature; the vault beyond could even be portrayed by setting up a second, smaller Zone Mortalis battlefield, enabling fighters to enter the vault itself.

(5) UNLIT CORRIDOR, JUNCTION, & CROSSROAD



Unlit Junction Zone Mortalis tile



Unlit Crossroads Zone Mortalis tile



Unlit Corridor Zone Mortalis tile

- The shadowed areas of these Zone Mortalis tiles are subject to the **Pitch Black** rules.

(6) XENOS NESTING CHAMBER



Xenos Nesting Chamber Zone Mortalis tile

- A fighter ending their activation within 1" of an egg sac must roll D6 – on 1-3, they are immediately set upon by xenos hatchlings!
- They becomes Pinned and suffer D6 Strength 1, AP 0, Damage 1 hits with the *Rending* trait.
- On a Sector Mechanicus battlefield, egg sacs can be represented by suitable scatter terrain – or directly modelled onto another terrain feature. The important thing is to make it clear where the egg sacs, to keep measurement easy.

BADZONE ENVIRONMENTS

Delving deeper into the bleak wastes between settlements, however, gangs may encounter hostile environments and regions abandoned by all but the desperate.

These badzones, as they are commonly known, are filled with collapsed domes, tangled fungi jungles, sludge seas and much worse... as well as, perhaps, forgotten riches or even archaeotech hidden among the rubble.

Any game of Necromunda can occur in a badzone, adding extra challenge and more fun. badzones are compatible with most scenarios, as they incorporate environmental rules or guidelines on setting up the battlefield.

In Zone Mortalis scenarios, the *Badzone Delta-7* tile set can represent some of these environments; while for Sector Mechanicus battlefields, badzones offer exciting modelling opportunities and the chance to convert terrain pieces or even build entire boards to represent these perilous depths of the underhive!

There are two parts to playing in a badzone – the battlefield, and events.

BADZONE ENVIRONMENTS

- These represent the perilous locations that gangs can fight over.

BADZONE EVENTS

- These are dangerous effects that last for one or more rounds, adding additional perils to the battlefield.
- Over the course of a game, there will likely be several such events.

GENERATING A BADZONE ENVIRONMENT

Generate a badzone environment after selecting the scenario – roll D6 as follows:

D6	BADZONE
1	Ancient Manufactorum
2	Stygian Depths
3	Sump Sea
4	Dome Jungle
5	Warp-Tainted
6	Unstable Dome

(1) ANCIENT MANUFACTURUM

A forest of rusting smoke stacks rises above a maze of ancient abandoned machinery, the rumble of dormant forges audible from somewhere far below.

- Try to include at least six pieces of **industrial terrain** on the battlefield.
- During this battle, effects from industrial terrain are triggered on 4+, rather than 6.
- After the battle, when gangs generate credit rewards, they may roll twice and take the higher total.
- If the scenario has no credit reward, the victor gains either D6x10 credits, or 1 Scavenging Roll.

(2) STYGIAN DEPTHS

Cracks run through the very foundation of the hives creating vast yawning chasms between domes, the black criss-crossed with a web of rusting gantries.

- Re-roll this result for a Zone Mortalis game.
- Try to place as many walkways and raised sections as possible, creating a path across the battlefield.
- The battlefield's ground level is a fathomless drop – fighters must remain on the upper levels, or else on terrain pieces protruding from the abyss.
- A fighter who falls into the abyss must check Initiative – if failed, they go Out of Action. If passed, they become a Reinforcement.
 - ▶ *Reinforcements may have scenario-specific rules.*
 - ▶ *If the scenario does not use Reinforcements, in the following End Phase the fighter is placed within 1" of any battlefield edge.*

(3) SUMP SEA

A bubbling morass of toxic filth, the sump boils up from below, flooding entire levels with an ocean of waste and forcing fighters to take to boats or bridges to cross it.

- Re-roll this result for a Zone Mortalis game.
- Try to place as many walkways and raised sections as possible, creating a path across the battlefield.
- The battlefield's ground level is the sump sea – fighters must remain on the upper levels, or else on terrain pieces protruding from the waves.
- A fighter who falls into the sea becomes Pinned without suffering any damage.
- When a fighter in the sea is activated, they must check Strength – if failed, they go Out of Action. If passed, they may swim their Movement distance.
- If they reach a ladder or viable exit, the fighter climbs free – place them on the closest edge to their exit.

(4) DOME JUNGLE

Local flora and fungi has claimed the dome for their own, the crumbling remains of habitation completely overgrown by twisting creepers and deadly carnivorous plants.

- Try to place at least six areas of **carnivorous plants**.
- During this battle, carnivorous plants gain +1 Strength and increase their attack range by 3”.
- During this battle, ranged attacks suffer an additional -1 modifier to hit at Long range, due to the thick foliage and drifting spores.
- If you are using the optional rules for destroying carnivorous plants, in the End Phase every plant discards 1 Damage token.

(5) WARP-TAINTED

Something terrible happened here. The veil between reality and the Warp has worn thin, its malign energies still bleeding into the hive from beyond...

- During this battle, a fighter who fails a Willpower or Cool check gains the Insanity condition, in addition to the stated effect for failing that check.
- In campaign games, a fighter who goes Out of Action must roll twice for Lasting Injury and apply the higher result.
- In campaign games, a fighter who takes an enemy Out of Action with a melee attack or the *Coup de Grace (Simple)* action gains +D3 bonus XP, in addition to any they would normally receive.

(6) UNSTABLE DOME

An ancient war, forgotten quake, or simply the march of centuries has rendered the dome unstable and ready to collapse with the slightest hint of violence.

- During this battle, roll D6 when a Blast marker is placed – on 5-6, place a second, same-sized Blast marker in contact with the first, at a point determined by the Scatter dice.
- Resolve the attack's effects against fighters under both Blast markers.
- During this battle, fighters who become Prone on a raised platform or terrain must check Initiative to see whether they fall – even if not within 0.5” of an edge.
- Any terrain with Toughness and Wounds characteristics reduces both by -2, to a minimum of 1.

BADZONE EVENTS

GENERATING EVENTS

Badzone Events are randomised perils that last for one or more rounds over the course of a game.

1. At the start of the first game round, randomly generate a **Badzone Event** – roll D66 on the table, or else draw a Badzone Environments Events card.
2. That effect is in place for the **duration of the game round**. Some events have secondary effects if they occur in a specific Badzone Environment.
3. In each End Phase, roll D6 – if the result is equal or higher than the active event's **Discard Trigger**, it ends. Generate a new event immediately.
4. If the same event is generated twice in a row, ignore the second result – instead, the event is **Shutdown** (*if the roll was odd*), or **Hive Quake** (*if it was even*).
5. An active event **ends automatically** after three consecutive rounds. Generate a new one immediately.
6. When an event ends, all of its **effects are removed** from the battlefield – including any markers, terrain, and creatures it implemented.

DESIGNER'S NOTE: MIRACULOUS ESCAPES

Yawning chasms, bottomless sump seas, dome collapses... all potentially fatal perils that can befall a fighter.

In a skirmish game, those who plummet into oblivion or vanish beneath the toxic surface of a gunk tank are gone for good – another victim of the underhive.

In a campaign however, it is frustrating for a newly-minted Gang Leader and their expensive gun to randomly fall from a ledge and be stricken from the gang roster – and so (unless players agree otherwise), a fighter taken Out of Action by a Badzone Event rolls for Lasting Injury, rather than suffering instant death.

Assume these fighters were saved from the sump at the last minute, or tumbled onto an outcrop instead of all the way down into the bottomless depths of the hive.

BADZONE EVENT TABLE

D66	EVENT
Special 1	Shutdown
Special 2	Dome Collapse
11-12	Critter Swarm
13-14	Howling Winds
15-16	Choking Clouds
21-22	Toxic Downpour
23-24	Spore Clouds
25-26	Brainleaf Outbreak
31-32	Bad Air
33-34	Sludge Jellies
35-36	Giant Rats
41-42	Lair of the Beast
43-44	Things in the Dark
45-46	Gunk Tank
51-52	Labyrinth
53-54	Old Cache
55-56	Static Storm
61-62	I've Got a Bad Feeling About This...
63-64	Witch's Lair
65-66	Mutie Tribe

(SPECIAL 1) SHUTDOWN

Occurs if the same Badzone Event is rolled twice, and the D66 roll was even.

Perhaps triggered by the battle, ancient failsafes kick in and the entire dome goes into shutdown – doors lock tight, lights go out and all machinery grinds to a halt.

BADZONE EVENT

- During this event, the battlefield is subject to the Pitch Black rules.
- During this event, all industrial terrain pieces shut down and any special rules or abilities associated with them do not occur.
- During this event, all doors on the battlefield are sealed and can only be opened by the *Force Door (Basic)* action.

DISCARD TRIGGER 4+

ADDITIONAL EFFECTS

- None.

(SPECIAL 2) DOME COLLAPSE

Occurs if the same Badzone Event is rolled twice, and the D66 roll was odd.

The mighty hive shifts on its foundations, domes crashing into each other, sludge seas draining, chasms closing or opening, and entire levels falling down into the regions below.

BADZONE EVENT

- Every fighter on the battlefield becomes Pinned (and are at risk of falling if they are within 0.5" of an edge).
- Discard the current **Badzone Environment** and generate a new one – its effects are active immediately.

DISCARD IMMEDIATELY AFTER RESOLVING

ADDITIONAL EFFECTS

- None.

(11-12) CRITTER SWARM

A swarm of hive critters – rats, roaches, spiders or similar – burst from vents and grates, creating a crawling and biting carpet beneath the fighter's feet.

BADZONE EVENT

- In each End Phase, roll D6 for every fighter – those who roll 1 are attacked by critter swarms!
- Those fighters must check Strength – if failed, what happens next depends on their current status:
 - ▶ *If Standing, they become Pinned.*
 - ▶ *If Pinned, they may attempt an armour save – if failed, the fighter suffers a Flesh Wound.*
 - ▶ *If Seriously Injured, they may attempt an armour save – if failed, they go Out of Action.*

DISCARD TRIGGER 5+

ADDITIONAL EFFECTS

- **ANCIENT MANUFACTORY:** When a piece of industrial terrain activates, a critter swarm automatically attacks all fighters within 1" of it.
- **DOME JUNGLE:** Fighters are attacked on 1-2, instead of just 1.
- **WARP-TAINTED:** Fighters who roll 1 must also check Willpower – if failed, they gain the Insanity condition.

(13-14) HOWLING WINDS

A huge ventilation fan hangs above the dome blasting its inhabitants with a storm gale, fighters battling the winds to keep their footing and find their targets.

BADZONE EVENT

- Ranged attacks made at Long range suffer an additional -1 modifier to hit.
- Blast markers always scatter, even if a hit is scored.
- When an attack is made using a weapon with the *Gas* trait, roll D6 before resolving its effects – on 4+, the attack is cancelled.
- When an attack is made using a weapon with the *Smoke* trait, place the marker and then roll D6 – on 4+, remove the marker, the smoke swept away by the winds.
- Fighters who become Prone within 0.5" of an edge must re-roll successful Initiative checks to prevent from falling.

DISCARD TRIGGER 5+

ADDITIONAL EFFECTS

- **DOMESTIC JUNGLE:** Carnivorous plants have their attack range increased from 3" to 6".
- **STYGIAN DEPTHS:** Ranged attacks at Long range suffer an additional -2 modifier to hit, instead of -1. In addition, the rules for weapons with the *Gas* or *Smoke* traits are applied on 3+, instead of 4+.
- **UNSTABLE DOME:** When placing a Blast marker, place two additional Blast markers instead of just one.

(15-16) CHOKING CLOUDS

Ash from the wastes or toxic fog from hive bottom fill the battlefield, making visibility more difficult and covering fighters in a layer of grimy dust.

BADZONE EVENT

- Ranged attacks made at Short range suffer an additional -1 modifier to hit.
- Ranged attacks made at Long range suffer an additional -2 modifier to hit.
- Blast markers always scatter, even if a hit is scored.
- The threat range of Stray Shots is 2" from the line of fire, rather than of 1".

DISCARD TRIGGER 5+

ADDITIONAL EFFECTS

- **ANCIENT MANUFACTORY:** When a piece of industrial terrain activates, the Choking Cloud rules are cancelled in a 3" radius around it.
- **STYGIAN DEPTHS:** Fighters on the highest level of terrain disregard the Choking Clouds rules unless attacking a target at a lower level.
- **SUMP SEA:** Fighters within the sea (or level with it) disregard the Choking Clouds rules unless attacking a target at a higher level.

(21-22) TOXIC DOWNPOUR

Foul liquid rains down from above, perhaps released from some waste facility or run-off from one of the water reclamation facilities filled with pollutants.

BADZONE EVENT

- Toxic liquid rains down from overhead. Roll D6 to determine what kind of rain it is:

D6	RESULT
1-2	CHEM RAIN: During this event, all fighters have -1 armour save (Field Armours are exempt).
3-4	IRRADIATED COOLANT: During this event, all fighters have -1 Toughness when rolling to wound. If the <i>Pitch Black</i> rules are in effect, all fighters gain the Revealed condition.
5-6	WASTE RUNOFF: During this event, fighters affected by the <i>Blaze</i> condition gain a +2 modifier when attempting to extinguish the flames. This rain is otherwise not harmful, just... unpleasant.

DISCARD TRIGGER 3+

ADDITIONAL EFFECTS

- **DOMESTIC JUNGLE:** In the End Phase (and if necessary, before discarding this Badzone Event) all carnivorous plants are healed, discarding all of their Damage tokens.
- **WARP-TAINTED:** All fighters suffer an additional -2 modifier when making Willpower checks.
- **SUMP SEA:** During this event, the sea rises! Any terrain level with the sump sea is removed. Fighters who were occupying this terrain are now within the sea.

(23-24) SPORE CLOUDS

Virulent spores fill the dome, drifting on the hive winds, making the air dangerous to breathe as they seek out new hosts for their parent plant.

BADZONE EVENT

- When a fighter completes their activation, roll D6 – on a 1, they have attracted a swarm of spores.
- Roll another D6 to determine the spores' effect:

D6	RESULT
1-2	CHOKER SPORES: Centre the 3" Blast marker over the fighter. Roll D6 for every fighter it touches – if the result equals or beats their Toughness, roll Injury.
3-4	SCARE SPORES: Centre the 3" Blast marker over the fighter. Roll D6 for every fighter it touches. If the result equals or beats their Toughness, they must check Nerve with a -2 modifier. If failed, they become Broken and immediately take a free <i>Running for Cover (Double)</i> action.
5-6	STIFLING SPORES: A smoke cloud extends in a 2.5" radius around the fighter – the smoke can be moved through, but blocks line of sight. Roll D6 in each End Phase – on a 4+, it is removed.

DISCARD TRIGGER 4+

ADDITIONAL EFFECTS

- **ANCIENT MANUFACTORY:** When a piece of industrial terrain activates, roll D6 – on a 1, all fighters within 1" of it are affected by a random grenade effect.
- **DOMESTIC JUNGLE:** Use the 5" template when resolving effects, rather than the 3" one, or increase the radius of a smoke cloud by +2".
- **STYGIAN DEPTHS:** Disregard the need for Blast markers, or else reduce the radius of a smoke cloud to 1.5" – the spores' effects only affect the triggering fighter.

(25-26) BRAINLEAF OUTBREAK

This dome is home to brainleaf growths – the questing fronds seeking victims to dominate into doing their bidding.

BADZONE EVENT

- When rolling Recovery in the End Phase, any fighter who rolls a *Seriously Injured* or *Out of Action* result becomes a **brainleaf zombie**!
- When the game ends, any fighters who became brainleaf zombies automatically enter Recovery, with no other adverse effects.

HOUSE RULE: If the fighter was taken Out of Action by a *Coup de Grace (Simple)* action, they roll for Lasting Injury as usual.

DISCARD TRIGGER 4+

ADDITIONAL EFFECTS

- ANCIENT MANUFACTURUM:** If a fighter emerges from a hatch, vent or ductway, roll D6 after placing them – on 5-6, the fighter was ambushed in the tunnels and is now a brainleaf zombie!
- DOMESTIC JUNGLE:** Fighters who are taken Out of Action immediately become brainleaf zombies. This is in addition to the usual risk during the Recovery roll.
- UNSTABLE DOME:** Any time a weapon with the *Blast* trait is used, resolve its effects but do not remove the template yet. Instead, roll D6 – on 4+, the fighter places D3 brainleaf zombies in contact with the Blast marker.

BRAINLEAF ZOMBIES

There are many strange and disturbing things lurking in the depths of the hive, from brainleaf thralls and sump virus victims, to spider venom madmen and plague zombies...

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
2D6"	5+	6+	3	3	1	6+	1	12+	4+	6+	12+

- Weapons:** Unarmed attacks
- Shambling:** When activated, a zombie moves 2D6". If they make base contact with a fighter, they count as having made a *Charge (Double)* action – and immediately attack. The target is now Engaged.

HOUSE RULE: Resolve brainleaf zombies' movement after both gangs have completed all of their activations. Roll D6 – on 1-3, all zombies' movement is resolved using the Scatter die. On 4-6, all zombies move towards the closest fighter.

- Contagion:** Targets taken Out of Action by a brainleaf zombie are not removed – instead, they become a brainleaf zombie themselves, though they do not activate this game round.
- Braindead:** Brainleaf zombies cannot be Pinned, automatically pass Cool checks, and ignore any result on an Injury die except *Seriously Injured*.

During Recovery, Seriously Injured brainleaf zombies automatically recover and back stand up.

The only way to permanently eliminate one is via the *Coup de Grace (Simple)* action.

- Painless:** Brainleaf zombies subject to the *Blaze* condition take the automatic hit but otherwise act normally. They cannot extinguish the flames.

(31-32) BAD AIR

The huge machines that regulate the hive's air have failed in this region and the atmosphere is stale and thin, like a tomb sealed away from the world for centuries.

BADZONE EVENT

- During this event, fighters treat *Move (Simple)* as *Move (Basic)*, unless they are equipped with a respirator.
- During this event, weapons with the *Blaze* trait have -1 Strength (to a minimum of 1).
- During this event, fighters cannot become subject to the *Blaze* condition.

DISCARD TRIGGER 4+

ADDITIONAL EFFECTS

- **ANCIENT MANUFACTURUM:** When a piece of industrial terrain activates, the Bad Air rules do not apply within a 3" radius around it.
- **DOMESTIC JUNGLE:** Carnivorous plants have their attack range reduced to 1".
- **STYGIAN DEPTHS:** The Bad Air rules do not apply to fighters who are level with the abyss, or who are within 0.5" of an edge.

(33-34) SLUDGE JELLIES

Vile predatory sludges hide within vents, drains and ducts, waiting to envelop and consume the unwary.

BADZONE EVENT

- If a fighter ends their movement within 1" of a piece of **liquid terrain** (such as a pool, puddle, or toxic spill), or if they make use of a **ductway**, **vent**, or **hatch**, roll D6 – on 1, they are attacked by a sludge jelly.
- Check Toughness – if failed, the jelly paralyses them and they become Seriously Injured. Without help, the sludge jelly will consume them!
- If a paralysed fighter receives assistance during Recovery, they automatically become Seriously Injured.
- If they receive no assistance, they automatically go Out of Action.

DISCARD TRIGGER 4+

ADDITIONAL EFFECTS

- **DOMESTIC JUNGLE:** Carnivorous plants also trigger a roll to determine a sludge jelly attack.
- **SUMP SEA:** Fighters within the sea are automatically attacked by sludge jellies.
- **WARP-TAINTED:** A fighter who is attacked by sludge jellies but passes their Toughness check must check Willpower – if failed, they gain the Insanity condition.

(35-36) GIANT RATS

A nest of Necromundan giant rats has claimed the dome as their own, and will viciously defend it against interlopers.

BADZONE EVENT

- Starting with whoever has Priority, alternate placing D3+3 giant rats, anywhere on the battlefield that is not inside a deployment zone or within 1" of a fighter.
- In the End Phase (before rolling the Discard Trigger), each giant rat charges a fighter within 8". If unable, it instead Scatters 2D6", stopping at impassable terrain but otherwise moving vertically without restriction.
- Once every rat has moved, place an additional D3 Giant Rats.
 - ▶ *A fighter with Bomb Delivery Rats suffers a -3 modifier to their Intelligence check to control their rat, if there is a Giant Rat within 12".*
 - ▶ *If an Exotic Beast is within 6" of a Giant Rat, they must attempt a Charge (Double) action against it when activated.*

DISCARD TRIGGER 5+

ADDITIONAL EFFECTS

- **ANCIENT MANUFACTURUM:** When a piece of industrial terrain activates, alternate placing D3 giant rats in base contact with it.
- **SUMP SEA:** If a fighter falls in, alternate placing D3 giant rats in the sea, at least 6" from the falling fighter and 1" from any other fighter. Giant rats can move without restriction in the sump sea.
- **UNSTABLE DOME:** Any time a weapon with the *Blast* trait is used, resolve its effects but do not remove the template yet. Instead, roll D6 – on 4+, the fighter places D3 giant rats in contact with the Blast marker.

(41-42) LAIR OF THE BEAST

A massive hive beast lairs within this dome, slumbering beneath the battlefield, its tentacles questing in its sleep until it finds a prey worthy of its appetite.

BADZONE EVENT

- After deployment, starting with whoever has Priority, alternate placing 3 Beast's Lair markers – anywhere that is not inside a deployment zone or within 12" of a fighter (or another marker).
- If a Beast's Lair marker is destroyed, that player must place a new marker on the battlefield (following the guidelines above).

DISCARD TRIGGER 5+

ADDITIONAL EFFECTS

- **ANCIENT MANUFACTURUM:** When a piece of industrial terrain activates, any hatches visible on it count as Beast's Lair markers until the end of the game round.
- **STYGIAN DEPTHS:** Beast's Lair markers can be placed in the abyss, and will target fighters who pass overhead – count these fighters as being 6" away from the marker, unless they are actually closer.
- **UNSTABLE DOME:** Any time a weapon with the *Blast* trait is used, resolve its effects but do not remove the template yet. Instead, roll D6 – on 5+, the fighter places a Beast's Lair marker centred over one of the Blast markers.

(43-44) THINGS IN THE DARK

Darkness and shadows rule the underhive, though here they grow especially thick, and within their blackness foul creatures stalk, preying upon all who walk there.

BADZONE EVENT

- Ranged attacks made at Long range suffer an additional -1 modifier to hit, unless the attacker is equipped with photo goggles or infra- sight.
- During this event, the **Horrors in the Dark** rule is in effect:
 - ▶ When a fighter activates, if they are not within 8" of another fighter (friendly or enemy), roll D6 on the below table:

D6	RESULT
1	The fighter suffers a Strength 6, AP -1, Damage 2 hit – if Seriously Injured, they are dragged into the darkness and taken Out of Action.
2-3	A nightmarish creature emerges from the shadows, seeking easy prey, forcing the fighter to drive it off – the fighter cannot take any actions this turn.
4-5	The fighter hesitates at a noise in the darkness. They may only take one action this turn.
6	The fighter goes unnoticed, and may act normally.

DISCARD TRIGGER 5+

ADDITIONAL EFFECTS

- **DOMES JUNGLE:** When a fighter activates, they must roll for Horrors in the Dark unless they are within 8" of two fighters (rather than just one).
- **SUMP SEA:** Fighters within the sea must always roll for Horrors in the Dark.
- **WARP-TAINTED:** When a fighter rolls for Horrors in the Dark, they must roll twice and accept the lower result.

(45-46) GUNK TANK

Sludge and waste spurt periodically into the dome, pumped down from uphive and potentially showering fighters in disgusting goo.

BADZONE EVENT

- Before rolling for Priority, roll a D6 for each fighter on the battlefield – on a 1, they gain the Gunked condition:

▶ **GUNKED:** A fighter subject to this condition has the following effects:

- -1" Movement and -1 Initiative.
- The fighter does not add D3" to their movement when charging.
- If the fighter is hit by a weapon with the Blaze trait, they catch fire on a 2+ instead of a 4+.

Gunk is removed in the End phase, or when the fighter gains the Blaze condition.

DISCARD TRIGGER 3+

ADDITIONAL EFFECTS

- **ANCIENT MANUFACTORY:** When a piece of industrial terrain activates, all fighters within 1" of it must roll D6 – on a 1, they gain the Gunked condition.
- **SUMP SEA:** Fighters who fall into the sea automatically gain the Gunked condition.
- **UNSTABLE DOME:** If a fighter is hit by a Blast marker, resolve its effects and then (if they survive) roll D6 – on a 1, they gain the Gunked condition.

(51-52) LABYRINTH

The underhive is a maze at the best of times, though here it is especially tangled – fighters find themselves easily separated from their allies and all alone.

BADZONE EVENT

- When a fighter activates, if they cannot draw line of sight to another fighter (friendly or enemy), they must check Intelligence – if failed, they are lost.
- The **opposing player** repositions the lost fighter anywhere within 12" (but not within impassable terrain, or within 1" of another fighter).

DISCARD TRIGGER 4+

ADDITIONAL EFFECTS

- **DOME JUNGLE:** If a fighter becomes lost within 6" of a carnivorous plant, the opposing player repositions them anywhere on the battlefield that is within 6" of a carnivorous plant.
- **STYGIAN DEPTHS:** Fighters who fall into the abyss become lost, rather than going Out of Action.
- **WARP-TAINTED:** Lost fighters gain the Insanity condition.

(53-54) OLD CACHE

Forgotten militia armouries, abandoned settler storehouses and lost gang caches are hidden throughout the underhive... for those with the wit to find them.

BADZONE EVENT

- During this event, fighters may re-roll failed Ammo checks.
- During this event, grenades do not automatically run Out of Ammo if they fail an Ammo check – instead, they can be reloaded in the same manner as other weapons.
- During this event, fighters have access to the following action:
 - ▶ **SCAVENGE (Double):** Roll D6, and add +1 for every friendly, Active fighter within 6" – on a 6, place a loot casket in base contact with the fighter.

DISCARD TRIGGER 3+

ADDITIONAL EFFECTS

- **ANCIENT MANUFACTORY:** When taking the *Scavenge (Double)* action, fighters find loot caskets on a 4+, instead of 6.
- **UNSTABLE DOME:** If a fighter misses an attack with a weapon that has the *Blast* trait, and they score a Hit on the Scatter die, the weapon misfires regardless of the D6 roll.
- **WARP-TAINTED:** If a fighter takes the *Scavenge (Double)* action and finds a loot casket, they must check Willpower – if failed, they gain the Insanity condition.

(55-56) STATIC STORM

Vast superconductors power entire levels of the hive, their constant motion periodically unleashing static storms into the underhive amid crackling blue lightning.

BADZONE EVENT

- Energy weapons (such as plasma, melta, las, etc.) gain the *Unstable* trait.
- If the weapon already has the *Unstable* trait, it automatically overloads if the Ammo symbol is rolled on the Firepower dice.
- If one fighter makes base contact with another, each suffers one Strength 1, AP 0, Damage 1 hit – resolve this prior to any other effects.
- If the Pitch Black rules are in effect, any fighter who moves during their activation gains the Revealed condition.

DISCARD TRIGGER 3+

ADDITIONAL EFFECTS

- **ANCIENT MANUFACTORY:** When a piece of industrial terrain activates, all fighters within 1" of it immediately suffer a Strength 1, AP 0, Damage 1 hit.
- **DOMESTIC JUNGLE:** When a carnivorous plant attacks a fighter, resolve the effects as normal – then inflict an additional D3, Strength 1, AP 0, Damage 1 hits.
- **STYGIAN DEPTHS:** When two fighters move into base contact, they suffer D3 hits rather than 1.

(61-62) I'VE GOT A BAD FEELING ABOUT THIS...

The grind of machinery falls silent and even the local wildlife scuttle back into their holes, as if the underhive is holding its collective breath – waiting for something terrible to happen...

BADZONE EVENT

- If a fighter checks Nerve, they suffer an additional -2 modifier.
- If a Hired Gun or Hanger-On becomes Broken, they are removed from the battlefield and count as having gone Out of Action (though they do not need to roll for Lasting Injury).

DISCARD TRIGGER 5+

ADDITIONAL EFFECTS

- **DOMESTIC JUNGLE:** If a fighter begins or ends their activation within 3" of a carnivorous plant, they must check Nerve – if failed, they become Broken.
- **STYGIAN DEPTHS:** Fighters who fail a Nerve check within 0.5" of an edge must check Willpower – if failed, they tumble into the abyss.
- **WARP-TAINTED:** Fighters who fail a Nerve check gain the Insanity condition, in addition to any other effect.

(63-64) WITCH'S LAIR

A wyrd has taken up residence in the area, and is none too pleased that the gangs have disturbed their solitude, bringing both violence and the chance of discovery.

BADZONE EVENT

- During this event, in the End Phase, randomly select one Standing fighter in each gang to be targeted by the wyrd's attack.
- These fighters check Willpower – if failed, they must immediately attack the nearest target (friend or enemy).
- If they are Active, randomly choose one of their ranged weapons to attack with; if they are Engaged, randomly choose one of their melee weapons.

DISCARD TRIGGER 4+

ADDITIONAL EFFECTS

- **STYGIAN DEPTHS:** Fighters targeted by the wyrd are compelled to leap into the abyss, instead of making attacks – the fighter resolves a full *Move (Simple)* action towards the abyss, taking the shortest route, and will deliberately fall in if possible.
- **SUMP SEA:** Fighters targeted by the wyrd are mentally forced to leap into the sump sea, instead of making attacks – the fighter resolves a full *Move (Simple)* action towards the sea, taking the shortest route, and will deliberately fall in if possible.
- **WARP-TAINTED:** Each player randomly chooses two fighters to be targeted, instead of one – work out any attacks in the order the fighters were chosen.

(65-66) MUTIE TRIBE

A feral tribe of muties has claimed this region as theirs and seek to drive off the invaders, doubtless completely unaware of the vast world beyond their dome.

BADZONE EVENT

- Before rolling for Priority, roll D6 for each fighter who is Standing and Active – on 1, the fighter is targeted by the muties.
- The fighter can choose to negate the attack – which protects themselves, and every fighter within 6". If so, they lose their Ready condition and must roll the Firepower die (checking Ammo, if necessary).
- Otherwise, roll D6 – on a 6, the fighter is peppered with mutie arrows that inflict one Strength 2, AP +1, Damage 1 hit.

DISCARD TRIGGER 5+

ADDITIONAL EFFECTS

- **ANCIENT MANUFACTURUM:** The muties shoot with reclaimed autoguns instead of bows – if a fighter is targeted, they are hit on 5-6, suffering one Strength 3, AP 0, Damage 1 hit with the *Rapid Fire (1)* trait.
- **STYGIAN DEPTHS:** Fighters who fall into the abyss become lost, rather than going Out of Action.
- **WARP-TAINTED:** The first fighter selected by a player is attacked by a mutie wyrd and must check Willpower – if failed, they take a Strength 5, AP 0, Damage 2 hit. If passed, they gain the Insanity condition.

GANG STRONGHOLDS

This section introduces a collection of terrain to represent settlements deep in the badzones, outlands, Ash Wastes, or unpatrolled sections of the underhive.

Lacking the connections to the hive and the protections of the Palanite Enforcers and Clan Houses, defences in these regions are even more important than the rest of the hive.

Walls are perhaps the most important component – a simple fence is often sufficient to keep critters from wandering into a settlement, or at least give the inhabitants enough time to shoot them.

For the more security conscious, towers, gates, sentry guns, minefields and guard beasts are all options, and few settlements thrive for long without at least a few of these.

These rules are used in the **Outlander Campaign** and various **Outcast Scenarios**, and are designed to work with the *Gang Stronghold* Citadel terrain piece (though can be applied to any custom terrain).

Naturally, with Arbitrator permission, they can also be adapted or included in any campaign or one-off game.

USING GANG STRONGHOLDS

Any time a gang benefits from the **Home Turf Advantage** rule in a scenario, with Arbitrator permission they can set up a Gang Stronghold.

- **Advantages:** The owner gains a far more defensible position to fight from.
- **Disadvantages:** The enemy gang receives greater rewards should they win a scenario that includes a Gang Stronghold.

SETTING UP THE STRONGHOLD

- The owning gang may set up the Stronghold in their deployment zone.
- Do this prior to any other terrain setup.
- Depending on the scenario, some of the Stronghold may necessarily fall outside of the deployment zone. This is acceptable, but as much as possible should be inside.

SETTING UP THE STRONGHOLD

- If a scenario used a Gang Stronghold, and the attacker was victorious, they gain 3D6x10 bonus credits.
- This is in addition to any other scenario rewards.

STRONGHOLD FEATURES

- The Gang Stronghold uses all of the standard terrain rules, including ladders, cover, stairs, and line of sight.
- It also includes the rules over for Walls, Stronghold Gates, Firing Ports, the Watchtower, and the Gunk Tank.

WALLS

- Walls block line of sight, though depending on their height a fighter might climb them.
- Typically, if walls are present, they should either enclose a section of the battlefield, or cut it off from the remainder.
- There is no exact size for walls – they should be higher than a ganger, but no more than 6” tall.

STRONGHOLD GATES

- Each length of wall you place requires at least one built-in gate.
- Stronghold gates follow all the same rules for doors, with the below exceptions.
- Gates are not electronic – they are opened and closed manually.
- They never have terminals attached and can never be opened with the *Access Terminal (Basic)* action, nor a Gang Tactic or ability that causes a locked door to open or close.
- Instead, a fighter within 1” of a gate can take the following action:
 - ▶ **BOLT DOOR (Simple):** *Open or close the gate.*
- If fighter forces a gate open, or destroys it, the gate flies open away from them. Fighters within 1” of the opposite side of the gate must check Initiative – if failed, they suffer a Strength 4, AP 0, Damage 1 hit and become Pinned.

FIRING PORTS

- Walls often have openings in them. These are referred to as **Firing Ports**, and allow defenders to shoot out while staying safely in cover.
- A fighter can also squeeze through a Firing Port by taking the *Crawl Through Ductway (Double)* action.

WATCHTOWER

- A **Watchtower** is an ideal place for the gang to keep a lookout.
- If the scenario is using the Sneak Attack rules, a Sentry positioned in a Watchtower can never be moved.
- When activated, the controlling player may still turn them to face any direction.
- A Sentry in a Watchtower always counts as having rolled a 12 for the purposes of Spotting Attackers.

GUNK TANK

- A **Gunk Tank** is a valuable source of water, promethium, or similar precious liquid.
- It can be used as an objective in any scenario requiring the attacker to reach a point on the battlefield or destroy a terrain piece.
- **High Pressure:** If the Gunk Tank is hit by an attack (purposeful or not), roll D6 and add the responsible weapon’s Strength – on a 9+, the casing is pierced, unleashing a jet of gunk.

Centre the 5” Blast marker on the point hit. Fighters touching it must check Initiative – if failed, they become subject to the Blind condition.

Alternatively, if the weapon causing this hit has the *Blaze* trait, fighters who fail the Initiative check instead suffer a Strength 4, AP -1, Damage 1 hit with the *Blaze* trait.

- **Free Fuel:** A fighter within 3” of a Gunk Tank can tap into the supply, if they are carrying a weapon with the **Blaze** trait:
 - ▶ *The weapon loses its Scarce trait, if it had this.*
 - ▶ *If the weapon does not have the Scarce trait, it gains the Plentiful trait, instead.*

These rules only apply while the fighter remains within 3” of the terrain piece.

PART II

**SKILLS &
WYRD POWERS**



SKILL LIST

D6	1. AGILITY	2. BRAWN	3. COMBAT	4. CUNNING	5. FEROCITY	6. LEADERSHIP	7. SAVANT	8. 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	Medic	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

D6	9. BRAVADO	10. FINESSE	11. MUSCLE	12. OBFUSCATION	13. PALANITE DRILL	14. PIETY	15. SAVAGERY	16. TECH
1	Big Brother	Acrobatic	Fists of Steel	Faceless	Got Your Six	Blazing Faith	Avatar of Blood	Cold and Calculating
2	Bring it On!	Combat Focus	Iron Man	Psi-Touched	Helmawr's Justice	Devotional Frenzy	Bloodlust	Gadgeteer
3	Guilder Contacts	Combat Virtuoso	Immovable Stance	Takedown	Non-Verbal Communication	Lord of Rats	Crimson Haze	Mental Mastery
4	King Hit	Hit and Run	Naaaargh!	Rumourmonger	Restraint Protocols	Restless Faith	Frenzy	Photonic Engineer
5	Shotgun Savant	Lightning Reflexes	Unleash the Beast	Fake Out	Teamwork	Scavenger's Eye	Killing Blow	Rad-Phaged
6	Steady Hands	Somersault	Walk it Off	Doppelganger	Threat Response	Unshakeable Conviction	Slaughterborn	Weaponsmith

1. AGILITY

(1) CATFALL

- When the fighter drops from an edge, they halve the distance for damage purposes (rounding up).
- When they land, check Initiative – if passed, they remain Standing rather than becoming Pinned. This does not apply if they were Seriously Injured.

(2) CLAMBER

- When the fighter climbs, it does not cost extra movement. They treat every vertical surface as a ladder.

(3) DODGE

- If the fighter suffers a wound from a ranged or close combat attack, roll D6 before attempting an armour save – on 6, the attack is negated.
- If the attack used a Blast marker or Flame template, on 6, instead move the fighter 2" (they may still be hit).

(4) MIGHTY LEAP

- When leaping a gap, the fighter ignores the first 2".
- This means the fighter may freely leap gaps of 2" or less without checking Initiative.

(5) SPRING UP

- If the fighter is Pinned when activated, check Initiative – if passed, they may take a free *Stand Up (Basic)* action.

(6) SPRINT

- If the fighter takes two consecutive *Move (Simple)* actions on their turn, the distance for the second is doubled.

2. BRAWN

(1) BULL CHARGE

- The fighter's *Melee* weapons gain +1 Strength and the *Knockback* trait on the turn they made a successful *Charge (Double)* action.

(2) BULGING BICEPS

- The fighter may dual-wield with an Unwieldy weapon.
- An Unwieldy weapon still takes up two weapon slots.

ALTERNATIVELY: Add the following to the existing skill:

- *The fighter gains +1 Strength.*
- *When firing an Unwieldy ranged weapon, the fighter suffers a -1 modifier to hit but treats the Shoot (Double) action as Shoot (Basic).*

(3) CRUSHING BLOW

- When taking the *Fight (Basic)* action, before rolling to hit, the fighter may nominate one Attack dice as a Crushing Blow.
- If the Crushing Blow successfully hits the target, that attack gains +1 Strength and +1 Damage.
- Weapons with the *Sidearm* trait cannot be used to deliver a Crushing Blow.

(4) HEADBUTT

- If the fighter is Engaged, they may take the following action:
 - ▶ **HEADBUTT (Basic):** Choose an Engaged target and roll two D6s – if either rolls equal or higher than their Toughness, the target suffers a Strength +2, AP 0, Damage 2 hit.

If both roll lower than the target's Toughness, the attacker suffers a hit equal to their own Strength, at AP 0 and Damage 1.

(5) HURL

- If the fighter is Engaged, they may take the following action:
 - ▶ **HURL (Basic):** Choose an Engaged target in base contact, or a Seriously Injured target within 1". The target checks Initiative – if failed, they are tossed D3" in a chosen direction and become Pinned.

If they impact a terrain piece or another fighter, their movement ceases and they suffer a Strength 3, AP 0, Damage 1 hit.

If they were tossed into another fighter, that target also suffers the above hit and becomes Pinned.

(6) IRON JAW

- When the fighter is hit by unarmed close combat attacks, they count as having +2 Toughness.

ALTERNATIVE: Replace the existing skill with the following;

- *If the fighter is Seriously Injured in close combat, roll D6 and add their Toughness.*
- *On 7+, they convert the Serious Injury to a Flesh Wound.*
- *The fighter includes any modifiers from injury or equipment in this roll.*

3. COMBAT

(1) COMBAT MASTER

- In close combat, the fighter never suffers negative modifiers from enemy interference.
- In close combat, the fighter can always grant assists to friendly fighters, regardless of how many enemies they are Engaged with.

(2) COUNTER-ATTACK

- When the fighter makes Reaction attacks, they gain +1 attack for every enemy attack that failed to hit (whether they missed, were parried, or similar).

(3) DISARM

- The fighter's *Melee* weapons all gain the *Disarm* trait.
- If a weapon already has the *Disarm* trait, the target is disarmed on a 5-6, rather than the usual 6.

(4) PARRY

- In close combat, the fighter may force the enemy to re-roll one successful hit.
- If the fighter wields a weapon with the *Parry* trait, the fighter can force the enemy to re-roll two successful hits, instead of one.
- If the fighter is dual-wielding two weapons that both have the *Parry* trait, they can force the enemy to re-roll three successes, instead of two.
- These re-rolls can be spread across any number of enemies currently Engaged with the fighter.

(5) RAIN OF BLOWS

- The fighter treats the *Fight (Basic)* action as *Fight (Simple)*.

(6) STEP ASIDE

- If an enemy hits the fighter in close combat, check Initiative before rolling to Wound.
- If passed, one of the enemy hits is negated – any others are resolved as normal.
- This skill may be used any number of times in a round, but only once per enemy.

4. CUNNING

(1) BACKSTAB

- The fighter's *Melee* weapons all gain the *Backstab* trait.
- If a weapon already has the *Backstab* trait, its attack gains +2 Strength when used, instead of the usual +1.
- If the weapon has the *Versatile* trait, this skill does not apply to any ranged attack it may have.

(2) ESCAPE ARTIST

- When the fighter takes the *Retreat (Basic)* action, they gain a +2 modifier to their Initiative check.
- The fighter gains a +1 modifier when attempting to escape Capture using a skinblade.

(3) EVADE

- Ranged attacks against the fighter suffer an additional -1 modifier to hit at Short range, or -2 at Long range.
- This skill cannot be used if the fighter is Engaged, Seriously Injured, or receiving the benefit of cover.

(4) INFILTRATE

- During deployment, set this fighter aside instead of placing them.
- Immediately before the start of the first round, deploy them anywhere on the battlefield that is not visible to or within 6" of any enemies.
- If multiple players have fighters with this skill, take turns deploying them (roll off to see who goes first).

(5) LIE LOW

- If the fighter is Prone, ranged attacks can only target them within Short range.
- Weapons with no Short range are unaffected.

(6) OVERWATCH

- If the fighter is Standing and Active, they can discard their Ready condition to interrupt a visible enemy's action, by making an out-of-sequence *Shoot* action.
- Declare you will overwatch as soon as the enemy announces their action, but before they carry it out.
- If the target is Pinned or Seriously Injured, their activation ends immediately, their action wasted.

5. FEROCITY

(1) BERSERKER

- The fighter gains +2 attacks following a successful *Charge (Double)* action, rather than the usual +1.

(2) FEARSOME

- If the fighter is targeted by a *Charge (Double)* action, the enemy must check Willpower after declaring it – if failed, their activation ends immediately.

(3) IMPETUOUS

- The fighter can consolidate 4" after close combat, rather than the usual 2".

(4) NERVES OF STEEL

- When the fighter is hit by a ranged attack, check Cool – if passed, they may choose to not be Pinned.

(5) TRUE GRIT

- When the fighter rolls for Injury using multiple dice, discard one of them.
- When the fighter rolls for Injury using a single die, roll two instead and choose which result to apply.

(6) UNSTOPPABLE

- Before attempting Recovery for the fighter, first roll D6 – on 4+, they discard one Flesh Wound.
- If the fighter has no Flesh Wounds, rolling 4+ grants an additional Recovery die.

6. LEADERSHIP

(1) COMMANDING PRESENCE

- The fighter adds +1 to their *Group Activation (X)* rule.

(2) INSPIRATIONAL

- If a friendly fighter within 6" checks Cool and fails, check this fighter's Leadership – if passed, the Cool check also counts as having succeeded.

(3) IRON WILL

- When the gang makes a Bottle test, reduce the final score by 1.
- This skill cannot be used if the fighter is Seriously Injured.

(4) MENTOR

- Check the fighter's Leadership if a friendly fighter within 6" gains XP.
- If passed, the friendly fighter gains an +1 bonus XP.

(5) OVERSEER

- If the fighter is Active, they may take the following action:
 - ▶ **ORDER (Double):** Choose a friendly fighter within 6" – they may immediately take two free actions, exactly as if they had been activated, and regardless of whether they have the Ready condition or not.

(6) REGROUP

- If the fighter ends their activation Standing and Active, check Leadership.
- If passed, every friendly fighter within 6" and subject to the Broken condition immediately Rallies.

7. SAVANT

(1) BALLISTICS EXPERT

- When taking the *Aim (Basic)* action, check Intelligence – if passed, the fighter gains an additional +1 modifier to hit.

(2) CONNECTED

- The fighter can always take a free Trade action during the Post-Battle Sequence. This can mean they take two Trade actions.
- This skill cannot be used if the fighter is in Recovery or Captured.

(2) SCAVENGER'S INSTINCTS: This replacement skill is used in the Uprising Campaign – in the Damnation Phase, the fighter replaces “Trade” with “Scavenge.”

(3) FIXER

- After a battle, the gang gains D3x10 credits.
- This skill cannot be used if the fighter is in Recovery or Captured.

(4) MEDICAE

- When the fighter assists an ally's attempt at Recovery, re-roll any Out of Action results.

(5) MUNITIONEER

- This fighter may re-roll any failed Ammo checks for themselves, and for any friendly fighters within 6”.

(6) SAVVY TRADER

- When making a Trade action in the Post-Battle Sequence, the fighter increases item availability:
 - ▶ Increase item *Rarity at the Trading Post* by +1; or
 - ▶ Increase item *Illegality at the Black Market* by +1.
- As part of this same Trade action, the cost of one item purchased from that marketplace is reduced by -20 credits (to a minimum of 5).

(6) SAVVY SCAVENGER: This replacement skill is used in the Uprising Campaign – in the Damnation Phase, when the fighter makes a Scavenge action, they may add 1 or 2 to the result of their dice roll.

8. SHOOTING

(1) FAST SHOT

- The fighter treats the *Shoot (Basic)* action as *Shoot (Simple)*.
- This skill can never be used for weapons with the *Unwieldy* trait.

(2) GUNFIGHTER

- The fighter does not suffer the -1 modifier to hit when attacking with Twin Guns Blazing.
- When attacking with Twin Guns Blazing, the fighter can target a different enemy with each of their *Sidearm* weapons.

(3) HIP SHOOTING

- If the fighter is Standing and Active, they may take the following action:
 - ▶ **RUN AND GUN (Double):** The fighter may move up to double their Movement distance, then attack with a ranged weapon.

This skill cannot be used with Unwieldy weapons.

(4) MARKSMAN

- The fighter may disregard the rules for Target Priority when making ranged attacks.
- If the fighter's ranged attack hits on a natural 6, weapon Damage is doubled.
 - ▶ This skill does not apply to Blast weapons.
 - ▶ Weapons with the Rapid Fire trait only double the Damage of the very first hit, if multiple are scored.

(5) PRECISION SHOT

- If the fighter's ranged attack hits on a natural 6, the target loses their armour save.
- This skill does not apply to Blast weapons.

(6) TRICK SHOT

- The fighter's ranged attacks against Engaged targets disregard the usual -1 modifier to hit.
- The fighter's ranged attacks against enemies in partial cover count them as being in the open.
- The fighter's ranged attacks against enemies in full cover suffer a -1 modifier to hit, instead of the usual -2.

9. BRAVADO

(1) BIG BROTHER

- If the fighter is Standing and Active, other friendly fighters within 9" may use their Cool characteristic when checking Nerve.

(2) BRING IT ON!

- The fighter can take the following action:
 - ▶ **ISSUE CHALLENGE (Basic):** One enemy within 12" is so enraged that the only attacks they can freely make are against the issuing fighter.

The enemy may ignore the Target Priority rules to do so. If they wish to target a different fighter, they must first pass a Willpower check.

The challenge effect lasts until the End Phase, or the targeted enemy is attacked.

(3) GUILDER CONTACTS

- The gang reduces the hiring fee for Bounty Hunters and Hive Scum by D6x10 (to a minimum of 20 credits).

(4) KING HIT

- In close combat, the fighter may substitute all of their attacks for a single King Hit.
- This counts as an unarmed attack. If the King Hit successfully hits the target, the attack gains the *Knockback*, *Shock*, *Pulverise*, and *Concussion* traits.

(5) SHOTGUN SAVANT

- When attacking with a shotgun (of any type), the fighter always uses its Short-range Accuracy modifier.
- If the fighter's shotgun has the *Scattershot* trait, roll two D6s to determine how many Wounds it inflicts and apply the highest.

(6) STEADY HANDS

- When the fighter is activated, they can take a free *Reload (Simple)* action.

10. FINESSE

(1) ACROBATIC

- When the fighter takes a *Move (Simple)* or *Charge (Double)* action, they may freely move over or through enemies.
 - ▶ *They must still end their move at least 1" from any enemies.*
- The fighter may move across any barricade up to 2" high without a reduction in movement.

(2) COMBAT FOCUS

- For every enemy currently Out of Action or Seriously Injured, the fighter gains +1 Willpower and Cool.

(3) COMBAT VIRTUOSO

- If the fighter wields a *Chainsword*, *Fighting Knife*, *Power Knife*, *Power Sword*, *Stiletto Knife*, or *Stiletto Sword*, the weapon gains the *Versatile* trait.
- Its Long range is equal to the fighter's Strength.

(4) HIT AND RUN

- When the fighter takes the *Charge (Double)* action and resolves their close combat attacks, they may immediately make a free *Retreat (Basic)* action.
- This happens before the enemy makes their Reaction attacks.
- Even if the *Retreat (Basic)* action fails, the enemy can only make Reaction attacks once, not twice.

(5) LIGHTNING REFLEXES

- Once per round, when the fighter becomes Engaged, they may take a free *Retreat (Basic)* action.
- This happens before any close combat attacks (or combat-related actions) occur.
- This does not affect the fighter's Ready condition in any way.

(6) SOMERSAULT

- If Standing and Active, the fighter can take the following action:
 - ▶ **SOMERSAULT (Basic):** Reposition the fighter to any point visible to them within 6". This does not count as "movement" when considering other skills, abilities, weapon traits, and so on.

11. MUSCLE

(1) FISTS OF STEEL

- The fighter's unarmed attacks gain +2 Strength and become Damage 2.

(2) IRON MAN

- The fighter does not lose Toughness if they suffer a Flesh Wound
- If they suffer Flesh Wounds equal to their Toughness, they still go Out of Action.

(3) IMMOVABLE STANCE

- The fighter can take the following action:
 - ▶ **TANK (Double):** *Until the start of the fighter's next activation:*
 - ♦ They are immune to being Pinned.
 - ♦ They improve their armour save by +2 (to a maximum of 2+).
 - ♦ They cannot be forced to move from their current position, regardless of any rule.

(4) NAAARGH!

- When activated, the fighter can declare they will attempt to take a third action after their first two.
- Roll D6 – if the result is equal or less than their Toughness, they can take a third action; otherwise, their activation ends immediately, all actions wasted.
- Regardless of the outcome, the fighter is automatically Pinned at the end of their activation (this cannot be avoided by any means).

(5) UNLEASH THE BEAST

- The fighter may take the following action while Engaged:
 - ▶ **FLEX (Simple):** *Every fighter in base contact must check Strength – if failed, they are pushed D3" directly away from this fighter (stopping if they contact another fighter or terrain feature).*

(6) WALK IT OFF

- If the fighter takes two consecutive *Move (Simple)* actions, check Toughness – if passed, they may either regain one lost Wound, or discard one Flesh Wound.

12. OBFUSCATION

(1) DOPPELGANGER

- After selecting crews for the battle, this fighter can attempt to add an additional friendly fighter to their starting crew.
- The enemy Gang Leader can prevent this by passing an Intelligence check.
- If included, the additional fighter can take the gang's numbers beyond what the scenario normally allows.

(2) FACELESS

- This skill activates at the start of each round, and lasts until this fighter activates.
- While the skill is active, enemies who target this fighter with a ranged attack or Blast marker must first check Willpower.
- If failed, they may select a different target. Otherwise, the action is wasted.

(3) FAKE OUT

- When rolling to choose a scenario, roll three D6s – this fighter's gang chooses one to discard.

(4) PSI-TOUCHED

- When the fighter takes the *Wyrd Power (X)* action or attempts to Disrupt an enemy wyrd power, they may re-roll a failed Willpower check.
- When visiting the Black Market, this fighter counts the chem Ghast as being *Common*.

(5) TAKEDOWN

- Any enemies this fighter takes Out of Action are set aside. After the battle, instead of Capturing enemies in the usual way, roll D6 for each set-aside enemy.
- On a 4+, the gang may choose to Capture that fighter. Remember, only one Captive can be taken at a time.

(6) RUMOURMONGER

- The fighter can take the following Post-Battle Action:
 - ▶ **DESPICABLE RUMOURS:** *Check Intelligence – if passed, the enemy gang loses D3 Reputation and the fighter's gang gains that same amount.*

13. PALANITE DRILL

(1) GOT YOUR SIX

- Once per round, if the fighter is Standing and Active, they may interrupt an enemy's action, targeting them with a **free** out-of-sequence *Shoot* action.
- Declare this skill as soon as the enemy announces their action, but before they carry it out.
- If the target is Pinned or Seriously Injured, their activation ends immediately, their action wasted.

(2) HELMAWR'S JUSTICE

- When the fighter takes the *Coup de Grace (Simple)* action, they roll twice for Lasting Injury and choose which to apply.

(3) NON-VERBAL COMMUNICATION

- If the fighter is Standing and Active, they may take the following action:
 - ▶ **COMMS (Double):** *One friendly fighter within 6" checks Cool – if passed, they gain a 360° vision arc until the End Phase of this round.*

(4) RESTRAINT PROTOCOLS

- Instead of the *Coup de Grace (Simple)* action, the fighter can take the following action instead:
 - ▶ **RESTRAIN (Simple):** *The enemy goes Out of Action and rolls for Lasting Injury, but is set aside. After the battle, each set-aside fighter adds +1 when rolling to determine whether the gang Captures an enemy.*

(5) TEAMWORK

- If the fighter has the *Group Activation (X)* ability, increase (X) by +1.
- Otherwise, they gain the *Group Activation (1)* ability.

(6) THREAT RESPONSE

- To use this skill, the fighter must be Standing and Active and have the Ready condition.
- When an enemy completes a *Charge (Double)* action within 6" of them, this fighter may discard their Ready condition to target that enemy with a *Charge (Double)* action of their own.
- This fighter's action is fully resolved first. If the enemy survives, they may then resolve their own.

14. PIETY

(1) BLAZING FAITH

- The fighter can never gain the Insanity condition.
- If the fighter becomes subject to the Blaze condition, they suffer the usual Strength 3, AP -1, Damage 1 hit at the start of their activation – but are otherwise unaffected and can act normally.

(2) DEVOTIONAL FRENZY

- Declare this skill at the start of the fighter's activation.
- The fighter gains +D3 Weapon Skill, Cool, Leadership, and Willpower (all rolled separately).
- When their activation ends, the fighter loses 1 Wound.

(3) LORD OF RATS

- The fighter grants friendly Juves and Prospects within 12" and line of sight +2 Cool and Willpower.
- Any hostile rats (*whatever their origin or source*) that end a move within 3" of this fighter are automatically repositioned by the shortest distance to be 3" away.

(4) RESTLESS FAITH

- The fighter can come out of Recovery to participate in a battle, but begins it with one Flesh Wound.

(5) SCAVENGER'S EYE

- This skill activates in any scenario using loot counters, scrap, or harvested goods that are worth credits after the battle.
- The fighter adds +1 to the dice roll when determining each object's worth.

(6) UNSHAKEABLE CONVICTION

- The fighter is immune to the *Coup de Grace (Simple)* action
- The fighter can make Reaction attacks while Seriously Injured.
- The fighter can take the following action while Seriously Injured:
 - ▶ **FLOCK TOGETHER (Double):** *The fighter may move their full movement distance, plus D3", as long as it is towards a friendly fighter.*

15. SAVAGERY

(1) AVATAR OF BLOOD

- Each time the fighter inflicts an unsaved wound with a *Melee* weapon, they discard one Flesh Wound (and its effects).

(2) BLOODLUST

- After the fighter takes a *Coup de Grace (Simple)* action, they may take a free Consolidate move of up to 2”.

(3) CRIMSON HAZE

- When the fighter is Engaged, they automatically pass any Nerve checks.

(4) FRENZY

- When the fighter makes a successful *Charge (Double)* action, they gain D3 additional Attacks, instead of the usual +1 – however, these suffer a -1 modifier to hit.

(5) KILLING BLOW

- In close combat, the fighter may substitute all of their attacks for a single Killing Blow.
- If the Killing Blow successfully hits the target, the attack's Strength and Damage are doubled, and the target cannot attempt an armour save.
- Weapons with the *Sidearm* trait cannot be used to deliver a Killing Blow.

(6) SLAUGHTERBORN

- Each time the fighter inflicts an unsaved wound with a *Melee* weapon, their Movement increases by 1”.
- This effect lasts for the duration of the battle.

16. TECH

(1) COLD AND CALCULATING

- Once per round, when checking Cool or Willpower, the fighter can check Intelligence instead.

(2) GADGETEER

- Before the battle, the fighter can modify the *Plentiful* or *Rapid Fire (X)* trait on one of their weapons:
 - ▶ **Plentiful:** Trade the weapon's Plentiful trait for one of the following: Knockback, Pulverise, Rending, or Shock.
 - ▶ **Rapid Fire (X):** Increase (X) by +1.
- The chosen effect lasts for the duration of the battle.

(3) MENTAL MASTERY

- The fighter can never gain the Insanity condition.
- The fighter can Disrupt enemy wyrd powers that target them, following the same rules as a psyker.

(4) PHOTONIC ENGINEER

- The fighter may apply +1 Strength and the *Unstable* trait to any las weapon they carry.
- The fighter may re-roll failed Ammo checks for any las weapon that does not have the *Unstable* trait.
 - ▶ *Las weapons are: laspistol, lasgun, long las, las carbine, las sub-carbine, suppression laser.*
 - ▶ *These effects are lost if the weapon leaves this fighter's possession.*

(5) RAD-PHAGED

- When hit by the *Gas* or *Toxin* trait, the fighter rolls two D6s and discard the highest.
- When resolving a hit by the *Rad-Phage* trait, the fighter discards an existing Flesh Wound instead of gaining a new one.
- If the Pitch Black rules are in effect, this fighter always counts as having the Revealed condition.

(6) WEAPONSMITH

- The fighter's weapons lose the *Scarce* trait.
- Any of the fighter's weapons that do not have the *Scarce* trait gain the *Plentiful* trait.

PSYKERS & WYRD POWERS

INTRODUCTION

A psyker is an individual possessed of strange and powerful “**wyrd powers**” that bring that bring death, destruction, and worse to the gang wars of the underhive.

Psykers are fighters like any other – their difference is that they can take unique *Wyrd Power* actions to manifest their specific abilities.

A *Wyrd Power* action is either (*Simple*), (*Basic*), or (*Double*), depending on its complexity.

In the rules, the terms “*psychic powers*” and “*wyrd powers*” are interchangeable, as are the terms “*psyker*” and “*wyrd*”.

TYPES OF PSYKER

There are two types of psyker in Necromunda.

SANCTIONED PSYKER

Sanctioned psykers wield their powers with the official approval of Imperial authorities. Operating under strict control and vigilance, they experience relentless training and conditioning to protect against daemonic possession.

As a result, a sanctioned psyker may operate without risk of censure, and has the following rule:

- **SANCTIONED PSYKER:** The psyker may re-roll one failed Willpower check per battle.

UNSANCTIONED PSYKER

Unsanctioned psykers exist in secret, outside of the system, unaware of the terrifying risks that their very existence presents to themselves and others.

As the rewards for hauling an unsanctioned psyker before Imperial justice can be great, they have the following rule:

- **UNSANCTIONED PSYKER:** If the psyker goes Out of Action, the enemy gang receives a bounty of D3x10 credits at the end of the battle.

WYRD POWER DISCIPLINES

Unless otherwise stated, a psyker has a single *wyrd power*:

- Powers may be chosen from their gang’s list, or from among the disciplines presented here.
- If all of a psyker’s *wyrd powers* come from the same discipline, they gain access to a bonus **Discipline Ability**.
- They **do not** gain this ability if their *wyrd powers* are drawn from multiple disciplines.

USING WYRD POWERS

All psykers have access to the following actions:

WYRD POWER (X)

- Declare which *wyrd power* the psyker will attempt to manifest, then check Willpower.

If passed, the power is successful, and its effects are resolved. Otherwise, the power fails and the action is wasted.

- ▶ If the check fails on a double 1, the psyker rolls for *Perils of the Warp*.
- ▶ If the check succeeds, an enemy psyker is within 18” can attempt to disrupt the power.
- ▶ If the check succeeds on a double 6, the power cannot be disrupted but the psyker must roll for *Perils of the Warp*.

CONCENTRATE (Basic)

- Check Willpower – if passed, the psyker may add +1 to the result of a Willpower check made in a subsequent action this turn.

MAINTAIN CONTROL (Simple)

- Check Willpower with a +3 modifier – if passed, the psyker successfully keeps their Continuous Effect in play for another round.
- If failed, the Continuous Effect ceases immediately.

CONTINUOUS EFFECTS

Some *Wyrd Power* actions have a **Continuous Effect**.

- Once successfully activated, these powers can potentially remain in play for multiple rounds.
- A Continuous Effect lasts until the start of the psyker’s next activation, when it will then cease.
- A psyker can keep a Continuous Effect going for another round by making a successful *Maintain Control (Simple)* action as their first action.
- A Continuous Effect ends immediately if the psyker becomes Seriously Injured or goes Out of Action.
- Note that a psyker can only have one Continuous Effect in play at a time.

DISRUPTING WYRD POWERS

When one psyker manifests a wyrd power, an opposing psyker can attempt to **Disrupt** it – nullifying it before it can properly take effect.

A psyker can Disrupt either a *Wyrd Power (X)* or *Maintain Control (Simple)* action.

Declare you will attempt disruption after the enemy psyker successfully checks their Willpower, but before they resolve the resulting effect.

- To Disrupt an enemy power, your psyker must be within 18" of the caster, and not Engaged or Seriously Injured.
- Roll 2D6 and compare the result to the enemy's successful Willpower check:
 - ▶ *If the result is higher, the disruption succeeds! The enemy wyrd power does not occur, and their action is wasted.*
 - ▶ *If the result is equal or lower, the disruption attempt is not strong enough – the effects of the enemy wyrd power are resolved as normal.*

Be warned – disrupting psychic powers is just as risky as casting them! If a double 1 or 6 is rolled for disruption, the attempt succeeds or fails as normal but the disrupting psyker immediately rolls for Perils of the Warp.

GAINING NEW WYRD POWERS

A psyker playing in a campaign can develop new powers throughout their career:

- A psyker can gain a new wyrd power when they take an Advancement.
- They may gain a random wyrd power for -9 XP.
- They may choose a wyrd power for -12 XP.
- There is no limit to the number of wyrd powers a psyker can know.

TAKING GHAST

Ghast is an incredibly valuable chem substance that grants its user temporary access to wyrd powers:

- If a fighter takes Ghast, choose one of the disciplines presented here and generate a random wyrd powers from it

PERILS OF THE WARP

The use of psychic powers carries a very real risk to the body and soul.

When a psyker takes the *Wyrd Power (X)* action or attempts to Disrupt an enemy power, they suffer Perils of the Warp if a **double 1 or 6** is rolled.

If this happens, roll 2D6 on the table below:

2D6	EFFECT
2-3	A TEAR IN REALITY: The psyker loses control, warp energy tearing reality apart around them. <ul style="list-style-type: none"> • Centre the 5" Blast marker on the psyker. • Any fighters touching the marker must check Willpower – if failed, they lose one Wound. • The psyker then goes Out of Action.
4-5	IMMATERIUM INVERSE: The Warp inverts upon those attempting to control it. <ul style="list-style-type: none"> • The psyker becomes the target of their own power, regardless of range. • If the power is beneficial, the psyker instead becomes Pinned and suffers a Strength 6, AP 0, Damage 2 hit that ignores armour saves.
6-8	WHISPERS FROM THE WARP: The psyker's mind is filled with screaming daemoniac voices. <ul style="list-style-type: none"> • The psyker gains the Insanity condition.
9-10	WARP SURGE: The psyker's power becomes overcharged with warp energy. <ul style="list-style-type: none"> • The psyker may immediately attempt to manifest the same power again as a free action • If the psyker was attempting to disrupt an enemy power, they may immediately cast one of their own powers (Perils of the Warp triggers as normal). • The psyker is then Pinned and suffers a Strength 4, AP 0, Damage 1 hit that ignores armour saves.
11-12	DAEMONIC POSSESSION: Daemoniac energy courses through the psyker's body! <ul style="list-style-type: none"> • The psyker gains +3 Movement, Strength, Toughness and Attacks • their Weapon Skill becomes 2+ • their unarmed attacks become AP -1, Damage 2. • In the following End Phase (or if the psyker generates this result again), they go Out of Action.

WYRD POWER DISCIPLINES

(1) BIOMANCY

BIOMANCER SPECIAL ABILITY

If a psyker selects powers exclusively from this discipline, they are a **Biomancer**. They gain the following rule:

- **Fast Healing:** When this psyker attempts Recovery, roll an additional Injury die and choose one to remove from the total.

1. ARACHNOSIS (Basic, Continuous Effect)

- While this power is maintained, the fighter counts as having the *Clamber*, *Catfall*, and *Mighty Leap* skills.

2. CHAMELEON (Basic, Continuous Effect)

- While this power is maintained, ranged attacks that target the psyker suffer a -2 modifier to hit.
- This effect is cancelled if the psyker moves during their activation.

3. CAUSE PAIN (Basic)

- Target an enemy within 18" and line of sight who has lost at least one Wound, or suffered at least one Flesh Wound.
- The enemy immediately rolls an Injury die and applies the result.

4. STOP BLEEDING (Basic)

- Target a friendly fighter within 18" and line of sight who has lost at least one Wound, or suffered at least one Flesh Wound.
- The fighter immediately discards all Flesh Wounds they have suffered.

5. QUICKENING (Basic, Continuous Effect)

- While this power is maintained, the psyker gains +3 Movement, and improves their Weapon Skill, Ballistic Skill, and Initiative by 1 (to a maximum of 2+).

6. IRON ARM (Basic, Continuous Effect)

- While this power is maintained, the psyker gains an armour save of 5+ against close combat attacks.
- This save can be attempted after any other armour save the psyker already has.

(2) CHRONOMANCY

CHRONOMANCER SPECIAL ABILITY

If a psyker selects powers exclusively from this discipline, they are a **Chronomancer**. They gain the following rule:

- **Flicker:** Once per battle, the psyker can take three actions during their turn, instead of the usual two.

1. FREEZE TIME (Double)

- Any fighter (friendly or enemy) who activates within 12" of the psyker, they can only take one action this round, instead of the usual two.

2. SUPPRESS POWER (Basic)

- Target an enemy psyker within 18" and line of sight.
- Choose one of their wyrd powers. The enemy cannot use this power during this round.

3. ZEN SHOOTIST (Basic, Continuous Effect)

- While this power is maintained, the psyker's Ballistic Skill increases to 2+, and they ignore negative modifiers to hit from cover.
- This power has no effect when firing a weapon with the *Rapid Fire (X)* or *Blast (X")* trait.

4. WALK THROUGH WALLS (Double)

- Reposition the fighter anywhere within 8", at least 1" from any enemies.

5. MIRROR IMAGE (Basic)

- Any attack against the psyker suffers an additional -1 modifier to hit.
- If the psyker takes the *Retreat (Basic)* action, the enemy may not take Reaction attacks.

6. LUCKY AURA (Basic, Continuous Effect)

- Once per round while this power is maintained, when an enemy successfully hits the psyker with an attack, the psyker may force them to re-roll.

(3) DIVINATION

DIVINER SPECIAL ABILITY

If a psyker selects powers exclusively from this discipline, they are a **Diviner**. They gain the following rule:

- **Future Sight:** Once per battle, the psyker may re-roll any dice result that occurs during their activation. They may re-roll any number of dice, and this ability can even be used on a roll made by an enemy fighter.

1. PRECOGNITION (Special)

- If the psyker is part of the starting crew, their gang may choose the scenario being played, rather than determining this randomly.
- If the scenario has an attacker and defender, the psyker's gang is automatically the attacker.
- If both gangs activate this wyrd power, there is no effect as they cancel each other out.

2. FOREBODING (Double, Continuous Effect)

- While this power is maintained, the psyker may either gain the *Overwatch* skill or grant it to a fighter within 12" and line of sight.

3. MISFORTUNE (Basic)

- At any point for the remainder of this round, the psyker may force an enemy who is currently within 12" and line of sight to re-roll one die.

4. FOREWARNING (Basic)

- Until the End Phase of the current round, the first time the psyker is hit by an attack, roll D6 – on 2+, the hit is ignored.

5. WARP WHISPERS (Special)

- If the psyker is part of the starting crew, their gang increases the maximum crew size by 1 for this scenario.
- When rolling to determine Reinforcements, the gang may re-roll.
- If the psyker is acting as a Sentry, the alarm is automatically raised if they move within 6" of an enemy.

6. VISIONS (Double, Continuous Effect)

- While this power is maintained, every enemy within 18" and full cover counts as being in partial cover – and every enemy in partial cover count as being in the open.

(4) PYROMANCY

PYROMANCER SPECIAL ABILITY

If a psyker selects powers exclusively from this discipline, they are a **Pyromancer**. They gain the following rule:

- **Fire Shield:** The psyker is immune to gaining the *Blaze* condition.

1. BODY OF FLAME (Basic, Continuous Effect)

- While this power is maintained, the psyker ignores hits from any weapon with the *Blaze* or *Melta* trait.
- Any fighter who ends their activation within 1" of the psyker must test to see if they are set on fire, just as if they had been hit by a weapon with the *Blaze* trait.

2. STOKE FLAMES (Basic)

- Target an enemy within 18", line of sight, and currently subject to the *Blaze* condition.
- Centre the Blast (5") marker over them. Any fighter it touches must test to see if they are set on fire, just as if they had been hit by a weapon with the *Blaze* trait.

3. WALL OF FLAME (Basic, Continuous Effect)

- Place a Blast (5") marker with its centre anywhere within 12" and line of sight.
- This marker remains in place for as long as the power is maintained.
- Any fighter who touches it suffers a Strength 3, AP -1, Damage 1 hit with the *Blaze* trait.

4. FLAME BLAST (Basic, Continuous Effect)

- Choose one of the psyker's weapons with the *Melee* or *Versatile* trait – it gains the *Blaze* trait.

5. MOLTEN BOLT (Basic)

- Target an enemy within 6" and line of sight, then check Ballistic Skill – if passed, the enemy suffers a Strength 8, AP -3, Damage 3 hit with the *Melta* trait.

6. SCOURING (Basic, Continuous Effect)

- While this power is maintained, the psyker counts as being armed with a weapon that uses the *Flame* template.
- Targets hit by the template suffer a Strength 2, AP 0, Damage 1 hit with the *Blaze* trait.

(5) TECHNOMANCY

TECHNOMANCER SPECIAL ABILITY

If a psyker selects powers exclusively from this discipline, they are a **Technomancer**. They gain the following rule:

- **Techno-Affinity:** The psyker may re-roll Ammo checks.

1. WEAPON JINX (Simple)

- Target an enemy within 18" – they must immediately make an Ammo check.

2. OVERCHARGE (Basic, Continuous Effect)

- Choose one of the psyker's ranged weapons.
- While this power is maintained, this weapon gains +2 Strength, +1 Damage, and the *Unstable* trait.

3. HARDENING (Basic, Continuous Effect)

- While this power is maintained, the psyker improves their armour save by +2 (to a maximum of 2+), and decreases their movement by -1.

▶ *If they had no armour save, they gain one of 5+.*

4. MANIPULATE DOOR (Simple)

- The psyker opens or closes a single, unlocked door anywhere on the battlefield.

5. MANIPULATE LUMENS (Double)

- The Pitch Black rules immediately come into effect.
- Alternatively, if the Pitch Black rules are already in effect, they immediately cease.

6. CRACK LOCK (Basic)

- Target a single locked door within 18" of the psyker – it immediately becomes unlocked and open.
- Alternatively, target a single loot casket anywhere on the battlefield – it immediately opens. You may choose its contents, rather than rolling randomly.

(6) TELEKINESIS

TELEKINE SPECIAL ABILITY

If a psyker selects powers exclusively from this discipline, they are a **Telekine**. They gain the following rule:

- **Fists of Fury:** The psyker's unarmed attacks gain +1 Strength and +1 Damage.

1. ASSAIL (Basic)

- Target an enemy or obstacle within 12" and line of sight, then check Ballistic Skill – if passed, move them D3" in any direction.
- If they impact anything, they stop and suffer a Strength 3, AP 0, Damage 1 hit, then become Pinned (if they impact a fighter, that victim also suffers this hit).

2. CRUSH (Basic)

- Target an enemy or obstacle within 12" and line of sight, then check Ballistic Skill.
- If passed, a targeted obstacle is removed from play, while a targeted fighter must attempt an armour save – if failed, roll an Injury die and apply the result.

3. FORCE FIELD (Basic, Continuous Effect)

- While this power is maintained, the psyker and any friendly fighters within 3" improve their armour saves by +1 (to a maximum of 2+).
- ▶ *If they had no armour save, they gain one of 6+.*

4. HAILSTORM (Basic)

- The psyker checks Ballistic Skill for every fighter (friendly or enemy) within 12" – if passed, that fighter suffers a Strength 1, AP 0, Damage 1 hit.

5. FORCE BLAST (Basic)

- Every enemy within 3" is pushed D3" directly away, checking Initiative if they reach an edge – if passed, they victim are Pinned at the edge; if failed, they fall.
- If they hit terrain, they stop, become Pinned, and suffer a hit with Strength equal to the distance pushed.

6. LEVITATION (Basic)

- While this power is maintained, the psyker gains the following abilities:
 - ▶ +3 Movement.
 - ▶ *The ability to freely float over terrain and between levels (though they are still blocked by impassable terrain and walls).*
 - ▶ *Immune to Pinning and falling.*

(7) TELEPATHY

TELEPATH SPECIAL ABILITY

If a psyker selects powers exclusively from this discipline, they are a **Telepath**. They gain the following rule:

- **Fearful Aura:** If the psyker is targeted by a *Charge (Double)* action, the enemy must check Willpower – if failed, the action is instead wasted.

1. MIND CONTROL (Basic, Continuous Effect)

- Target an enemy within 9”.
- The enemy immediately take a free *Shoot (Basic)* action against a target selected by the psyker.

2. TERRIFY (Double)

- Target an enemy within 18”.
- The target must check Nerve with a -3 modifier – if failed, they become Broken and immediately make a free *Run for Cover (Double)* action.

3. INVISIBILITY (Double)

- While this power is maintained, the psyker cannot be targeted by ranged attacks.
- If they take any action other than *Move (Simple)* or *Maintain Control (Simple)*, the effect ends immediately.

4. MENTAL ASSAULT (Basic)

- Target an enemy within 12” and line of sight. The psyker and the target must both check Willpower.
- If the psyker’s result is equal or higher than the target’s, the target loses their Ready condition and becomes Pinned.

5. HALLUCINATIONS (Basic)

- Target an enemy within 12”. They gain the Insane condition.

6. UNBREAKABLE WILL (Basic, Continuous Effect)

- While this power is maintained, any time a friendly fighter within 9” of the psyker must check Nerve or Willpower, they may use the psyker’s characteristic instead of their own.

PART III

GANG CREATION



CREATING A GANG

GANG FOUNDATION

Founding a gang is the first step in playing a game of Necromunda – spending a budget of credits (the Necromundan currency) to hire fighters and buy weapons and equipment.

You can never spend more than the agreed amount – any unspent credits are either added to the gangs Stash (in a campaign) or lost (in a skirmish).

- **CAMPAIGN PLAY:** Gangs have a starting budget of 1,000 credits (note that the Arbitrator is free to vary this).
- **SKIRMISH PLAY:** Gangs have a budget agreed upon by the players – an amount between 1,250 and 2,000 credits is recommended.

Complete a **fighter card** for each member of your gang, showing their name, characteristics, and any weapons, armour, and skills they have. A **gang roster** is also completed for the gang as a whole.

FIGHTER DESIGNATIONS

Every fighter in a gang has a **rank**, and belongs to a **category**. They should also be given a personal **name**.

Rank refers to the fighter's position in the gang (named according to the jargon of their House, cult, or group). In House Goliath, a basic fighter has the rank of "Bruiser."

Meanwhile, *category* is the fighter's universal keyword for the purposes of the game rules (for example, Gang Leader, Champion, Prospect, Ganger, or Juve).

The above Goliath fighter would be referred to in full as a Bruiser (Ganger).

GANG COMPOSITION

Decide which gang to found, then proceed to recruit its fighters. Each Gang List shows the available fighter types and their recruitment cost.

Every gang must abide by the following rules:

- You must include exactly one fighter with the **Gang Leader** rule.
- The total number of Gang Leaders and Champions in the gang may **never** exceed the number of fighters with the *Gang Fighter (X)* rule.
- If this rule comes to be broken (due to casualties, for example), you must correct the balance – either by retiring Champions, or recruiting new fighters with the Gang Fighter (X) rule.

WEAPONS & EQUIPMENT

When you recruit a fighter, you may simultaneously purchase them weapons equipment. Their entry in the Gang List shows the gear options available to each fighter.

- In a campaign, newly-recruited fighters can only buy gear from their personal House Equipment List.
- In a skirmish, players may agree that gear can be purchased from the Trading Post and/or Black Market.

EQUIPPING A FIGHTER: The following rules apply to all fighters:

- A fighter can possess a maximum of three weapons. Any weapon marked with a (*) counts as two.
- A fighter can possess any amount of equipment.

OBTAINING NEW GEAR: In a campaign, fighters might purchase, find, or otherwise get hold of new gear.

- Fighters can gain new weapons, up to their limit of three.
- Fighters can **never** replace one weapon with another – once obtained, a weapon is with the fighter permanently (superstitious underhive gangers get very attached to their beloved guns).
- Fighters can discard one piece of equipment in favour of another piece. The discarded item is placed in the gang's Stash, and can be issued to another fighter.
- Outside of recruitment, any additional weapons or equipment obtained by the gang (regardless of how) are added to its Stash. From there, the gear can be issued to an appropriate fighter.

MULTIPLE LOADOUTS: Senior gang members, enjoying the privilege of rank, have the **Tools of the Trade** ability – this allows them to have multiple fighter cards, each with its own set of weapons and equipment.

- If a fighter has the *Tools of the Trade* ability, you can make a new fighter card for them at any time. Only one fighter card can be used per battle.
- Note that you should have an appropriate model for each fighter card that demonstrates the specific loadout of each one.
- The same weapon or piece of equipment can be applied to more than one loadout – it is not necessary to purchase duplicates. If the fighter is assigned gear from the Stash, that item can be applied to any number of their loadouts.
- A fighter still only has one entry in the gang roster that covers the total value of all their gear, regardless of how many loadouts they have (remember that each weapon or item is only counted once).
- If the fighter suffers Lasting Injuries or gains Advancements, these are recorded on all of their fighter cards.
- If a scenario uses random selection, randomly select this fighter's loadout first and shuffle that card in with the rest (meaning you have no control over their loadout in this battle).

DEATH OF A LEADER

Gangs must have one fighter with the Gang Leader rule. If they are killed (or otherwise permanently lost), a new leader must be nominated. Choose the first that applies:

1. The Champion with the highest Leadership.
2. The Gang Fighter (Specialist) or (Prospect) with the highest Leadership.
3. The Gang Fighter (Ganger) or Gang Fighter (Juve) with the highest Leadership.

If eligible fighters are tied on Leadership, the one with the most Advancements is nominated. If they are tied on Advancements, you can choose which fighter becomes the new leader.

The newly-nominated leader gains the **Gang Leader** rule and is promoted to the relevant rank (for example, a nominated Goliath Forge-Born becomes a Goliath Forge Tyrant), gaining all the additional rules and options for that entry.

SPLINTER GANGS

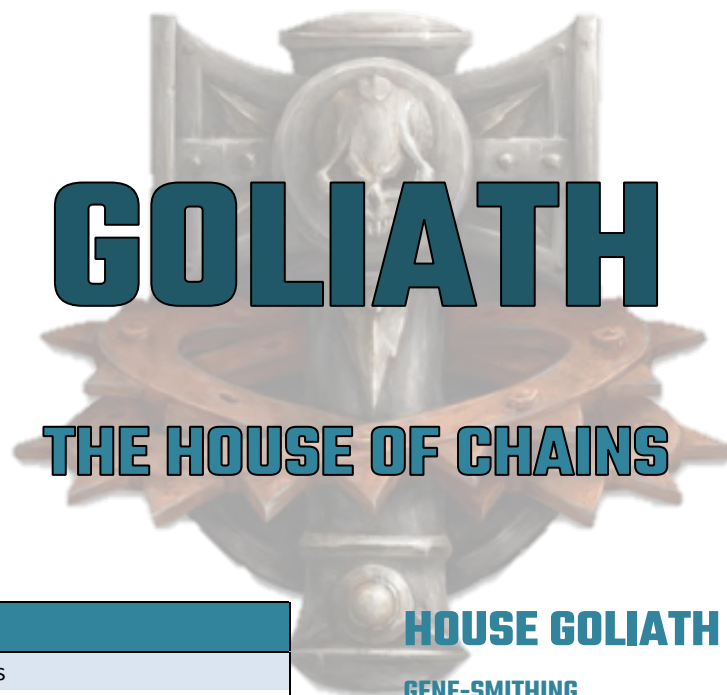
As part of an ongoing narrative, you may wish to found a **splinter gang** comprised of members of one of your previous, existing gangs – this happens when one of the old crew's Champions decides to go it alone, taking some of their favoured comrades with them to form the core of the new gang.

For ease, the members of the old gang who move across to found the new one are referred to below as “**experienced**” fighters.

Experienced fighters are recruited with all of their existing equipment, Advancements, and Lasting Injuries. Their recruitment cost is equal to their final credits value in the old gang.

To form a splinter gang:

- You must choose one experienced Champion – they become the Gang Leader.
- You may recruit experienced Gang Fighter (Specialists) – they become Champions.
- You may recruit experienced Gang Fighter (Juves) – they become Gangers.
- You may recruit experienced Gangers – they remain as Gangers in the new crew.
- You may recruit new fighters using the standard recruitment rules. Any Gang Fighter (Ganger) – experienced or new – can be promoted to Specialist, though they do not gain a skill. Note that a Juve cannot be promoted to Ganger, then Specialist.
- Aside from the above, the splinter gang must abide by the same gang composition rules as any other newly-founded gang, and begins with the same budget as any other.



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HOUSE GOLIATH RULES

GENE-SMITHING

All Goliath fighters are either Vatborn, Natborn, or Unborn – this is determined at recruitment. Each is a category with special rules and unique Gene-Smithing options.

VATBORN FIGHTERS

The vast majority of Goliath are Vatborn, with all the usual gifts and drawbacks of their kind. They are also the most mutable, with access to a wide variety of genetic tampering.

SPECIAL RULES:

- Vatborn are the default Goliath type.

NATBORN FIGHTERS

With longer lives, superior intelligence, and potent genetic gifts, Natborn elites are far less reckless with their existence.

SPECIAL RULES:

- **Clever But Cautious:** Natborn fighters gain +2 Intelligence, +1 Willpower, and lose -1 Cool.
- **Physical Perfection:** When a Natborn fighter uses an Advancement to increase their Strength or Toughness, it costs 6 XP instead of the usual 8 XP. Natborn Gangers who gain an Advancement can choose to gain +1 Strength or Toughness, instead of rolling randomly.

UNBORN FIGHTERS

Though outsiders, the Unborn are Goliath's hardest – having survived great pain and peril to be counted among the Clan.

SPECIAL RULES:

- **Outsiders:** Unborn fighters gain an additional Primary skill set – choose from *Agility*, *Brawn*, *Combat*, *Cunning*, *Ferocity*, *Shooting* or *Savant*. However, they may never select skills from the *Muscle* list.

GOLIATH GANG LIST

FORGE TYRANT

(GANG LEADER) - 135 credits

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

EQUIPMENT

- The Forge Tyrant may purchase any weapons or equipment from the *Forge Tyrant Equipment List*.
- During a campaign, the Forge Tyrant may purchase additional weapons and equipment from this list, the Trading Post, or the Black Market.
- The Forge Tyrant can use any weapon.

GENE-SMITHING

- Must be either **Vatborn** (+0 credits), **Natborn** (+20 credits) or **Unborn** (+10 credits).
- May purchase a maximum of two Gene-Smithed upgrades from the chosen category.

SKILLS

- The Forge Tyrant gains one Primary skill at recruitment, which costs no XP and does not increase their credit value.
- **Primary Skills:** *Brawn, Ferocity, Leadership.*
- **Secondary Skills:** *Combat, Shooting, Muscle*

SPECIAL RULES

Gang Leader: A House Goliath gang must always include a single fighter with this special rule.

- During campaign play, this fighter may not retire – the only way out for a gang leader is death.
- If this fighter dies during a campaign (or is otherwise permanently lost), another fighter must be promoted to replace them, gaining the Gang Leader rule.

Gang Hierarchy (Leader): If the gang is Bottling, and this fighter passes their Cool check, all friendly Goliath fighters within 12" automatically pass theirs.

In addition, during a campaign, this fighter can perform Post-Battle Actions.

Tools of the Trade: This fighter may take multiple equipment sets.

Group Activation (2): When this fighter activates, they may also activate two Ready fighters within 3" of their position, in addition to themselves.

This must be announced at the start of the activation, with chosen fighters clearly identified.

Activate the three fighters in any order, fully resolving each activation before proceeding to the next.

Note that a gang can only make **one** Group Activation per turn.

FORGE TYRANT EQUIPMENT LIST

PISTOLS	
• Combi-Pistol	
– Bolt Pistol / Hand Flamer.....	110
– Bolt Pistol / Plasma Pistol.....	80
– Stub Gun / Plasma Pistol.....	40
• Bolt Pistol.....	45
• Hand Flamer.....	55
• Stub Gun.....	5
– Dum Dum Rounds.....	+5
BASIC WEAPONS	
• Boltgun.....	55
• Combat Shotgun (Salvo & Shredder Ammo).....	60
• Shotgun (Solid & Scatter Ammo).....	30
– Executioner Ammo.....	+20
– Inferno Ammo.....	+15
• Stub Cannon.....	20
SPECIAL WEAPONS	
• Combi-Weapon	
– Bolter / Flamer.....	175
– Bolter / Grenade Launcher (Frag Grenades).....	80
– Bolter / Meltagun.....	165
– Bolter / Plasma Gun.....	115
• Flamer.....	140
• Grenade Launcher (Frag & Krak Grenades).....	55
– Smoke Grenades.....	+15
– Stun Rounds.....	+15
• Meltagun.....	135

CLOSE COMBAT WEAPONS	
• Axe.....	10
• Brute Cleaver.....	20
• Chainsword.....	25
• Chainaxe.....	25
• Fighting Knife.....	10
• Maul (Club).....	10
• Power Axe.....	35
• Power Hammer.....	45
• “Renderizer” Serrated Axe.....	40
– Master-Crafted.....	+10
• Servo-Claw.....	30
• Spud-Jacker.....	15
– Master-Crafted.....	+5
• Two-Handed Axe.....	25
• Two-Handed Hammer.....	35
HEAVY WEAPONS	
• Heavy Bolter ►►.....	160
• Heavy Flamer►►.....	195
• Heavy Stubber ►►.....	130
• “Krumper” Rivet Cannon ►►.....	170
• Missile Launcher (Frag & Krak Missiles).....	165
• Multi-Melta.....	180
GRENADES	
• Blasting Charges.....	35
• Frag Grenades.....	30
• Krak Grenades.....	45
• Smoke Grenades.....	15
• Stun Grenades.....	25

ARMOUR	
• Light Carapace.....	80
• Heavy Carapace.....	100
• Furnace Plates.....	5
PERSONAL EQUIPMENT	
• Armoured Undersuit.....	25
• Bio-Booster.....	35
• Drop Rig.....	10
• Filter Plugs.....	10
• Photo Goggles.....	35
• Respirator.....	15
• Skinblade.....	10
• Stimm-Slug Stash.....	25
WEAPON ACCESSORIES	
• Gunshroud (Pistols & Basic Weapons only).....	20
• Suspensor (Heavy Weapons only).....	60
• Telescopic Sight.....	25
EXOTIC BEASTS	
• 0-1 Sumpkroc.....	130

FORGE BOSS

(CHAMPION) - 100 credits

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

EQUIPMENT

- A Forge Boss may purchase any weapons or equipment from the *Forge Boss Equipment List*.
- During a campaign, a Forge Boss may purchase additional weapons and equipment from this list, the Trading Post, or the Black Market.
- A Forge Boss can use any weapon.

GENE-SMITHING

- Must be either **Vatborn** (+0 credits), **Natborn** (+20 credits) or **Unborn** (+10 credits).
- May purchase a maximum of two Gene-Smithed upgrades from the chosen category.

SKILLS

- The Forge Boss gains one Primary skill at recruitment, which costs no XP and does not increase their credit value.
- **Primary Skills:** *Brawn, Ferocity*.
- **Secondary Skills:** *Combat, Leadership, Savant, Muscle*

SPECIAL RULES

Gang Hierarchy (Champion): If the gang is Bottling, and this fighter passes their Cool check, all friendly Goliath fighters within 6" automatically pass theirs.

In addition, during a campaign, this fighter can perform Post-Battle Actions.

Tools of the Trade: This fighter may take multiple equipment sets.

Group Activation (1): When this fighter activates, they may also activate one Ready fighter within 3" of their position, in addition to themselves.

This must be announced at the start of the activation, with the other chosen fighter clearly identified.

Activate the two fighters in any order, fully resolving each activation before proceeding to the next.

Note that a gang can only make **one** Group Activation per turn.

FORGE BOSS EQUIPMENT LIST

PISTOLS	
• Combi-Pistol	
– Bolt Pistol / Hand Flamer.....	110
– Bolt Pistol / Plasma Pistol.....	80
– Stub Gun / Plasma Pistol.....	40
• Bolt Pistol.....	45
• Hand Flamer.....	75
• Stub Gun.....	5
– Dum Dum Rounds.....	+5
BASIC WEAPONS	
• Boltgun.....	55
• Combat Shotgun (Salvo & Shredder Ammo).....	60
• Shotgun (Solid & Scatter Ammo).....	30
Stub Cannon.....	20
SPECIAL WEAPONS	
• Combi-Weapon	
– Bolter / Flamer.....	175
– Bolter / Grenade Launcher (Frag Grenades).....	80
– Bolter / Meltagun.....	165
– Bolter / Plasma Gun.....	115
• Flamer.....	140
• Grenade Launcher (Frag & Krak Grenades).....	55
– Smoke Grenades.....	+15
– Stun Rounds.....	+15
• Meltagun.....	135

CLOSE COMBAT WEAPONS	
• Axe.....	10
• Brute Cleaver.....	20
• Chainsword.....	25
• Chainaxe.....	25
• Fighting Knife.....	10
• Maul (Club).....	10
• Power Axe.....	35
• Power Hammer ▶▶.....	45
• “Renderizer” Serrated Axe ▶▶.....	40
– Master-Crafted.....	+10
• Servo-Claw.....	30
• Spud-Jacker.....	15
– Master-Crafted.....	+5
• Two-Handed Axe ▶▶.....	25
• Two-Handed Hammer ▶▶.....	35
HEAVY WEAPONS	
• Heavy Bolter ▶▶.....	160
• Heavy Flamer▶▶.....	195
• Heavy Stubber ▶▶.....	130
• “Krumper” Rivet Cannon ▶▶.....	170
• Missile Launcher (Frag & Krak Missiles).....	165
• Multi-Melta.....	180
GRENADES	
• Blasting Charges.....	35
• Frag Grenades.....	30
• Krak Grenades.....	45
• Smoke Grenades.....	15
• Stun Grenades.....	25

ARMOUR	
• Light Carapace.....	80
• Furnace Plates.....	5
PERSONAL EQUIPMENT	
• Armoured Undersuit.....	25
• Bio-Booster.....	35
• Drop Rig.....	10
• Filter Plugs.....	10
• Photo Goggles.....	35
• Respirator.....	15
• Skinblade.....	10
• Stimm-Slug Stash.....	25
WEAPON ACCESSORIES	
• Gunshroud (Pistols & Basic Weapons only).....	20
• Suspensor (Heavy Weapons only).....	60
• Telescopic Sight.....	25
EXOTIC BEASTS	
• 0-1 Sumpkroc.....	130

STIMMER

(CHAMPION) - 125 credits

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

EQUIPMENT

- A Stimmer may purchase any weapons or equipment from the *Stimmer Equipment List*.
- During a campaign, a Stimmer may purchase additional weapons and equipment from this list, the Trading Post, or the Black Market.
- A Stimmer can use any weapon from the *Stimmer Equipment List* – but can only use Pistols, Heavy Weapons, or Close Combat Weapons from the Trading Post or Black Market.

GENE-SMITHING

- Must be either **Vatborn** (+0 credits), **Natborn** (+20 credits) or **Unborn** (+10 credits).
- May purchase a maximum of two Gene-Smithed upgrades from the chosen category.

SKILLS

- The Stimmer gains one Primary skill at recruitment, which costs no XP and does not increase their credit value.
- **Primary Skills:** *Ferocity, Muscle.*
- **Secondary Skills:** *Brawn, Combat*

SPECIAL RULES

Gang Hierarchy (Champion): If the gang is Bottling, and this fighter passes their Cool check, all friendly Goliath fighters within 6" automatically pass theirs.

In addition, during a campaign, this fighter can perform Post-Battle Actions.

Tools of the Trade: This fighter may take multiple equipment sets.

Combat Chem Stash: When the Stimmer activates, they may choose to use their combat chems, increasing their Attacks characteristic by +D3 until the end of the round.

However, if the D3 rolls a natural 1 the Stimmer instead suffers a bad reaction and reduces their Attacks characteristic to 1 until the end of the round.

STIMMER EQUIPMENT LIST

PISTOLS	
• Stub Gun.....	5
– Dum Dum Rounds.....	+5
HEAVY WEAPONS	
• Assault Grenade Launcher (Twin Linked – Stun Rounds & Frag Grenades).....	65
– Krak Grenades.....	+30
– Smoke Grenades.....	+20
GRENADES	
• Frag Grenades.....	30
• Krak Grenades.....	45
• Incendiary Grenades.....	40
• Melta Bombs.....	60
• Smoke Grenades.....	15
• Stun Grenades.....	25

CLOSE COMBAT WEAPONS	
• Fighting Knife.....	10
• “Pulveriser” Serrated Axe.....	30
– Master-Crafted.....	+10
• Paired “Pulveriser” Serrated Axes ▶▶.....	50
– Master-Crafted.....	+10
• “Renderizer” Serrated Axe ▶▶...	40
– Master-Crafted.....	+10
• Spud-Jacker.....	15
– Master-Crafted.....	+5
• Paired Spud-Jackers ▶▶.....	25
– Master-Crafted.....	+5
ARMOUR	
• Furnace Plates.....	5

PERSONAL EQUIPMENT	
• Armoured Undersuit.....	25
• Bio-Booster.....	35
• Drop Rig.....	10
• Respirator.....	15
• Skinblade.....	10
• Stimm-Slug Stash.....	15
EXOTIC BEASTS	
• 0-1 Sumpkroc.....	130

FORGE-BORN

(PROSPECT) - 35 credits

M	WS	BS	S	T	W	I	A	Ld	CI	WP	Int
5"	4+	5+	3	4	1	4+	1	9+	7+	9+	9+

EQUIPMENT

- A Forge-Born may purchase any weapons or equipment from the *Forge-Born Equipment List*.
- During a campaign, a Forge-Born may purchase additional weapons and equipment from this list, the Trading Post, or the Black Market.
- A Forge-Born can use any weapon from the *Forge-Born Equipment List* – but can only use Pistols or Close Combat Weapons from the Trading Post or Black Market.

GENE-SMITHING

- Must be either **Vatborn** (+0 credits), **Natborn** (+20 credits) or **Unborn** (+10 credits).
- May purchase a maximum of one Gene-Smithed upgrade from the chosen category.

SPECIAL RULES

Gang Fighter (Prospect): These fighters form the gang's backbone. The total number of Gang Leaders and Champions may **never** exceed the number of fighters with the *Gang Fighter (X)* rule.

Tools of the Trade: This fighter may take multiple equipment sets.

Promotion (Champion): Once a Forge-Born gains five Advancements, they can be promoted to a Forge Boss or Stimmer, if desired.

Their category is adjusted to Champion and they gain all the rules and gear access of their new rank – but lose the *Promotion, Hot-Headed, Fast Learner* and *Gang Fighter (Prospect)* rules.

When promoted, an appropriate model should be used to represent their new rank and category.

Hot-headed: Prospects have much to prove, often acting on impulse in the hopes of impressing their superiors; as such, older and wiser fighters expect them to be short-lived.

If a Prospect is Seriously Injured or taken Out of Action, friendly fighters within 3" do not need to check Nerve unless they are also a Prospect.

Fast Learner: In a campaign, this fighter may improve a characteristic any number of times without its cost increasing.

FORGE-BORN EQUIPMENT LIST

PISTOLS	
• Stub Gun.....	5
– Dum Dum Rounds.....	+5
SPECIAL WEAPONS	
• Storm Welder ▶▶.....	75
ARMOUR	
• Furnace Plates.....	5

CLOSE COMBAT WEAPONS	
• Fighting Knife.....	10
• Heavy Rock Saw.....	120
GRENADES	
• Frag Grenades.....	30
• Incendiary Grenades.....	40
• Krak Grenades.....	45
• Smoke Grenades.....	15

PERSONAL EQUIPMENT	
• Armoured Undersuit.....	25
• Bio-Booster.....	35
• Filter Plugs.....	10

BRUISER

(GANGER) - 55 credits

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

EQUIPMENT

- Bruisers (and Bruiser Specialists) may purchase any weapons or equipment from the *Bruiser Equipment List*.
- During a campaign, a Bruiser may purchase additional weapons from this list.
 - A Bruiser can only use Pistols, Basic Weapons, and Close Combat Weapons.
 - A Bruiser Specialist can use any weapon.
- During a campaign, a Bruiser may purchase additional equipment from this list, the Trading Post, or the Black Market.

GENE-SMITHING

- Must be either **Vatborn** (+0 credits), **Natborn** (+20 credits) or **Unborn** (+10 credits).
- May purchase a maximum of one Gene-Smithed upgrade from the chosen category.

SPECIAL RULES

Gang Fighter (Ganger): These fighters form the gang's backbone. The total number of Gang Leaders and Champions may **never** exceed the number of fighters with the *Gang Fighter (X)* rule.

Promotion (Bruiser Specialist): When the gang is founded, one Bruiser can be promoted to a Bruiser Specialist.

In a campaign, additional Bruisers may also be promoted through an Advancement.

A Bruiser Specialist gains the following additional rules:

- Tools of the Trade:** This fighter may take multiple equipment sets.
- Special Weapons:** This fighter may purchase Special Weapons from the *Bruiser Equipment List*.

Specialist: This fighter may spend XP to gain additional skills.

BRUISER EQUIPMENT LIST

PISTOLS	
• Bolt Pistol.....	45
• Hand Flamer.....	75
• Stub Gun.....	5
– Dum Dum Rounds.....	+5
BASIC WEAPONS	
• Boltgun.....	55
• Combat Shotgun (Salvo & Shredder Ammo).....	60
• Shotgun (Solid & Scatter Ammo).....	30
• Stub Cannon.....	20
GRENADES	
• Frag Grenades.....	30
• Incendiary Grenades.....	40
• Krak Grenades.....	45
• Smoke Grenades.....	15

CLOSE COMBAT WEAPONS	
• Axe	10
• Brute Cleaver.....	20
• Fighting Knife.....	10
• Maul (Club).....	10
• Spud-Jacker.....	15
• Two-Handed Axe ▶▶.....	25
• Two-Handed Hammer ▶▶.....	35
SPECIAL WEAPONS	
• Flamer.....	140
• Grenade Launcher (Frag & Krak Grenades).....	55
– Smoke Grenades.....	+15
– Stun Rounds.....	+15
• Meltagun.....	135

PERSONAL EQUIPMENT	
• Armoured Undersuit.....	25
• Drop Rig.....	10
• Filter Plugs.....	10
• Photo Goggles.....	35
• Respirator.....	15
• Stimm-Slug Stash.....	25
WEAPON ACCESSORIES	
• Telescopic Sight (Pistols & Basic Weapons only).....	25
ARMOUR	
• Furnace Plates.....	5

BULLY

(JUVE) - 35 credits

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

EQUIPMENT

- A Bully may purchase any weapons or equipment from the *Bully Equipment List*.
- During a campaign, a Bully may purchase additional weapons from this list.
- A Bully can only use weapons from this list.
- During a campaign, a Bully may purchase additional equipment purchased from this list, the Trading Post, or the Black Market.

GENE-SMITHING

- Must be either **Vatborn** (+0 credits), **Natborn** (+20 credits) or **Unborn** (+10 credits).
- May purchase a maximum of one Gene-Smithed upgrade from the chosen category.

SPECIAL RULES

Gang Fighter (Juve): These fighters form the gang's backbone. The total number of Gang Leaders and Champions may **never** exceed the number of fighters with the *Gang Fighter (X)* rule.

Promotion (Bruiser Specialist): Once a Bully gains five Advancements, they can be promoted to a Bruiser Specialist, if desired.

Their category is adjusted to Ganger and they gain all the rules and gear access of their new rank – but lose the *Promotion*, *Fast Learner* and *Gang Fighter (Juve)* rules.

Fast Learner: In a campaign, this fighter may improve a characteristic any number of times without its cost increasing.

BULLY EQUIPMENT LIST

PISTOLS	
• Stub Gun.....	5
– Dum Dum Rounds.....	+5
CLOSE COMBAT WEAPONS	
• Axe.....	10
• Brute Cleaver.....	20
• Fighting Knife.....	10
• Maul (Club).....	10
• Spud-Jacker.....	15
ARMOUR	
• Furnace Plates.....	5

GRENADES	
• Frag Grenades.....	30
• Incendiary Grenades.....	40
• Krak Grenades.....	45
• Smoke Grenades.....	15
PERSONAL EQUIPMENT	
• Armoured Undersuit.....	25
• Drop Rig.....	10
• Filter Plugs.....	10
• Stimm-Slug Stash.....	25

GOLIATH SKILL ACCESS

	AGILITY	BRAWN	COMBAT	CUNNING	FEROCITY	LEADERSHIP	SHOOTING	SAVANT	MUSCLE
Forge Tyrant	–	Primary	Secondary	–	Primary	Primary	–	Secondary	Secondary
Forge Boss	–	Primary	Secondary	–	Primary	Secondary	–	Secondary	Secondary
Stimmer	–	Secondary	Secondary	–	Primary	–	–	–	Primary
Forge-Born	Secondary	–	Primary	–	–	–	–	Secondary	–
Bruiser Specialist	–	Primary	Secondary	–	Primary	–	–	Secondary	–
Bully	Secondary	Secondary	–	–	Primary	–	–	–	–

GOLIATH GENE-SMITHING

House Goliath's gene-smithing lets you customise your gang by determining the genetic legacy of its fighters.

Gene-Smithing upgrades may increase or decrease a fighter's credit cost, representing the benefit or drawback their genetic tampering has given them.

GENE-SMITHING RULES

- A fighter can only take Gene-Smithing upgrades when they are first recruited – not at any point afterwards.
- A fighter may only choose Gene-Smithing upgrades from their lineage: Vatborn, Natborn, or Unborn.
- The number of Gene-Smithing upgrades a fighter can take is stated in their Gang List entry.
- If Gene-Smithing upgrades change a fighter's characteristics, the new values still represent their "baseline" profile – that is, Gene-Smithing is not an Advancement or bonus within the rules context. It is simply a "new normal" for the fighter.

VATBORN GENE-SMITHING

(1) REDUCED BONE DENSITY **-10 CREDITS**

The fighter's bones lack the rock-like solidity of most Goliaths.

- Reduce Strength or Toughness by 1.

(2) CORRUPTED SLUG **-5 CREDITS**

A faulty data-slug left this fighter with only the basest level of education.

- Reduce Leadership, Willpower, and Intelligence by 1.

(3) FEARLESS BUT FOOLISH **+5 CREDITS**

A quirk of the indoctrination process has left this fighter with almost no regard for their own life.

- Increase Cool by 1.
- Decrease Intelligence by 1.

(4) GENETIC ANCIENT **+10 CREDITS**

Coming from a long line of stable vatborn, the fighter carries a kind of genetic memory.

- Increase Leadership, Willpower, and Intelligence by 1.

(5) HARDENED IMMUNE SYSTEM **+5 CREDITS**

Poison finds little purchase in flesh, organs, and blood designed to swiftly purge harmful substances.

- If the fighter is hit by a weapon with the Gas or Toxin trait, that weapon always requires a natural 6 to resolve its effects.

(6) HYPER HEALING **+15 CREDITS**

The fighter's flesh retains many regenerative properties from the amneo-tank.

- When the fighter makes a Recovery test, they may roll an additional die and choose which result to apply from those available.
- After the battle, roll D6 – on 6, they may remove one Lasting Injury.

(7) NERVE BURNOUT **-5 CREDITS**

Age and the brutality of gang warfare have taken their toll.

- Reduce Cool by 1.

(8) DERMAL HARDENING **+10 CREDITS**

The fighter's skin thick enough to act like a coat of ballistic cloth around their body.

- Increase Toughness by 1.

(9) TERMINAL BIOLOGY **-10 CREDITS**

The years are catching up with this fighter, and their body is beginning to fail them.

- At the end of the battle, if the fighter suffered a Lasting Injury, roll D6 – on 1, they die.

(10) OVERDEVELOPED MUSCULATURE **+5 CREDITS**

A massive, slab-like bulk – even their muscles have muscles!

- Increase Strength by 1.
- Reduce Initiative by 1.

NATBORN GENE-SMITHING

(1) ADAPTIVE BIOLOGY **+10 CREDITS**

A strong genetic legacy grants the fighter preternatural strength and resilience, their body adapting to the worst Necromunda has to offer.

- The fighter may reroll Strength and Toughness checks.
- If the fighter is hit by a weapon with the Gas or Toxin trait, the enemy must re-roll any successes scored when seeing if they are affected.

(2) ADAPTIVE MIND **+5 CREDITS**

Genetic memory and an evolving intelligence grants an instinctive understanding of countless fighting skills.

- When spending XP, the fighter counts their Secondary skill sets as Primary.

(3) ALPHA'S LINEAGE **+20 CREDITS**

The blood of an Alpha flows in the fighter's veins, making them a formidable addition to any gang.

- The fighter gains Leadership as a Primary skill set.
- The fighter gains the *Group Activation (1)* ability, if they did not already have it.
- If the fighter already have the *Group Activation (X)* ability, increase their (X) value by +1.

(4) IRON FLESH **+10 CREDITS**

Genetic forebears gift an impressive resistance to pain.

- Increase Wounds by 1.

(5) OVER-ENGINEERED **-10 CREDITS**

A mismatch of genetic heritages, some beneficial, others not, leave the fighter's body more likely to betray them.

- When the fighter rolls for Lasting Injury, they must roll twice and accept the higher result.
- Cannot be combined with *Redundant Organs*.

(6) ALPHA'S LINEAGE **+10 CREDITS**

A perfect example of pure Goliath – an ideal for all of their kind to aspire to.

- Improve any characteristic by 1.

(7) RAPID MUSCLE GROWTH +5 CREDITS

It takes little effort for the fighter to build their muscles until they become a hulking beast – massive even for a Goliath.

- The fighter can increase Strength by a maximum of 3, rather than the usual 2.

(8) REDUNDANT ORGANS +15 CREDITS

The extra organs grown in the fighter's body provides redundancies in the event of severe internal trauma.

- When the fighter rolls for Lasting Injury, they may roll twice and choose the result.
- Cannot be combined with *Over-Engineered*.

(9) THE TYRANT'S OWN +20 CREDITS

The Over-Tyrant's offspring are the strongest of all Goliaths – all aiming one day to claim the highest title for themselves...

- Increase any two characteristics.
- This upgrade can only be taken by a Forge Tyrant.

(10) TYRANT'S PRIDE -20 CREDITS

Goliath leaders grow in power by violently defeating their rivals, until they stand alone among lesser warriors.

- The gang cannot include any Champions.
- This upgrade can only be taken by a Forge Tyrant.

UNBORN GENE-SMITHING

(1) DATA-SLUG OVERLAY -10 CREDITS

A glitch in the data-slug overlaying the fighter's past memories triggers occasional flashbacks and madness.

- When the fighter activates for the first time in any battle, check Intelligence – if failed, they gain the Insanity condition.

(2) DOC'S EXPERIMENT +5 CREDITS

While under the knife, the fighter's enterprising doc decided to try out an experimental procedure.

- Select two characteristics from Movement, Strength, Toughness, and Wounds.
- Increase one characteristic by 1, and decrease the other by 1.

(3) DOC'S FAILURE -10 CREDITS

Unfortunately, the doc wasn't quite focused or sober enough while performing the fighter's invasive surgery.

- Select two characteristics from Movement, Strength, Toughness, and Wounds.
- Decrease both characteristics by 1.

(4) GENETIC OUTSIDER -5 CREDITS

No matter how hard they try to prove themselves, an air of distrust surrounds the fighter.

- The fighter loses the *Group Activation (X)* ability.
- This upgrade can only be taken by a Forge Tyrant or Forge Boss.

(5) MALFORMED +5 CREDITS

Though muscle grafts give the fighter the size and image of a Goliath, the extra weight leaves them ungainly and slow.

- Increase Strength by 1.
- Reduce Initiative by 1.

(6) PROTO-GOLIATH -10 CREDITS

The fighter is yet to undergo the transformative surgery to become accepted as a Goliath.

- Increase Movement by 1, and Intelligence and Willpower by 2.
- Decrease Strength and Toughness by 1, and Cool by 2.

(7) SCAR TISSUE **+10 CREDITS**

Thick scars cover the fighter's body, insuring them to pain.

- Reduce the Damage of all hits suffered by the fighter by 1 (to a minimum of 1).

(8) SURVIVOR **+10 CREDITS**

The fighter has suffered untold hardships during their life, yet each time death threatens, they grimly soldier on.

- When the fighter makes a Recovery test, they may re-roll one result on the Injury dice.

(9) STIMM IMPLANT **+5 CREDITS**

Experimental organs implanted in the fighter feed a steady stream of chems into their blood.

- When the fighter activates, they can choose to increase their Strength by 2 until the end of the round.
- If they do, they must roll D6 in the End Phase – on 4+, they suffer a Flesh Wound.

(10) TWO LIVES **+5 CREDITS**

Though remade as a Goliath, the fighter retains some skills and memories from their previous life.

- When the fighter gains a skill Advancement (Skill A), randomly choose a second skill from among their Primary and Secondary sets (Skill B).
- Record the paired skills on the fighter's card.
- At the start of the fighter's next battle, one of these skills will be forgotten. Roll D6 – on 1-3, Skill A is lost; on 4-6, Skill B is lost.

GOLIATH EXOTIC BEASTS, BRUTES, & HANGERS-ON

SUMPKROC

(EXOTIC BEAST) - 130 credits

M	WS	BS	S	T	W	I	A	Ld	CI	WP	Int
4"	3+	-	4	4	2	6+	2	8+	6+	7+	11+

	RNG		ACC							
WEAPON	S	L	S	L	Str	AP	D	Am	Traits	
<i>Ferocious Jaws</i>	-	E	-	-	S	-1	1	-	<i>Rending, Melee</i>	

EXOTIC BEAST RULES

- **Joining a Fight:** If its owner participates in a battle, the Exotic Beast may also be included and does not count towards the gang's fighter limit (and so are not considered in Bottle Tests). If its owner is removed for any reason, the Exotic Beast is also removed.
- **Profile Restriction:** Exotic Beasts may never be issued new weapons or equipment – they can only use the ones included in their profile.
- **Activation:** When its owner activates (including as part of a Group Activation), all of their Exotic Beasts also activate. The activations can be resolved in any order.
- **Behaviour:** If an Exotic Beast ends its activation more than 3" away from their owner, it must make a Nerve check – if failed, it becomes Broken and immediately takes a free *Running for Cover (Double)* action.
 - ▶ *An Exotic Beast flees towards its owner, rather than cover.*
 - ▶ *An Exotic Beast automatically Rallies if its activation ends within 3" of its owner (but does not gain XP).*
- **Campaign Play:** Exotic Beasts gain XP and Lasting Injuries as normal, and roll Advancements on the *Ganger Advancement Table* (they can be promoted to Specialist). They can be taken Captive, and a Rescue Mission can be mounted for them as normal. Exotic Beasts cannot work Territories.

SKILLS

- A Sumpkroc has no skills at recruitment.
- **Primary Skills:** *Brawn*.
- **Secondary Skills:** *Ferocity*.

SPECIAL RULES

Counter-Charge: Once per round, if the Sumpkroc is Standing and Active when its owner is Engaged by an enemy *Charge (Double)* action, it may immediately take a free *Charge (Double)* action of its own against that enemy.

If the Sumpkroc succeeds, resolve its combat before the enemy's (if they survived).

Scaly Hide: The Sumpkroc has an armour save of 5+.

'ZERKER

(BRUTE) - 190 credits

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

WEAPON	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
<i>Open Fists</i>	-	E	-	-	S	-1	1	-	<i>Paired, Knockback, Melee</i>
<i>Mutated Fists & Bone Spurs</i>	E	2"	-	-	S+1	-2	2	-	<i>Paired, Knockback, Pulverise, Versatile, Melee</i>

EQUIPMENT

- By default, a 'Zerker wields *Open Fists*.

ADDITIONAL OPTIONS

- Upgrade to *Mutated Fists & Bone Spurs*: +70 credits.
- Purchase *Furnace Plates*: +10 credits.
- Purchase a *Stimm-Slug Stash*: +10 credits.

BRUTE RULES

- Rep & Recruitment:** The maximum number of combined Brutes and Hangers-On a gang can recruit is determined by their Reputation:

REP	MAX
0-5	1
5-9	2
10-14	3
15-19	4
20-24	5
Each additional +5	+1

- Full Member:** Once recruited, Brutes are an accepted part of the gang. They may join a battle in the same way as any other fighter.
- Profile Restriction:** Brutes can only use and purchase the weapons and equipment options included on their profile – they can never be given any other gear.
- Campaign Play:** Brutes gain XP and Lasting Injuries as normal, and count as a Specialist for Advancements. They can be taken Captive, and a Rescue Mission can be mounted for them as normal. Brutes cannot work Territories.

SKILLS

- A 'Zerker comes with the *Impetuous* skill at recruitment:
 - **IMPETUOUS:** When the fighter consolidates after a close combat, they can move up to 4", rather than the usual 2".
- Primary Skills:** *Brawn, Muscle.*
- Secondary Skills:** *Combat, Ferocity.*

SPECIAL RULES

Combat Chem Stash: When the 'Zerker activates, they may choose to use their combat chems, increasing their Attacks characteristic by +D3 until the end of the round.

However, if the D3 rolls a natural 1 the 'Zerker instead suffers a bad reaction and reduces their Attacks characteristic to 1 until the end of the round.

PIT TRAINER

(HANGER-ON – GOLIATH ONLY) – 75 credits

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

WEAPON	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
Chainsword	-	E	-	+1	S+1	-1	1	-	Parry, Rending, Melee
Fighting Knife	-	E	-	-	S	-1	1	-	Backstab, Melee

EQUIPMENT

- A Pit Trainer wields a Chainsword and Fighting Knife.

HANGER-ON RULES

- Rep & Recruitment:** The maximum number of combined Brutes and Hangers-On a gang can recruit is determined by their Reputation:

REP	MAX
0-5	1
5-9	2
10-14	3
15-19	4
20-24	5
Each additional +5	+1

- Support Role:** Generally, Hangers-On do not willingly participate in battles. However, if the gang has *Home Turf Advantage* in the scenario being played, roll D6 – on 4+, this fighter is unlucky enough to be hanging around when the fighting starts and must be included as part of the crew (and counting towards the gang's fighter limit).
- Profile Restriction:** Hangers-On can only use the weapons and equipment options included on their profile – they can never be given any other gear.
- Campaign Play:** Hangers-On do not gain XP or Advancements – and if they suffer a Lasting Injury (roll of 46+), they permanently depart the gang. However, they can be taken Captive, and a Rescue Mission can be mounted for them as normal. Hangers-On cannot work Territories.

RECRUITMENT LIMIT

- A gang can hire a maximum of one Pit Trainer.

SKILLS

- A Pit Trainer comes with the *Mentor* skill at recruitment:
 - **MENTOR:** If a friendly fighter within 6" gains experience, check this fighter's Leadership – if passed, the friendly fighter gains an additional +1 XP.

SPECIAL RULES

Combat Ready: Between battles, the Pit Trainer can train up to three of the gang's fighters who are not in Recovery.

Each fighter gains one temporary skill – randomly generated from those of their Primary and Secondary sets (Gangers use the Specialist tables).

If a fighter generates a skill they already possess, they may instead choose one from their Primary or Secondary sets.

The fighter may use the skill in the next battle they participate in; afterwards, the skill is removed.

The Pit Trainer's regime is brutal and injury – even death – is possible. Roll D6 for each fighter undergoing training – on 1, they must immediately roll for Lasting Injury and apply the effects.

HOUSE GOLIATH ARMOURY

CLOSE COMBAT WEAPONS

WEAPON	RANGE		ACCURACY		Str	AP	D	Ammo	Traits
	S	L	S	L					
Axe	-	E	-	-	+1	-	1	-	Disarm, Melee
Brute Cleaver	-	E	-	+1	S	-1	1	-	Disarm, Melee
Chainaxe	-	E	-	+1	+1	1	1	-	Disarm, Rending, Melee
Chainsword	-	E	-	+1	S	-1	1	-	Parry, Rending, Melee
Ferocious Jaws (Sumpkroc)	-	E	-	-	S	-1	1	-	Rending, Melee
Fighting Knife	-	E	-	-	S	-1	1	-	Backstab, Melee
Heavy Rock Saw	-	E	-	-	+2	-3	2	-	Rending, Unwieldy, Melee
Maul (Club)	-	E	-	-	S	+1	2	-	Melee
Mutated Fists & Bone Spurs ('Zerker)	E	2"	-	-	1	-2	2	-	Knockback, Pulverise, Versatile, Melee
Open Fists ('Zerker)	-	E	-	-	S	-1	1	-	Knockback, Melee
Power Axe	-	E	-	-	S+2	-2	1	-	Power, Disarm, Melee
Power Hammer	-	E	-	-	S+1	-1	2	-	Power, Melee
"Pulveriser" Serrated Axe	-	E	-	-	S+1	-1	1	-	Pulverise, Melee
♦ Master-Crafted	-	E	-	-	S+1	-1	1	-	Master-Crafted, Pulverise, Melee
♦ Paired ►►	-	E	-	-	S+1	-1	1	-	Paired, Pulverise, Melee
"Renderiser" Serrated Axe ►►	-	-	-	-	S+2	-1	2	-	Pulverise, Unwieldy, Melee
♦ Master-Crafted	-	-	-	-	S+2	-1	2	-	Master-Crafted, Pulverise, Unwieldy, Melee
Servo-Claw	-	E	-	-	+2	-	2	-	Melee
Spud-Jacker	-	E	-	-	S+1	-	1	-	Knockback, Melee
♦ Master-Crafted	-	E	-	-	S+1	-	1	-	Master-Crafted, Knockback, Melee
♦ Paired ►►	-	E	-	-	S+1	-	1	-	Paired, Knockback, Melee
♦ Paired & Master-Crafted ►►	-	E	-	-	S+1	-	1	-	Master-Crafted, Paired, Knockback, Melee
Two-Handed Axe ►►	-	E	-	-1	S+2	-	2	-	Unwieldy, Melee
Two-Handed Hammer ►►	-	E	-	-1	S+1	-	3	-	Knockback, Unwieldy, Melee

PISTOLS

WEAPON	RANGE		ACCURACY				Str	AP	D	Ammo	Traits
	S	L	S	L							
Bolt Pistol	6"	12"	+1	-	4	-1	2			6+	Sidearm
Combi-Pistol											
♦ Bolt Pistol (Primary)	6"	12"	+1	-	4	-1	2			6+	Combi, Sidearm
♦ Stub Gun (Primary)	6"	12"	+2	-	3	-	1			4+	Combi, Plentiful, Sidearm
♦ Hand Flamer (Secondary)	-	T	-	-	3	-	1			5+	Blaze, Combi, Template
♦ Plasma Pistol (Secondary)	6"	12"	+1	-	5	-1	2			5+	Combi, Scarce, Sidearm
Hand Flamer	-	T	-	-	3	-	1			5+	Blaze, Template
Stub Gun	6"	12"	+2	-	3	-	1			4+	Plentiful, Sidearm
♦ Dum Dum Rounds	5"	10"	+1	-	4	-	1			4+	Limited, Sidearm

BASIC WEAPONS

WEAPON	RANGE		ACCURACY				Str	AP	D	Ammo	Traits
	S	L	S	L							
Boltgun	12"	24"	+1	-	4	-1	2			6+	Rapid Fire (1)
Combat Shotgun											
♦ Salvo Fire	4"	12"	+1	-	4	-	2			4+	Rapid Fire (1), Knockback
♦ Shredder Blast	-	T	-	-	2	-	1			4+	Scattershot, Template
Shotgun											
♦ Executioner Ammo	4"	16"	-1	+1	4	-2	2			6+	Knockback, Limited
♦ Inferno Ammo	4"	16"	+1	-	4	-	2			5+	Blaze, Limited
♦ Scatter Rounds	4"	8"	+2	-	2	-	1			4+	Scattershot
♦ Solid Ammo	8"	16"	+1	-	4	-	2			4+	Knockback
Stub Cannon	9"	18"	-	-	5	-	1			3+	Knockback

GRENADES

WEAPON	RANGE		ACCURACY				Str	AP	D	Ammo	Traits
	S	L	S	L							
Blasting Charge	-	Sx2	-	-	5	-1	2			5+	Blast (5"), Knockback, Grenade
Frag Grenade	-	Sx3	-	-	3	-	1			4+	Blast (3"), Knockback, Grenade
Incendiary Charge	-	Sx3	-	-	3	-	1			5+	Blast (5"), Blaze, Grenade
Krak Grenade	-	Sx3	-	-1	6	-2	2			4+	Demolitions, Grenade
Melta Bomb	-	Sx3	-	-1	8	-4	3			6+	Demolitions, Grenade
Smoke Grenade	-	Sx3	-	-	-	-	-			4+	Blast (3"), Smoke, Grenade
Stun Grenade	-	Sx3	-	-	2	-1	1			4+	Blast (3"), Concussion, Grenade

SPECIAL WEAPONS

WEAPON	RANGE		ACCURACY		Str	AP	D	Ammo	Traits
	S	L	S	L					
Combi-Weapon									
♦ Boltgun (Primary)	12"	12"	+1	-	4	-1	2	6+	Rapid Fire (1), Combi
♦ Flamer (Secondary)		T	-	-	4	-1	1	5+	Blaze, Unstable, Combi, Template
♦ Grenade Launcher (Secondary)									
– Frag Grenades	6"	24"	-1	-	3	-	1	6+	Blast (3"), Knockback
♦ Meltagun (Secondary)	6"	12"	+1	-	8	-4	3	4+	Melta, Combi, Scarce
♦ Plasma (Secondary)									
– Low	12"	24"	+2	-	5	-1	2	5+	Rapid Fire (1), Combi, Scarce
– Maximal	6"	24"	+1	-	7	-2	3	5+	Unstable, Combi, Scarce
Flamer	-	T	-	-	4	-1	1	5+	Blaze, Template
Grenade Launcher									
♦ Frag Grenades	6"	24"	-1	-	3	-	1	6+	Blast (3"), Knockback
♦ Krak Grenades	6"	24"	-1	-	6	-2	2	6+	
♦ Smoke Grenades	6"	24"	-1	-	-	-	-	4+	Blast (3"), Smoke
♦ Stun Rounds	6"	24"	-	-	2	-1	1	4+	Rapid Fire (1), Concussion
Meltagun	6"	12"	+1	-	8	-4	3	4+	Melta, Scarce
Storm Welder ►►	8"	16"	+1	-	5	-	1	3+	Rapid Fire (3), Shock, Reckless, Unstable

HEAVY WEAPONS

WEAPON	RANGE		ACCURACY		Str	AP	D	Ammo	Traits
	S	L	S	L					
Assault Grenade Launcher (Twin-Linked)									
♦ Stun Rounds	6"	18"	-	-	2	-1	1	4+	Rapid Fire (1), Concussion
♦ Frag Grenades	6"	24"	-1	-	3	-	1	6+	Rapid Fire (1), Blast (3"), Knockback, Unstable
♦ Krak Grenades	6"	24"	-1	-	6	-2	2	6+	
♦ Smoke Grenades	6"	24"	-1	-	-	-	1	4+	Blast (3"), Smoke
Heavy Bolter ►►	18"	36"	+1	-	5	-2	2	6+	Rapid Fire (2), Unwieldy
Heavy Flamer ►►	-	T	-	-	5	-2	1	5+	Blaze, Unwieldy, Template
Heavy Stubber ►►	20"	40"	-	-1	4	-1	1	4+	Rapid Fire (2), Unwieldy
"Krumper" Rivet Cannon ►►									
♦ Rapid Fire	3"	9"	+2	-	4	-1	2	3+	Rapid Fire (1), Rending
♦ Superheated Rivet	3"	9"	+2	-	6	-2	2	3+	Blaze, Rending
Missile Launcher									
♦ Frag Missile	24"	48"	+1	-	4	-1	1	6+	Blast (5"), Knockback, Unwieldy
♦ Krak Missile	24"	48"	+1	-	6	-2	3	6+	Unwieldy
Multi-Melta	12"	24"	+1	-	8	-4	3	4+	Blast (3"), Melta, Unwieldy, Scarce

WEAPON ACCESSORIES

Accessories with a [★] cannot be fitted together on the same weapon.

GUNSHROUD

- **FITTED TO:** Autopistol, Reclaimed Autopistol, Bolt Pistol, Laspistol, Las Sub-Carbine, Stub Gun; all Basic Weapons; Long Rifle, Sniper Rifle
- **EFFECTS:** The weapon gains the *Silent* trait.

SUSPENSOR

- **FITTED TO:** *Heavy Weapons*
- **EFFECTS:** Attacking with this heavy weapon becomes a *(Basic)* action rather than *(Double)*.

TELESCOPIC SIGHT [★]

- **FITTED TO:** *Pistols; all Basic & Special Weapons*
- **EFFECTS:** If a fighter takes the *Aim (Basic)* action, this weapon always uses its modifier for Short range, even if the target is at Long range.

ARMOUR

FURNACE PLATES

- The wearer gains a 6+ armour save.
- Against attacks originating within the wearer's front vision arc, this increases to 5+.
 - ▶ *Against attacks using a Blast marker for this purpose, treat the central hole as the attack origin.*
 - ▶ *If the wearer lacks a facing (e.g. because they are Prone), they do not increase the save.*

HEAVY CARAPACE ARMOUR

- The wearer gains a 4+ armour save, loses -1 Initiative, and when taking the *Charge (Double)* action they lose -1 Movement.
 - ▶ *Against attacks originating within the wearer's front vision arc, the save increases to 3+.*
 - ▶ *Against Blast markers, treat the central hole as the origin of the attack.*
 - ▶ *If the wearer lacks a facing (e.g. because they are Prone), they do not increase the save.*

LIGHT CARAPACE ARMOUR

- The wearer gains a 4+ armour save.

EQUIPMENT

ARMoured UNDERSUIT

- An armoured undersuit can be worn in conjunction with armour, or on its own.
- If worn in conjunction with armour, the wearer improves their armour save by +1.
- If worn alone, the wearer gains a 6+ armour save.

BIO-BOOSTER

- The first time the owner rolls an Injury, roll one less die.
- If only one die would be used, instead roll two and choose which result to apply.

DROP RIG

- If the owner is Active and within 1" of an edge, they can take the following action:
 - ▶ **DESCEND (Basic):** *Move up to 3" horizontally, and up to 12" vertically. The fighter's vertical movement must be downwards – i.e. towards the ground.*

FILTER PLUGS

- If the owner is hit by a weapon with the *Gas* trait, their Toughness counts as +1 when rolling to determine whether they are affected.
- This item is one-use only. After applying the above modifier, the filter plugs are removed.

PHOTO GOGGLES

- If the Pitch Black rules are in effect, the owner can spot enemies up to 12" away, rather than 3".
- The owner can see through smoke clouds.
- If the owner is hit by a Flash weapon, they count suffer a -1 modifier to Initiative when rolling to determine whether they become subject to the Blind condition.

RESPIRATOR

- If the owner is hit by a weapon with the *Gas* trait, their Toughness counts as +2 when rolling to determine whether they are affected.

SKINBLADE

- If the fighter is Captured after a battle, they can attempt to escape – roll D6.
 - ▶ *On 1-2, they are unsuccessful and become a Captive.*
 - ▶ *On 3-4, they escape but must roll for Lasting Injury.*
 - ▶ *On 5-6, they escape effortlessly.*
- If a fighter escapes, their skinblade is removed.

STIMM-SLUG STASH

- Once per game, the owner can take a stim-slug when they are activated, but before making any actions.
- Discard one Flesh Wound.
- Until the end of the round, the fighter gains +2 Movement, Strength, and Toughness.
- In the End Phase, roll D6 – on 1, the stim overload results in damaging after-effects. Roll Injury and apply the result.

GOLIATH TERRAIN

OBTAINING GANG TERRAIN

- The below terrain can be purchased from the **Trading Post** during the Post-Battle Sequence.
- Once purchased, the terrain is added to the gang's **Stash**, and can be fielded in any battle the gang participates in (unless noted otherwise).
- Once purchased, terrain is retained between battles, each time returning to the Stash.

PLACING GANG TERRAIN

- The owner of gang terrain places it on the battlefield **before** any fighters are deployed but **after** all other terrain has been set up.
- Gang terrain may be placed within its gang's deployment area; or if noted, in **no-man's-land** – that is, anywhere on the battlefield that is not a gang deployment zone.
- If gang terrain is marked **Defensive**, it can only be used if the gang is a defender in a scenario.
- If gang terrain is marked **Gang Relic**, it can be used as such in any scenario utilising that rule.

GOLIATH GANG TERRAIN

TERRAIN	COST	AVAILABILITY
1. Amneo Canisters	60	Rare (9)
2. Furnace Barricade	10	Common
3. Relic of the Forge	100	Rare (10)
4. Pillar of Chains	20	Common
5. Heavy Rivet Cannon	75	Rare (8)

(1) AMNEO CANISTERS

These contain the vital fluids of the growth vats.

- Place in the gang's deployment zone.
- In the End Phase, any Goliath fighter within 3" of an Amneo Canister may discard one Flesh Wound.

(2) FURNACE BARRICADE

Found throughout Goliath forges, gangs often turn these heavy heat shields into makeshift barricades.

- Place in the gang's deployment zone, or anywhere in no-man's-land.
- If a furnace barricade is providing cover to a fighter within 1" of it, that fighter ignores the effects of the *Blaze* and *Melta* traits when suffering hits.

(3) RELIC OF THE FORGE (DEFENSIVE, GANG RELIC)

Broken machinery reshaped into a totem pole of clan icons – used to mark territory and warn trespassers.

- Place in the gang's deployment zone.
- Goliath fighters within 3" of a Relic of the Forge ignore the effects of the *Disarm* trait and may re-roll failed Ammo checks
- Enemy fighters who end their activation within 3" of a Relic of the Forge must check Nerve – if failed, they become Broken and immediately make a free *Running for Cover (Double)* action.

(4) PILLAR OF CHAINS (DEFENSIVE, GANG RELIC)

Goliaths often use crude iron spikes hung with chains as a convenient method of securing slaves.

- When rolling to determine whether an enemy is Captured, you may re-roll any die results.

(5) HEAVY RIVET CANNON (DEFENSIVE)

Goliath gangs often convert their factory rivet guns into defensive weapons.

- Place in the gang's deployment zone.
- Activate the cannon as you would a fighter.

WEAPON	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
Rapid Fire	6"	18"	+1	-	4	-1	2	3+	Rapid Fire (1), Rending
Super-Heated	3"	12"	+2	-	6	-2	2	3+	Blaze, Rending

PETITIONING THE HOUSE

GOLIATH HOUSE FAVOURS

At the campaign Arbitrator's discretion, gangs can attempt to gain a House Favour. Usually, this occurs at the start of a campaign week, but can be at any point the Arbitrator deems appropriate.

In House Goliath, favours represent the beneficence of the Hive Alpha – or maybe even the Over-Tyrant himself.

Be warned! While the gang's masters may bestow them gifts, they might also exact a price for those audacious enough to call upon them.

If a gang has an **Alliance**, or has petitioned a **House Agent** for aid in the upcoming battle, they may not seek a favour.

PETITIONING FOR FAVOUR

Before the game, after choosing your crew for the scenario, then **roll 2D6 and add +1 for every enemy gang in the campaign with a higher Gang Rating than you** (to a maximum of +3).

Determine the final score and immediately apply the result from the list.

(2) BACK TO THE PIT!

The House masters see no reason to give the gang aid, and punish them for their weakness in asking for it.

- Choose one fighter to suffer the masters' wrath.
- They are permanently removed from the gang, along with all their weapons and equipment.

(3-5) TEST OF STRENGTH

The masters demand the gang prove itself in combat – should they survive, the lessons learned will be reward enough.

- Randomly select one fighter. They gain D3+2 XP.
- They must then roll for Lasting Injuries.
- If a Critical Injury (61-65) is rolled, an available Gang Leader or Champion may immediately make the Medical Escort Post-Battle action.

(6-8) BARREL OF SPUD-JACKERS

The masters grant the gang a chance to earn their favour through the brutality of close combat.

- The gang adds 2D6x10 credits worth of weapons from the *Forge Tyrant Equipment list* to its Stash.
- These weapons must all have the *Melee* trait.

(9-10) VAT LEAVINGS

Strength bleeds strength, and the masters decide the gang is a good place to train up some weaker members of the House.

- The gang may recruit up to two free Bruisers. These are always Vatborn, and may not take Gene-Smithing upgrades.
- These recruits immediately roll for Lasting Injury (re-roll results of 61-66).
- You may purchase weapons and equipment for the recruits as normal, doing so immediately.

(11-12) CRANIAL JOLT

House Goliath has a... unique method of rapidly training up fighters, and the masters see fit to share this precious technology with the gang.

- Randomly choose one fighter. Select one of their Primary or Secondary sets – they gain a random skill from that set.
- If the fighter already has the generated skill, they may instead choose a skill from that set.

(13+) GLORY FOR GOLIATH!

Impressed with the gang's strength, the masters decide to visit their boons upon one of its fighters.

- Choose one fighter. They gain a free Gene-Smithing upgrade appropriate to their lineage (Vatborn, Natborn, or Unborn).
- After applying the upgrade, the fighter enters Recovery.

GOLIATH HOUSE AGENT

(HIRED GUN - HOUSE AGENT) – petition to hire

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

HOUSE AGENT RULES

- **Champion of the House:** When you hire a House Agent, choose one of the above profiles to use.
- **Agent Limit:** You may have a maximum of one House Agent in your gang at a time.
- **Recruitment:** House Agents are not hired in the usual way – instead, a gang must petition them before a battle. Roll D6 on the below table:

D6+REP	OUTCOME
1-5	The House heeds the gang's plea for aid and an Agent is dispatched. For 40 credits, they can be hired for this battle.
6-10	The House agrees to send an Agent to aid the gang, but it will cost them. For 80 credits, they can be hired for this battle.
11-15	The House feels the gang is capable of winning this fight alone. An Agent cannot be hired for this battle.
16+	The House is angered that such a notorious gang dares petition for more aid. An Agent cannot be hired for this battle – and the gang must pay a tithe of 2D6x10 credits to the House as punishment for making foolish requests.

- **“You Get What You Pay For”:** Once recruited, House Agents can always be added to the crew, regardless of how many fighters the gang is allowed to bring to a scenario. They do not count towards the fighter limit.
- **Campaign Play:** Hired Guns do not gain XP or Advancements, never gain Lasting Injuries, and cannot work Territories.

EQUIPMENT

- A House Agent is equipped with 150 credits worth of weapons and gear, chosen for free from the *Goliath Forge Tyrant Equipment List*.
- The value of the weapons and equipment increase the Gang's Rating.

SKILLS

- Once a House Agent's services are secured, choose an option for their skills:
 - ▶ *Gain three random skills.*
 - ▶ *Choose one skill, then gain one random skill.*
- Skills are drawn from *Agility, Brawn, Combat, Cunning, Ferocity, or Shooting*.

SPECIAL RULES

Gang Hierarchy (Champion): If the gang is Bottling, and this fighter passes their Cool check, all friendly Goliath fighters within 6" automatically pass theirs.

In addition, during a campaign, this fighter can perform Post-Battle Actions.

Group Activation (1): When this fighter activates, they may also activate one Ready fighter within 3" of their position, in addition to themselves.

This must be announced at the start of the activation, with the other chosen fighter clearly identified.

Activate the two fighters in any order, fully resolving each activation before proceeding to the next.

Note that a gang can only make **one** Group Activation per turn.

GOLIATH SUB-PLOTS

USING SUB-PLOTS

Sub-Plots are side missions a gang can pursue mid-battle – kept secret from the opponent until completed and rewarding extra credits, XP, Reputation, or Gang Tactics cards.

A House's fortunes are tied invisibly to those of its strongest gangs. Each gang leader is akin to a general in the House's armies – every victory granting the hidden masters more political capital to further their schemes.

As such, sometimes the House's nobles take a direct hand in matters – meddling in the gang's affairs, and sending them on errands, and pressing them into agendas where they can have the most impact. Gang leaders ignore these directives at their peril.

- Players should agree prior to the battle whether to use Sub-Plots. If so, a **deck of playing cards** is required. Each player privately draws one card, then consults their list of House Sub-Plots to see what secret assignment their gang has been given.
- Every **Joker** drawn must be shown to your opponent, then discarded. You must then privately draw **two** cards. If one of these is a Joker, do the same again.
- Once you complete a Sub-Plot, reveal it to your opponent, gain the rewards and apply the effects, then discard the card.

SUB-PLOTS TABLE

(ACE) KING HIT

- Reveal when one of your fighters takes an enemy Out of Action with an unarmed attack. The *Coup de Grace (Simple)* action does not count.
- The fighter immediately gains D3+1 XP.
- If they were engaged with two or more enemies when you revealed this card, they instead gain D6+1 XP.

(2) RAW AGGRESSION

- Reveal at the end of the game if you have at least one fighter still on the battlefield.
- If all your remaining fighters are within the enemy deployment zone, your gang gains +D3 Rep.
- This increases to +2D3 Rep if none of your fighters went Out of Action in this battle.

(3) STIMMER RAMPAGE

- Reveal after both crews have deployed, but before the first round.
- All of your fighters begin the game under the effects of a Stimm-Slug Stash.
- Unlike the usual Stimm-Slug Stash rules, the effects last until the end of the battle, or an affected fighter is Seriously Injured.
- Unlike the usual Stimm-Slug Stash rules, when determining whether a fighter is overcome by the effects, roll a number of D6s equal to the current round – on 1 (on any die) they must roll for Injury.
- If you win the battle, your gang gains +D6 bonus Rep in addition to scenario rewards. If you lose, your gang loses -D3 Rep in addition to any other scenario results.

(4) PAID OVERKILL

- Reveal at the start of any activation if you have two or more of your fighters Engaged with the same enemy.
- If the enemy has been taken Out of Action by the end of this activation, gain D6x10 credits. .

(5) PIT FIGHT

- Reveal at the end of the battle if your fighters only used weapons with the *Melee* trait. Every fighter in the gang gains an additional +D3 bonus XP.
- Otherwise, discard this card as soon as one of your fighters uses a weapon that does not have the *Melee* trait.

(6) SHOW OF BRAWN

- Reveal when one of your fighters uses a *Brawn* skill (*Bull Charge*, *Bulging Biceps*, *Crushing Blow*, *Headbutt*, *Hurl*, or *Iron Jaw*), regardless of whether it involved a dice roll, or was passively triggered.
- That fighter gains +1 XP. This increases to +D3 XP if the skill took an enemy Out of Action.

(7) EXCESSIVE FORCE

- Reveal if one of your fighters inflicts 5 or more points of Damage against a single enemy, in a single activation.
- The gang gains +1 Rep. This increases to +2 Rep if this took the enemy Out of Action.

(8) PERSONAL VENDETTA

- Reveal if your Gang Leader takes an enemy Gang Leader Out of Action.
- Draw D3 random Gang Tactics cards.

(9) SKY STOMP

- Reveal if one of your fighters falls onto an enemy.
- If the enemy was Seriously Injured or taken Out of Action, your fighter gains +1 XP. This increases to +2 XP if your fighter was not Seriously Injured or taken Out of Action themselves.

(10) IMPRESSIVE COMBO

- Reveal if your Gang Leader or Champion wounds two or more enemies in a single activation, using a weapon with the *Melee* trait.
- Gain +1 Rep. This increases to D3 Rep if your fighter wounded three or more enemies.

(JACK) CONTEMPT FOR THE WEAK

- Reveal after determining your crew size for the battle, but before selecting fighters.
- You may deliberately halve your crew size for the battle (to a minimum of 1, obviously).
- If you win the battle, each fighter you cut from the crew earns the gang D6x10 credits.

(QUEEN) BACK FROM THE DEAD

- Reveal after the second time you have a fighter Recovery from being Seriously Injured.
- Gain +D3 Rep. If the recovered fighter subsequently takes an enemy Out of Action before the end of the battle, this increases to +2D3 Rep.

(KING) NAKED BRUTALITY

- Reveal after you have determined your fighters for the battle.
- Choose one of your fighters as the subject of this Sub-Plot. For the duration of the battle, they count as having no weapons, armour, equipment, or clothes.
- If they inflict a Serious Injury or take an enemy Out of Action – and they are still on the battlefield when the game ends – they gain +6 bonus XP.

DRAMATIS PERSONAE

OLD THREE EYES

(UNIQUE – GOLIATH SUMP BEAST) - 175 credits hiring fee

M	WS	BS	S	T	W	I	A	Ld	CI	WP	Int
4"	2+	-	4	4	3	5+	3	8+	4+	6+	10+

	RNG		ACC							
WEAPON	S	L	S	L	Str	AP	D	Am	Traits	
Ferocious Jaws	-	E	-	-	S	-1	1	-	Unpredictable, Rending, Melee	

EQUIPMENT

- N/A

DRAMATIS PERSONAE RULES

- Personal Style:** Dramatis Personae can only use the weapons and equipment options included on their profile – they can never be given other gear.

UNIQUE FIGHTER RULES

- Recruitment:** This fighter may be retained for a single battle only. They depart afterwards, unless re-hired.
- “You Get What You Pay For”:** Once recruited, this fighter can always be added to the crew, regardless of how many the gang is allowed to bring to a scenario. They do not count towards the fighter limit.
- Gang Rating:** This fighter increases the Gang Rating in the same way as any other.
- Campaign Play:** This fighter does not gain XP or Advancements, never gains Lasting Injuries, and cannot work Territories.

SKILLS

- Impetuous:** When the fighter consolidates after 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, check Cool – if passed, they may choose to not be Pinned.
- Hurl:** If the fighter is Engaged, they may take the following action:

- ▶ **HURL (Basic):** Choose an Engaged target in base contact, or a Seriously Injured target within 1”. The target checks Initiative – if failed, Old Three Eyes tosses them D3” in a chosen direction and become Pinned.

If they impact a terrain piece or another fighter, their movement ceases and they suffer a Strength 3, AP 0, Damage 1 hit.

If they were tossed into another fighter, that target also suffers the above hit and becomes Pinned.

SPECIAL RULES

Mother of Sumpkrocs: Any Sumpkroc within 6” of Old Three Eyes can use her Cool and Willpower values instead of their own.

Scaly Hide: Old Three Eyes has an armour save of 4+.

Unpredictable: Old Three Eyes cannot be included in Group Activations, and cannot benefit from the *Leading by Example* rules.

Goliath Sump Beast: Though Old Three Eyes is hired in the same manner as any other Dramatis Personae, she is not a Bounty Hunter or Hive Scum, and so is not subject to any of those rules.

TESS “ARC-UP”

(GOLIATH HIVE SCUM) – 90 credits hiring fee

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

WEAPON	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
Storm-Welder	8"	16"	+1	-	5	-	1	3+	Rapid Fire (3), Shock, Reckless, Unstable

EQUIPMENT

- Furnace Plates

DRAMATIS PERSONAE RULES

- Personal Style:** Dramatis Personae can only use the weapons and equipment options included on their profile – they can never be given other gear.

HIVE SCUM RULES

- Recruitment:** Gangs may recruit up to five Hive Scum prior to a battle. Hive Scum are retained for a single battle – they depart afterwards, unless re-hired.
- “You Get What You Pay For”:** Once recruited, Hive Scum can always be added to the crew, regardless of how many fighters the gang is allowed to bring to a scenario. They do not count towards the fighter limit.
- Gang Rating:** Hive Scum increase the Gang Rating in the same way as any other fighter.
- Campaign Play:** Hive Scum do not gain XP or Advancements, never gain Lasting Injuries, and cannot work Territories.

HOUSE LOYALTY

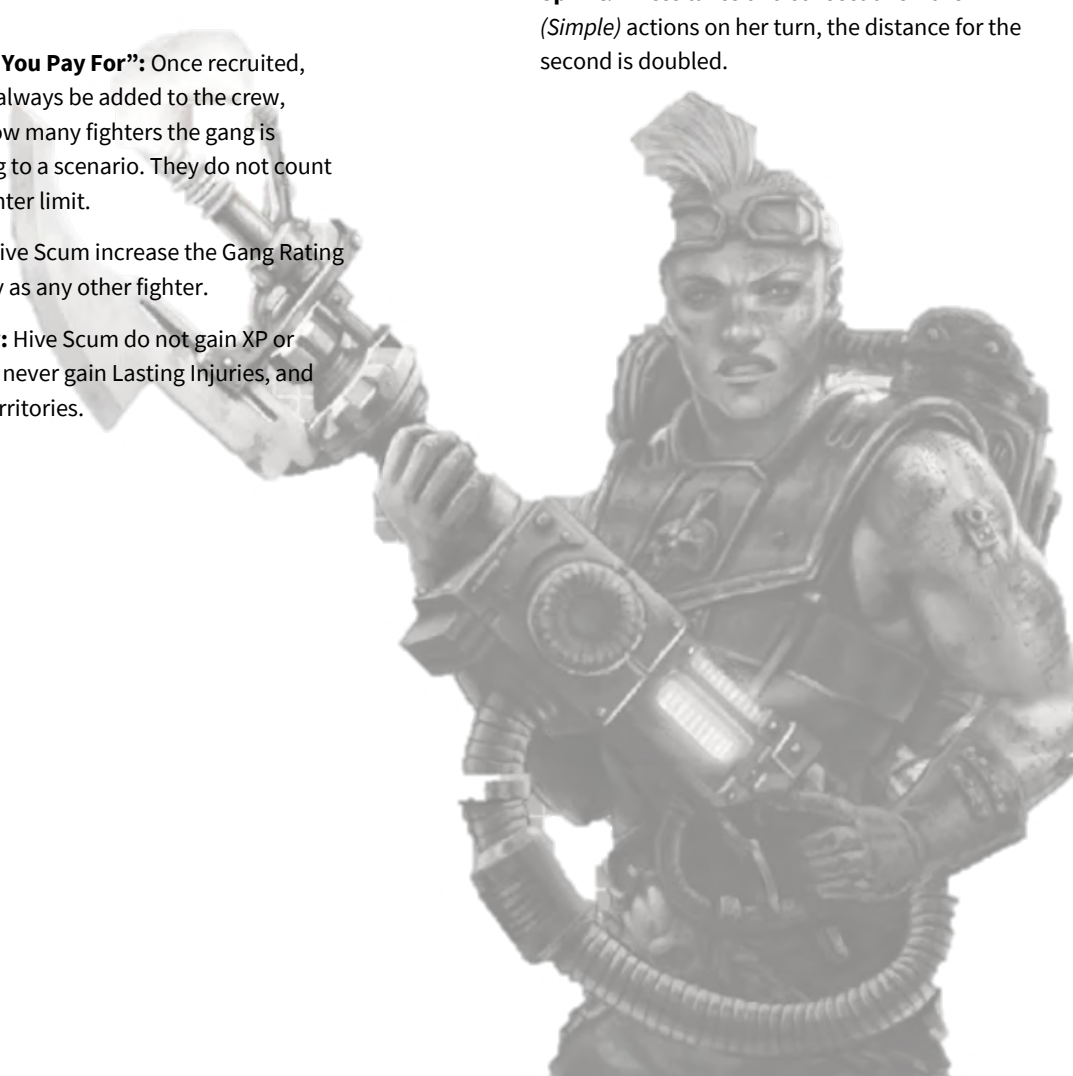
Tess can only be hired by House Goliath gangs.

SPECIAL RULES

Wired: Tess’s enhanced nervous system allows her to re-roll failed Initiative tests.

SKILLS

- Clamber:** When Tess climbs, it does not cost extra movement. She treats every vertical surface as a ladder.
- Sprint:** If Tess takes two consecutive *Move (Simple)* actions on her turn, the distance for the second is doubled.



ATTILUS THE AXE

(GOLIATH BOUNTY HUNTER) – 275 credits hiring fee

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

WEAPON	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
God Cleaver	-	E	-	-	S+2	-2	2	-	Pulverise, Unwieldy, Melee
Stub Gun	6"	12"	+2	-	3	-	1	4+	Plentiful, Sidearm

EQUIPMENT

- Furnace Plates

DRAMATIS PERSONAE RULES

- Personal Style:** Dramatis Personae can only use the weapons and equipment options included on their profile – they can never be given other gear.

BOUNTY HUNTER RULES

- “You Get What You Pay For”:** Once recruited, a Bounty Hunter does not count towards the gang’s fighter limit for a scenario .
- “We’ll Get Our Bit...”:** The Bounty Hunter’s gang can earn creds off the bodies of their enemies:
 - **Dead, Not Alive:** When an opponent’s fighter dies, the gang immediately claims half their value in credits, rounded up to the nearest 5.
 - **Claiming Bounties:** Roll D6 when the gang takes a Captive – on 3+, the gang is cut in on an active warrant – gain D6x10 credits.

After the battle, if **neither** of these abilities were used, the Bounty Hunter remains with the gang.

If **one** ability was used, roll D6 – on 1-3, the Bounty Hunter leaves; on 4-6, they remain with the gang.

If **both** abilities were used, the Bounty Hunter departs, happy with their payment.

- Gang Rating:** Bounty Hunters increase the Gang Rating in the same way as any other fighter.
- Campaign Play:** Bounty Hunters do not gain XP or Advancements, never gain Lasting Injuries, and cannot work Territories.

HOUSE LOYALTY

Attilus can only be hired by House Goliath gangs.

SPECIAL RULES

Undefeated: Attilus has no concept of defeat, as he’s never been bested. He ignores the first Out of Action result he suffers on the Injury dice.

Group Activation (1): When this fighter activates, they may also activate one Ready fighter within 3” of their position, in addition to themselves.

SKILLS

- **Bull Charge:** When Attilus makes close combat attacks as part of a successful *Charge (Double)* action, his *Melee* weapons gain +1 Strength and the *Knockback* trait.

This only applies to the free *Fight (Basic)* action gained from a charge – not to subsequent rounds of combat.

- **Iron Man:** Attilus does not lose Toughness if he suffers a Flesh Wound (if he suffers Flesh Wounds equal to his Toughness, he still goes Out of Action).
- **Unleash the Beast:** Attilus may take the following action when Engaged:
 - **FLEX (Simple):** All fighters (friend and enemy) in base contact must check Strength – if failed, Attilus pushes them D3” directly away (stopping if they contact another fighter or terrain feature).

DJANGAR “GUNFISTS”

(GOLIATH BOUNTY HUNTER) – 290 credits hiring fee

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

WEAPON	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
Custom Stubbers x2	9"	18"	-	-	5	-	1	3+	Knockback, Plentiful

EQUIPMENT

- Furnace Plates

DRAMATIS PERSONAE RULES

- Personal Style:** Dramatis Personae can only use the weapons and equipment options included on their profile – they can never be given other gear.

BOUNTY HUNTER RULES

- “You Get What You Pay For”:** Once recruited, a Bounty Hunter does not count towards the gang’s fighter limit for a scenario .
- “We’ll Get Our Bit...”:** The Bounty Hunter’s gang can earn creds off the bodies of their enemies:
 - ▶ **Dead, Not Alive:** When an opponent’s fighter dies, the gang immediately claims half their value in credits, rounded up to the nearest 5.
 - ▶ **Claiming Bounties:** Roll D6 when the gang takes a Captive – on 3+, the gang is cut in on an active warrant – gain D6x10 credits.

After the battle, if **neither** of these abilities were used, the Bounty Hunter remains with the gang.

If **one** ability was used, roll D6 – on 1-3, the Bounty Hunter leaves; on 4-6, they remain with the gang.

If **both** abilities were used, the Bounty Hunter departs, happy with their payment.

- Gang Rating:** Bounty Hunters increase the Gang Rating in the same way as any other fighter.

HOUSE LOYALTY

Djanger can only be hired by House Goliath gangs.

SPECIAL RULES

Storm of Fire: If Djanger has not moved prior to taking the *Shoot (Basic)* action, his Custom Stubbers gain the *Rapid Fire (1)* trait.

SKILLS

- Gunfighter:** Djanger does not suffer the -1 modifier to hit when attacking with Twin Guns Blazing.

When attacking with Twin Guns Blazing, Djanger can target a different enemy with each of his Sidearm weapons.

AJEX GORGOTH, LORD OF THE FIST

(GOLIATH HOUSE AGENT) – petition to hire

M	WS	BS	S	T	W	I	A	Ld	CI	WP	Int
4"	2+	5+	5	4	3	3+	4	8+	5+	6+	7+

WEAPON	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
Powered Servo Claw	-	E	-	-	S+3	-	2	-	Pulverise, Melee
Great Chainsword	E	1"	-1	-	S	-1	1	-	Parry, Rending, Versatile, Melee
Stub Gun	6"	12"	+2	-	3	-	1	4+	Plentiful, Sidearm

EQUIPMENT

- Heavy Carapace Armour
- Respirator

DRAMATIS PERSONAE RULES

- **Personal Style:** Dramatis Personae can only use the weapons and equipment options included on their profile – they can never be given other gear.

HOUSE AGENT RULES

- **Recruitment:** You may have a maximum of one House Agent in your gang at a time.
- **Petition:** House Agents must be petitioned for aid, rather than directly hired. Roll D6, add the gang's Reputation, and consult the below table:

D6+REP	OUTCOME
1-8	Gorgoth heeds the gang's plea for aid. For 100 credits, he can be hired for this battle.
9-15	Gorgoth reluctantly agrees to assist. For 200 credits, he can be hired for this battle.
16+	Gorgoth feels the gang can succeed without his help. He cannot be hired for this battle.

- **"You Get What You Pay For":** Once recruited, House Agents can always be added to the crew, regardless of how many fighters the gang is allowed to bring to a scenario. They do not count towards the fighter limit.
- **Gang Rating:** House Agents increase the Gang Rating in the same way as any other fighter.

HOUSE LOYALTY

Ajex can only be hired by House Goliath gangs.

SPECIAL RULES

Gang Hierarchy (Champion): If the gang is Bottling, and this fighter passes their Cool check, all friendly Goliath fighters within 6" automatically pass theirs.

Group Activation (1): When this fighter activates, they may also activate one Ready fighter within 3" of their position, in addition to themselves.

SKILLS

- **Bull Charge:** When Ajex makes close combat attacks as part of a successful *Charge (Double)* action, his *Melee* weapons gain +1 Strength and the *Knockback* trait.
- **Immovable Stance:** Ajex can take the following action:
 - ▶ **TANK (Double):** Until the start of their next activation:
 - ♦ Ajex cannot be Pinned.
 - ♦ Ajex increases his armour save by +2 (to a maximum of 2+).
 - ♦ Ajex cannot be forced to move from his current position, regardless of any rule.
- **Nyaaargh!** When activated, Ajex can declare he will attempt to take a third action after his first two.

Roll D6 – if the result is equal or less than Ajex's Toughness, he can take a third action; otherwise, his activation ends immediately, all actions wasted.

Regardless of the outcome, Ajex is automatically Pinned at the end of his activation (this cannot be avoided by any means).

T.H.R.U.G-12 “SPARKY”, FREED SLAVE

(SLAVE OGRYN BOUNTY HUNTER) – 320 credits hiring fee

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

WEAPON	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
Las-Cutter	E	2"	+1	-	9	-3	2	6+	Versatile, Scarce, Melee
Augmetic Fist	-	E	-	-	S+1	-1	2	-	Knockback, Melee
Maul	-	E	-	-	S	+1	2	-	Melee

DRAMATIS PERSONAE RULES

- **Personal Style:** Dramatis Personae can only use the weapons and equipment options included on their profile – they can never be given other gear.

BOUNTY HUNTER RULES

- **“You Get What You Pay For”:** Once recruited, a Bounty Hunter does not count towards the gang’s fighter limit for a scenario .
- **“We’ll Get Our Bit...”:** The Bounty Hunter’s gang can earn creds off the bodies of their enemies:
 - ▶ **Dead, Not Alive:** When an opponent’s fighter dies, the gang immediately claims half their value in credits, rounded up to the nearest 5.
 - ▶ **Claiming Bounties:** Roll D6 when the gang takes a Captive – on 3+, the gang is cut in on an active warrant – gain D6x10 credits.

After the battle, if **neither** of these abilities were used, the Bounty Hunter remains with the gang.

If **one** ability was used, roll D6 – on 1-3, the Bounty Hunter leaves; on 4-6, they remain with the gang.

If **both** abilities were used, the Bounty Hunter departs, happy with their payment.

- **Gang Rating:** Bounty Hunters increase the Gang Rating in the same way as any other fighter.

EQUIPMENT

Light Carapace Armour, Photo-Goggles, Stimm-Slug Stash.

GANG LOYALTY

Sparky can only be hired by Slave Ogryn and Outlaw House Goliath gangs.

SPECIAL RULES

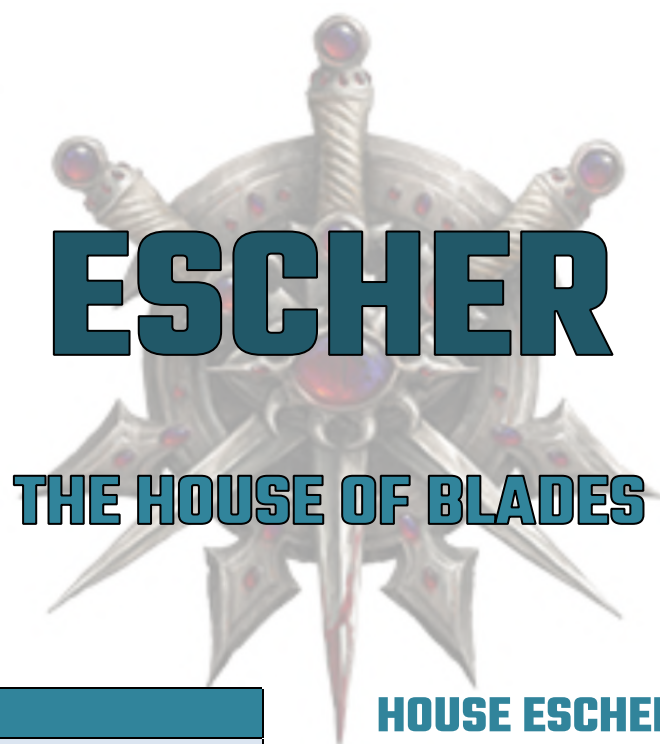
Group Activation (1): When this fighter activates, they may also activate one Ready fighter within 3” of their position, in addition to themselves. Activate these fighters in any order, fully resolving each activation before proceeding to the next.

Note that a gang can only make **one** Group Activation per turn.

Runaway: If this fighter is taken Captive and Sold to the Guilders, they are worth an additional D6x10 credits.

SKILLS

- **Headbutt:** Sparky can take the following action:
 - ▶ **HEADBUTT (Basic):** Choose an Engaged target and roll two D6s – if either rolls equal or higher than their Toughness, they suffer a S+2, AP 0, Damage 2 hit.
However, if both roll lower, Sparky suffers a Strength 5, AP 0, Damage 1 hit.
- **Inspirational:** If a friendly fighter within 6” checks Cool and fails, check Sparky’s Leadership – if passed, the Cool check counts as having succeeded.
- **True Grit:** When Sparky rolls for Injury with multiple dice, discard one of them – and when he rolls for Injury with a single die, roll two instead and choose which result to apply.



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HOUSE ESCHER RULES

CHEM-ALCHEMY

Escher gangs have the ability to create and customise unique stimms and ammo for their fighters by mixing various effects.

ESCHER GANG LIST

GANG QUEEN

(GANG LEADER) - 125 credits

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

EQUIPMENT

- The Gang Queen may purchase any weapons or equipment from the *Gang Queen Equipment List*.
- During a campaign, the Gang Queen may purchase additional weapons and equipment from this list, the Trading Post, or the Black Market.
- The Gang Queen can use any weapon.

SKILLS

- The Gang Queen gains one Primary skill at recruitment, which costs no XP and does not increase their credit value.
- **Primary Skills:** *Agility, Combat, Leadership*.
- **Secondary Skills:** *Cunning, Ferocity, Finesse*

SPECIAL RULES

Gang Leader: A House Escher gang must always include a single fighter with this special rule.

- During campaign play, this fighter may not retire – the only way out for a gang leader is death.
- If this fighter dies during a campaign (or is otherwise permanently lost), another fighter must be promoted to replace them, gaining the Gang Leader rule.

Gang Hierarchy (Leader): If the gang is Bottling, and this fighter passes their Cool check, all friendly Escher fighters within 12" automatically pass theirs.

In addition, during a campaign, this fighter can perform Post-Battle Actions.

Tools of the Trade: This fighter may take multiple equipment sets.

Group Activation (2): When this fighter activates, they may also activate two Ready fighters within 3" of their position, in addition to themselves.

This must be announced at the start of the activation, with chosen fighters clearly identified.

Activate the three fighters in any order, fully resolving each activation before proceeding to the next.

Note that a gang can only make **one** Group Activation per turn.

GANG QUEEN EQUIPMENT LIST

PISTOLS	
• Combi-Pistol (Bolt / Needle).....	60
• Autopistol.....	10
• Laspistol.....	10
• Plasma Pistol.....	50
• Needle Pistol.....	25
• Hand Flamer.....	75
• Stub Gun.....	5
– <i>Dum Dum Rounds</i>	+5
BASIC WEAPONS	
• Autogun.....	15
• Boltgun.....	55
• Lasgun.....	5
• Sawn-Off Shotgun.....	15
• Shotgun (<i>Solid & Scatter Ammo</i>).....	30
– <i>Acid Ammo</i>	+15
• Throwing Knives.....	15
SPECIAL WEAPONS	
• Combi-Weapon	
– <i>Bolter / Flamer</i>	180
– <i>Bolter / Needler</i>	80
– <i>Bolter / Meltagun</i>	170
– <i>Bolter / Plasma Gun</i>	115
• Flamer.....	140
• Grenade Launcher (<i>Frag & Krak Grenades</i>).....	55
– <i>Smoke Grenades</i>	+15
• Needle Rifle.....	35
• “Nightshade” Chem-Thrower.....	135
• Meltagun.....	135
• Plasma Gun.....	100

CLOSE COMBAT WEAPONS	
• Chainaxe.....	30
• Chainsword.....	25
• Fighting Knife.....	15
• Power Knife.....	25
• Power Hammer.....	45
• Power Sword.....	45
• Servo-Claw.....	35
• Shock Whip.....	25
– <i>Master-Crafted</i>	+10
• Stiletto Knife.....	20
• Stiletto Sword.....	30
– <i>Master-Crafted</i>	+10
HEAVY WEAPONS	
• Heavy Stubber ►►.....	130
• Plasma Cannon ►►.....	130
GRENADES	
• Choke Gas Grenades.....	45
• Frag Grenades.....	30
• Krak Grenades.....	45
• Photon Flash Grenades.....	15
• Scare Gas Grenades.....	40
• Smoke Grenades.....	15
• Stun Grenades.....	25

ARMOUR	
• Flak Armour.....	10
• Light Carapace.....	80
• Mesh Armour.....	15
PERSONAL EQUIPMENT	
• Armoured Undersuit.....	25
• Chem-Synth.....	15
• Drop Rig.....	10
• Filter Plugs.....	10
• Photo Goggles.....	35
• Respirator.....	15
• Skinblade.....	10
WEAPON ACCESSORIES	
• Gunshroud (<i>Pistols & Basic Weapons only</i>).....	20
• Hotshot Las Pack (<i>Lasgun & Laspistol only</i>).....	20
• Las-Projector (<i>Pistols, Basic & Special Weapons only</i>).....	35
• Suspensor (<i>Heavy Weapons only</i>).....	60
EXOTIC BEASTS	
• 0-2 Phyr Cat.....	130

GANG MATRIARCH

(CHAMPION) - 100 credits

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

EQUIPMENT

- A Gang Matriarch may purchase any weapons or equipment from the *Gang Matriarch Equipment List*.
- During a campaign, a Gang Matriarch may purchase additional weapons and equipment from this list, the Trading Post, or the Black Market.
- A Gang Matriarch can use any weapon.

SKILLS

- The Gang Matriarch gains one Primary skill at recruitment, which costs no XP and does not increase their credit value.
- **Primary Skills:** *Agility, Combat*.
- **Secondary Skills:** *Cunning, Ferocity, Leadership, Finesse*

SPECIAL RULES

Gang Hierarchy (Champion): If the gang is Bottling, and this fighter passes their Cool check, all friendly Escher fighters within 6" automatically pass theirs.

In addition, during a campaign, this fighter can perform Post-Battle Actions.

Tools of the Trade: This fighter may take multiple equipment sets.

Group Activation (1): When this fighter activates, they may also activate one Ready fighter within 3" of their position, in addition to themselves.

This must be announced at the start of the activation, with the other chosen fighter clearly identified.

Activate the two fighters in any order, fully resolving each activation before proceeding to the next.

Note that a gang can only make **one** Group Activation per turn.

GANG MATRIARCH EQUIPMENT LIST

PISTOLS	
• Combi-Pistol (Bolt / Needle).....	60
• Autopistol.....	10
• Laspistol.....	10
• Plasma Pistol.....	50
• Needle Pistol.....	25
• Hand Flamer.....	75
• Stub Gun.....	5
– Dum Dum Rounds.....	+5
BASIC WEAPONS	
• Autogun.....	15
• Boltgun.....	55
• Lasgun.....	5
• Sawn-Off Shotgun.....	15
• Shotgun (Solid & Scatter Ammo).....	30
– Acid Ammo.....	+15
• Throwing Knives.....	15
SPECIAL WEAPONS	
• Combi-Weapon	
– Bolter / Flamer.....	180
– Bolter / Needler.....	80
Bolter / Meltagun.....	170
– Bolter / Plasma Gun.....	115
• Flamer.....	140
• Grenade Launcher (Frag & Krak Grenades).....	55
– Smoke Grenades.....	+15
• Needle Rifle.....	35
• “Nightshade” Chem-Thrower.....	135
• Meltagun.....	135
• Plasma Gun.....	100

CLOSE COMBAT WEAPONS	
• Chainsword.....	25
• Fighting Knife.....	15
• Power Knife.....	25
• Power Hammer.....	45
• Power Sword.....	45
• Servo-Claw.....	35
• Shock Whip.....	25
– Master-Crafted.....	+10
• Stiletto Knife.....	20
• Stiletto Sword.....	30
– Master-Crafted.....	+10
HEAVY WEAPONS	
• Heavy Stubber ▶▶.....	130
• Plasma Cannon ▶▶.....	130
GRENADES	
• Choke Gas Grenades.....	45
• Frag Grenades.....	30
• Krak Grenades.....	45
• Photon Flash Grenades.....	15
• Scare Gas Grenades.....	40
• Smoke Grenades.....	15
• Stun Grenades.....	25

ARMOUR	
• Flak Armour.....	10
• Mesh Armour.....	15
PERSONAL EQUIPMENT	
• Armoured Undersuit.....	25
• Chem-Synth.....	15
• Drop Rig.....	10
• Filter Plugs.....	10
• Photo Goggles.....	35
• Respirator.....	15
• Skinblade.....	10
WEAPON ACCESSORIES	
• Gunshroud (Pistols & Basic Weapons only).....	20
• Hotshot Las Pack (Lasgun & Laspistol only).....	20
• Las-Projector (Pistols, Basic & Special Weapons only).....	35
• Suspensor (Heavy Weapons only).....	60
EXOTIC BEASTS	
• 0-2 Phyr Cat.....	130

DEATH-MAIDEN

(CHAMPION) - 115 credits

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

EQUIPMENT

- A Death-Maiden may purchase any weapons or equipment from the *Death-Maiden Equipment List*.
- During a campaign, a Death-Maiden may purchase additional weapons and equipment from this list, the Trading Post, or the Black Market.
- A Death-Maiden can use any weapon from the *Death-Maiden Equipment List* – but can only use Pistols, Heavy Weapons, and Close Combat Weapons from the Trading Post or Black Market.

SKILLS

- The Death-Maiden gains one Primary skill at recruitment, which costs no XP and does not increase their credit value.
- **Primary Skills:** *Agility, Finesse.*
- **Secondary Skills:** *Combat, Ferocity*

SPECIAL RULES

Gang Hierarchy (Champion): If the gang is Bottling, and this fighter passes their Cool check, all friendly Escher fighters within 6" automatically pass theirs.

In addition, during a campaign, this fighter can perform Post-Battle Actions.

Tools of the Trade: This fighter may take multiple equipment sets.

Poison Blood: Toxic weapons are far more potent in the hands of a Death-Maiden.

If the Death-Maiden is wielding a weapon with the *Toxin* trait and rolls a natural 1 when trying to beat the target's Toughness, they may re-roll the die.

DEATH-MAIDEN EQUIPMENT LIST

PISTOLS	
• Laspistol.....	10
• Plasma Pistol.....	50
• Needle Pistol.....	25
• Hand Flamer.....	75
BASIC WEAPONS	
• Throwing Knives.....	15
GRENADES	
• Choke Gas Grenades.....	45
• Photon Flash Grenades.....	15
• Scare Gas Grenades.....	40
• Smoke Grenades.....	15

CLOSE COMBAT WEAPONS	
• Chainsword.....	25
• Fighting Knife.....	15
• Power Knife.....	25
• Power Sword.....	45
• Shock Whip.....	25
• Stiletto Knife.....	20
• Stiletto Sword.....	30
• Venom Claw.....	30
ARMOUR	
• Flak Armour.....	10
• Mesh Armour.....	15

PERSONAL EQUIPMENT	
• Armoured Undersuit.....	25
• Chem-Synth.....	35
• Drop Rig.....	10
• Respirator.....	15
• Skinblade.....	10
EXOTIC BEASTS	
• 0-2 Phyr Cat.....	130

WYLD RUNNER

(PROSPECT) - 45 credits

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

EQUIPMENT

- A Wyld Runner may purchase any weapons or equipment from the *Wyld Runner Equipment List*.
- During a campaign, a Wyld Runner may purchase additional weapons and equipment from this list, the Trading Post, or the Black Market.
- A Wyld Runner can use any weapon from the *Wyld Runner Equipment List* – but can only use Pistols and Close Combat Weapons from the Trading Post or Black Market.

SPECIAL RULES

Gang Fighter (Prospect): These fighters form the gang's backbone. The total number of Gang Leaders and Champions may **never** exceed the number of fighters with the *Gang Fighter (X)* rule.

Tools of the Trade: This fighter may take multiple equipment sets.

Promotion (Champion): Once a Wyld Runner gains five Advancements, they can be promoted to a Gang Matriarch, if desired.

Their category is adjusted to Champion and they gain all the rules and gear access of their new rank – but lose the *Promotion*, *Hot-Headed*, *Fast Learner* and *Gang Fighter (Prospect)* rules.

When promoted, an appropriate model should be used to represent their new rank and category.

Hot-headed: Prospects have much to prove, often acting on impulse in the hopes of impressing their superiors; as such, older and wiser fighters expect them to be short-lived.

If a Prospect is Seriously Injured or taken Out of Action, friendly fighters within 3" do not need to check Nerve unless they are also a Prospect.

Fast Learner: In a campaign, this fighter may improve a characteristic any number of times without its cost increasing.

WYLD RUNNER EQUIPMENT LIST

BASIC WEAPONS	
• Throwing Knives.....	5
• Wyld Bow.....	10
– <i>Poison Arrows</i>	+25
– <i>Explosive Arrows</i>	+20
– <i>Acid Arrows</i>	+20
PISTOLS	
• Laspistol.....	10
• Stub Gun.....	5
– <i>Dum Dum Rounds</i>	+5
• Throwing Knives.....	5
ARMOUR	
• Flak Armour.....	10

CLOSE COMBAT WEAPONS	
• Chainsword.....	25
• Fighting Knife.....	15
• Power Knife.....	25
• Stiletto Knife.....	20
• Whip.....	15
GRENADES	
• Choke Gas Grenades.....	45
• Frag Grenades.....	30
• Krak Grenades.....	45
• Photon Flash Grenades.....	15
• Scare Gas Grenades.....	40
• Smoke Grenades.....	15
• Stun Grenades.....	25

PERSONAL EQUIPMENT	
• Chem-Synth.....	15
• Drop Rig.....	10
• Filter Plugs	10
• Photo Goggles.....	35
• Respirator.....	15
• Skinblade.....	10
EXOTIC BEASTS	
• 0-3 Phelynx.....	50

GANG SISTER

(GANGER) - 50 credits

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

EQUIPMENT

- Gang Sisters (and Gang Sister Specialists) may purchase any weapons or equipment from the *Gang Sister Equipment List*.
- During a campaign, a Gang Sister may purchase additional weapons from this list.
 - ▶ *A Gang Sister can only use Pistols, Basic Weapons, and Close Combat Weapons.*
 - ▶ *A Gang Sister Specialist can also use Special Weapons.*
- During a campaign, a Gang Sister may purchase additional equipment from this list, the Trading Post, or the Black Market.

SPECIAL RULES

Gang Fighter (Ganger): These fighters form the gang's backbone. The total number of Gang Leaders and Champions may **never** exceed the number of fighters with the *Gang Fighter (X)* rule.

Promotion (Gang Sister Specialist): When the gang is founded, one Gang Sister can be promoted to a Gang Sister Specialist.

In a campaign, additional Gang Sisters may also be promoted through an Advancement.

A Gang Sister Specialist gains the following additional rules:

- Tools of the Trade:* This fighter may take multiple equipment sets.
- Special Weapons:* This fighter may purchase Special Weapons from the *Gang Sister Equipment List*.
- Specialist:* This fighter may spend XP to gain additional skills.

GANG SISTER EQUIPMENT LIST

PISTOLS	
• Autopistol.....	10
• Laspistol.....	10
• Hand Flamer.....	75
• Stub Gun.....	5
– <i>Dum Dum Rounds</i>	+5
BASIC WEAPONS	
• Autogun.....	15
• Lasgun.....	5
• Shotgun (<i>Solid & Scatter Ammo</i>)....	30
– <i>Acid Ammo</i>	+15
• Throwing Knives.....	15
SPECIAL WEAPONS	
• Combi-Weapon	
– <i>Bolter / Flamer</i>	180
– <i>Bolter / Needler</i>	80
– <i>Bolter / Meltagun</i>	170
– <i>Bolter / Plasma Gun</i>	115
• Flamer.....	140
• Grenade Launcher (<i>Frag & Krak Grenades</i>).....	55
– <i>Smoke Grenades</i>	+15
• Needle Rifle.....	35
• “Nightshade” Chem-Thrower.....	135
• Meltagun.....	135
• Plasma Gun.....	100

CLOSE COMBAT WEAPONS	
• Chainsword.....	25
• Fighting Knife.....	15
• Shock Whip.....	25
• Stiletto Knife.....	20
• Stiletto Sword.....	30
GRENADES	
• Choke Gas Grenades.....	45
• Frag Grenades.....	30
• Krak Grenades.....	45
• Photon Flash Grenades.....	15
• Scare Gas Grenades.....	40
• Smoke Grenades.....	15
• Stun Grenades.....	25
ARMOUR	
• Flak Armour.....	10
• Mesh Armour.....	15
PERSONAL EQUIPMENT	
• Armoured Undersuit.....	25
• Chem-Synth.....	15
• Drop Rig.....	10
• Filter Plugs.....	10
• Photo Goggles.....	35
• Respirator.....	15
• Skinblade.....	10

WEAPON ACCESSORIES	
• Gunshroud (<i>Pistols & Basic Weapons only</i>).....	20
• Hotshot Las Pack (<i>Lasgun & Laspistol only</i>).....	20
• Las-Projector (<i>Pistols, Basic Weapons only</i>).....	35

LITTLE SISTER

(JUVE) - 35 credits

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

EQUIPMENT

- A Little Sister may purchase any weapons or equipment from the *Little Sister Equipment List*.
- During a campaign, a Little Sister may purchase additional weapons from this list.
- During a campaign, a Little Sister may purchase equipment from this list, the Trading Post, or the Black Market.

SPECIAL RULES

Gang Fighter (Juve): These fighters form the gang's backbone. The total number of Gang Leaders and Champions may **never** exceed the number of fighters with the *Gang Fighter (X)* rule.

Promotion (Gang Sister Specialist): Once a Little Sister gains five Advancements, they can be promoted to a Gang Sister Specialist, if desired.

Their category is adjusted to Ganger and they gain all the rules and gear access of their new rank – but lose the *Promotion*, *Fast Learner* and *Gang Fighter (Juve)* rules.

Fast Learner: In a campaign, this fighter may improve a characteristic any number of times without its cost increasing.

LITTLE SISTER EQUIPMENT LIST

PISTOLS

- Autopistol..... 10
- Laspistol..... 10
- Needle Pistol..... 25
- Stub Gun..... 5
 - *Dum Dum Rounds*..... +5

BASIC WEAPONS

- Throwing Knives..... 5

ARMOUR

- Flak Armour..... 10

GRENADES

- Choke Gas Grenades..... 45
- Frag Grenades..... 30
- Krak Grenades..... 45
- Photon Flash Grenades..... 15
- Scare Gas Grenades..... 40
- Smoke Grenades..... 15
- Stun Grenades..... 25

CLOSE COMBAT WEAPONS

- Fighting Knife..... 15
- Stiletto Knife..... 20

PERSONAL EQUIPMENT

- Chem-Synth..... 15
- Drop Rig..... 10
- Filter Plugs..... 10
- Photo-Goggles..... 35
- Respirator..... 15
- Skinblade..... 10

ESCHER SKILL ACCESS

	AGILITY	BRAWN	COMBAT	CUNNING	FEROCITY	LEADERSHIP	SHOOTING	SAVANT	FINESSE
Gang Queen	Primary	–	Primary	Secondary	Secondary	Primary	–	–	Secondary
Gang Matriarch	Primary	–	Primary	Secondary	Secondary	Secondary	–	Secondary	Secondary
Death-Maiden	Primary	–	Secondary	–	Secondary	–	–	–	Primary
Wyld Runner	Primary	–	Secondary	Secondary	–	–	–	–	–
Gang Sister Specialist	Primary	–	Primary	Secondary	Secondary	–	–	–	–
Little Sister	Primary	–	Secondary	Secondary	–	–	–	–	–

ESCHER CHEM-ALCHEMY

House Escher's chem-alchemy lets your gang create and customise a range of deadly concoctions and compounds in the form of unique stimms and speciality ammo.

USING CHEM-ALCHEMY

- Escher gangs can purchase a **Chem-Alchemy Elixir** from their *House Equipment List*.
 - Choose Category:** Either *Stimm*, *Gas Ammo*, or *Toxic Ammo*.
 - Choose Effects:** Pick up to three from the chosen category.
 - Determine Cost:** Combine the cost of each effect to find the chem's **final cost**.
- Each created chem represents a single dose or use, which (when taken) lasts for the duration of one battle.
- Don't forget to give your custom chem a **name**!

STIMMS

Stimms count as **equipment**. A fighter with a stimmm can start a battle under its effects. Alternatively, they can take the following action during the battle:

- **ADMINISTER DOSE (Simple):** Apply the effect of the stimmm to this fighter, or a friendly fighter in base contact.

(1) BAD BLOOD

10 CREDITS

Genophaic haem-mimics modify the subject's haemoglobin, creating highly toxic blood that will kill all but the carrier.

- Each time the user suffers a Wound or Flesh Wound, all fighters in base contact must check Initiative.
- If failed, they take a hit from a weapon with the *Toxin* trait.
 - **TOXIN:** Roll D6, and if the result is higher than the victim's Toughness, they must roll for Injury.

(2) BLOOD RUSH

15 CREDITS

Created from plasmid-modified cells, this stimmm rapidly stops bleeding and knits together torn flesh.

- The user immediately removes one Flesh Wound, or recovers from being Seriously Injured.

(3) BRAIN LOCK

15 CREDITS

Psychoactive stimms flood the user's brain, allowing them to disrupt nearby malign energies by willpower alone.

- The user can Disrupt enemy wyrd powers as if they were a psyker.

(4) DREAMLAND

10 CREDITS

Neural blockers interfere with those receptors associated with harmful thoughts.

- The user is immune to the Insanity condition.

(5) HYPER

20 CREDITS

Cortical-kinetic impellers energise the motive pathway, granting thought-quick movements and blinding reflexes.

- The user gains +2" Movement.
- When the user takes the *Charge (Double)* action, they add D6" to their movement, rather than the usual D3".
- The user suffers a -1 modifier to all hit rolls.

(6) ICE COLD

15 CREDITS

Concocted from strains of Kalma and Spur, this stimm dulls reality without deadening the senses.

- The user gains a +2 modifier to Cool checks.

(7) JOLT

30 CREDITS

A blast of powerful stimulants floods the body, letting a user to shrug off injuries and keep fighting... while the effects last.

- Until the End Phase of the round in which the stimm was administered, the user counts Serious Injuries as Flesh Wounds.

(8) NIGHT NIGHT

25 CREDITS

Bio-anaesthetics shut down the user's body, placing them into a healing coma.

- If the user goes Out of Action, they do not roll for Lasting Injury – they automatically count as *Out Cold*.
- The user can still be Captured as normal.

(9) PUKE

15 CREDITS

Potent counter-toxins pump into the user's system – tiny microbes purging foreign agents from the bloodstream.

- The user doubles their Toughness when determining whether they are affected by the *Toxin* or *Gas* traits.

(10) WIDE-EYE

10 CREDITS

Ocular stimulants expand the pupils and sharpen the mind, letting the user notice even the most minute of details.

- The user ignores the Pitch Black rules.
- If the user is a Sentry in a scenario that uses the Sneak Attack rules, they always count attackers as being "in the open."

GAS AMMO

A fighter with Gas Ammo can apply it to any weapon they have with the *Gas* trait, upgrading its effects.

Declare you are doing this after choosing crews.

Once applied, Gas Ammo will alter the profile and traits of the weapon. These effects last for the duration of the battle.

(1) ACIDIC

20 CREDITS

Caustic compounds quickly eat away at the filters and seals of protective gear, though at the cost of some lethality.

- A target hit by this ammo cannot use any armour or equipment that increases their Toughness against the *Gas* trait (e.g. Respirators).
- If this ammo results in an Injury roll, the target treats an Out of Action result as Seriously Injured.

(2) BANE

15 CREDITS

This chemical compound works its way into vulnerable eyes, mouths and organs.

- A target hit by this ammo counts as Toughness 3, regardless of their actual profile.
- Equipment such as respirators can still modify Toughness against the *Gas* trait as usual.

(3) BLACKOUT

30 CREDITS

Potent flurane chems combine powerful mixtures of knockout drugs that can instantly snuff out a victim's consciousness.

- If this ammo results in an Injury roll, the target treats a Serious Injury result as Out of Action.
- If this ammo takes a target Out of Action, they do not roll for Lasting Injury – they automatically count as *Out Cold*.

(4) BLINDING

10 CREDITS

Bio-adhesives infiltrate the victim's eyeballs, restricting blood flow and robbing them of sight.

- If this ammo inflicts a Flesh Wound on a target, the target becomes subject to the Blind condition.

(5) EXPANSIVE**20 CREDITS**

Helio-molecular stimulation modifies toxic gas to disperse over an extremely large area.

- This ammo can only be applied to a weapon that has both the *Gas* and *Blast* (X") traits.
- This ammo allows the weapon to place two Blast markers instead of one – the second must be positioned so it is touching the first.

HOUSE RULE: If the first marker Scattered because it missed, the second marker is positioned touching the first at a spot determined by the Scatter die.

(6) HALLUCINOGEN**15 CREDITS**

Aggressive psychogenic chems attack a target's neural pathways, making them doubt their own senses.

- If a target is hit by this ammo, they resolve the attack as normal, then check Willpower – if failed, they become subject to the Insane condition.

(7) LEADEN**30 CREDITS**

This gaseous substance is incredibly dense, settling upon the battlefield and resisting dispersion.

- Resolve an attack by this ammo as normal.
- Then, place the Blast (3") marker so that its central hole is positioned within the area of the attack:
 - ▶ *If the attack used the Flame template, place the marker anywhere within that area.*
 - ▶ *If the attack used a Blast marker, place the marker anywhere within that area.*
 - ▶ *For all other attacks, place the marker over the target.*
- If a fighter moves through this Blast marker, they count as being hit by the original weapon (resolved at the end of the activation).
- The Blast marker is removed in the current End Phase.

(8) LIFTIN'**25 CREDITS**

The altered composition of these gases decreases density without sacrificing their potency.

- This ammo can only be applied to a weapon that has both the *Gas* and *Template* traits.
- When making an attack with this ammo, instead of positioning the template in base contact with the attacker, it can be placed up to 6" away.
- The template must be positioned so its narrow end points directly towards the attacker.

(9) PATHOGENIC**15 CREDITS**

Microbic chems induce rapid necrosis in human flesh, killing victims quickly without an immediate counter-agent.

- If this ammo successfully hits a target, place a marker next to that fighter, as a reminder.
- When the target next activates, discard the marker and roll D6 – on 1-2, resolve an attack from a weapon with the *Gas* trait.

(10) PYROPHORIC**20 CREDITS**

These insidious gases cling relentlessly to their victims, and self-fuelling their immolation.

- This ammo grants its weapon the *Blaze* trait.

TOXIC AMMO

A fighter with Toxic Ammo can apply it to any weapon they have with the *Toxin* trait, upgrading its effects.

Declare you are doing this after choosing crews.

Once applied, Toxic Ammo will alter the profile and traits of the weapon. These effects last for the duration of the battle.

(1) BLEEDING

10 CREDITS

Anticoagulant compounds coerce wounds to keep bleeding once inflicted.

- If this ammo inflicts an Injury on a target, but does not take them Out of Action, place a marker beside them.
- In each subsequent End Phase, replace one marker with a Flesh Wound.

(2) CONCENTRATED

15 CREDITS

Though its potency is short-lived, this formula delivers a highly effective poison right into its victim's heart.

- The first time this ammo hits a target, add +2 to the roll when trying to beat their Toughness.
- This modifier only applies to the very first hit scored in the battle – every hit from the second onwards is resolved as normal.

(3) DEBILITATING

10 CREDITS

This vile concoction inflicts blindness, paralysis, and enfeeblement.

- If this ammo inflicts an Injury on a target, but does not take them Out of Action, place a marker beside them.
- Any time the target checks a characteristic, they suffer an additional -1 modifier for every marker they have.

(4) DECAYING

5 CREDITS

Necrotic acids both poison organics and eat away at armour, leaving victims vulnerable to further harm.

- If this ammo inflicts an Injury on a target, but does not take them Out of Action, place a marker beside them.
- Any time the target attempts an armour save, they suffer a -1 modifier to their roll.

(5) EXPLODING

20 CREDITS

Hexaphagic venoms attack their victims at a cellular level, expanding organs until they explode in a shower of gore.

- If this ammo takes a target Out of Action, before removing them, centre the Blast (3") marker over their base.
- Any fighter touched by the marker suffers a hit from a weapon with the *Gas* trait.

(6) MADDENING

5 CREDITS

Psycho-conductive chems are not only deadly – they also drive their victims into a frenzied rage.

- If this ammo inflicts an Injury on a target, for the remainder of the battle all of their weapons gain the *Reckless* trait.

(7) MAIMING

10 CREDITS

Nano-caustic chems tear the victim's body apart from within, leaving wounds that persist beyond the poison's effects.

- If this ammo takes a target Out of Action, roll twice for Lasting Injury and choose which result to apply.

(8) PANICKING

10 CREDITS

This nerve agent triggers uncontrollable palpitations, sending victims spiralling into terror and despair.

- If this ammo inflicts an Injury on a target, they immediately become Broken and make a free *Running for Cover (Double)* action.

(9) PARALYSING

5 CREDITS

Cortical inhibitors mixed with deadly poisons leave the victim wracked with pain and going nowhere.

- If this ammo Injures a target, they must immediately check Strength – if failed, they become paralysed.
- A paralysed fighter becomes subject to the Webbed condition.

(10) SILENCING

5 CREDITS

Subtle chemicals target the victim's vocal organs and auditory senses, isolating them from the world around them.

- If this ammo Injures a target, for the remainder of the round they cannot issue or be part of Group Activations.

ESCHER EXOTIC BEASTS, BRUTES, & HANGERS-ON

PHYRR CAT

(EXOTIC BEAST) - 120 credits

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

WEAPON	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
Talons	-	E	-	-	S	-1	2	-	Pulverise, Melee

EXOTIC BEAST RULES

- **Joining a Fight:** If its owner participates in a battle, the Exotic Beast may also be included and does not count towards the gang's fighter limit (and so are not considered in Bottle Tests). If its owner is removed for any reason, the Exotic Beast is also removed.
- **Profile Restriction:** Exotic Beasts may never be issued new weapons or equipment – they can only use the ones included in their profile.
- **Activation:** When its owner activates (including as part of a Group Activation), all of their Exotic Beasts also activate. The activations can be resolved in any order.
- **Behaviour:** If an Exotic Beast ends its activation more than 9" away from their owner, it must make a Nerve check – if failed, it becomes Broken and immediately takes a free *Running for Cover* (Double) action.
 - ▶ An Exotic Beast flees towards its owner, rather than cover.
 - ▶ An Exotic Beast automatically Rallies if its activation ends within 9" of its owner (but does not gain XP).
- **Campaign Play:** Exotic Beasts gain XP and Lasting Injuries as normal, and roll Advancements on the *Ganger Advancement Table* (they can be promoted to Specialist). They can be taken Captive, and a Rescue Mission can be mounted for them as normal. Exotic Beasts cannot work Territories.

SKILLS

- A Phyrr Cat has no skills at recruitment.
- **Primary Skills:** *Agility*.
- **Secondary Skills:** *Cunning*.

SPECIAL RULES

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

Lands on their Feet: If the Phyrr Cat falls for any reason, it reduces the Strength of the impact by -2.

PHELYNX

(EXOTIC BEAST) - 50 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	WP	Int
4"	3+	-	3	3	1	3+	2	10+	7+	9+	11+

EXOTIC BEAST RULES

- **Joining a Fight:** If its owner participates in a battle, the Exotic Beast may also be included and does not count towards the gang's fighter limit (and so are not considered in Bottle Tests). If its owner is removed for any reason, the Exotic Beast is also removed.
- **Profile Restriction:** Exotic Beasts may never be issued new weapons or equipment – they can only use the ones included in their profile.
- **Activation:** When its owner activates (including as part of a Group Activation), all of their Exotic Beasts also activate. The activations can be resolved in any order.
- **Behaviour:** If an Exotic Beast ends its activation more than 3" away from their owner, it must make a Nerve check – if failed, it becomes Broken and immediately takes a free *Running for Cover (Double)* action.
 - ▶ *An Exotic Beast flees towards its owner, rather than cover.*
 - ▶ *An Exotic Beast automatically Rallies if its activation ends within 3" of its owner (but does not gain XP).*
- **Campaign Play:** Exotic Beasts gain XP and Lasting Injuries as normal, and roll Advancements on the *Ganger Advancement Table* (they can be promoted to Specialist). They can be taken Captive, and a Rescue Mission can be mounted for them as normal. Exotic Beasts cannot work Territories.

SKILLS

- A Phelynx has no skills at recruitment.
- **Primary Skills:** *Brawn*.
- **Secondary Skills:** *Ferocity*.

SPECIAL RULES

Venemous Bite: If the hit roll for any of the Phelynx's attacks is a natural 6, it gains the *Toxin* trait.

Untamed: All of the Phelynx's attacks have the *Reckless* trait.

KHIMERIX

(BRUTE) - 220 credits

M	WS	BS	S	T	W	I	A	Ld	CI	WP	Int
6"	4+	4+	4	5	3	3+	3	8+	7+	7+	8+

WEAPON	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
Talons	-	E	-	-	S	-1	2	-	Pulverise, Melee
Razor-Sharp Talons	-	E	-	-	S+1	-1	3	-	Rending, Melee
Chemical Cloud Breath	6"	12"	+1	-	3	-1	1	-	Blast (3")
Gaseous Eruption Breath	-	T	-	-	-	-	-	-	Gas, Template

EQUIPMENT

- By default, a Khimerix wields *Chemical Cloud Breath* and *Talons*.

ADDITIONAL OPTIONS

- Replace *Chemical Cloud Breath* with *Gaseous Eruption Breath*: +80 credits.
- Replace *Talons* with *Razor-Sharp Talons*: +10 credits.
- Upgrade to scaly hide (counts as Flak Armour): +10 credits.

BRUTE RULES

- Rep & Recruitment:** The maximum number of combined Brutes and Hangers-On a gang can recruit is determined by their Reputation:

REP	MAX
0-5	1
5-9	2
10-14	3
15-19	4
20-24	5
Each additional +5	+1

- Full Member:** Once recruited, Brutes are an accepted part of the gang. They may join a battle in the same way as any other fighter.
- Profile Restriction:** Brutes can only use and purchase the weapons and equipment options included on their profile – they can never be given any other gear.
- Campaign Play:** Brutes gain XP and Lasting Injuries as normal, and count as a Specialist for Advancements. They can be taken Captive, and a Rescue Mission can be mounted for them as normal. Brutes cannot work Territories.

SKILLS

- A Khimerix comes with the *Crushing Blow* skill at recruitment:

- **CRUSHING BLOW:** When the Khimerix takes the *Fight (Basic)* action, before rolling to hit, it may nominate one Attack dice as a *Crushing Blow*.

If this attack successfully hits the target, it gains +1 Strength and +1 Damage.

- Primary Skills:** *Ferocity*.
- Secondary Skills:** *Agility, Combat*.

SPECIAL RULES

Regeneration: As long as the Khimerix is not subject to the Blaze condition, it can take the following action:

- **REGENERATE (Simple):** Roll D6 – on 4+, the Khimerix heals one lost wound.

APPRENTICE CLAN CHEMYST

(HANGER-ON – ESCHER ONLY) - 75 credits

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

WEAPON	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
Needle Pistol	4"	9"	+2	-	4	-1	-	6"	Silent, Toxin, Scarce, Sidearm

EQUIPMENT

- An Apprentice Clan Chemyst wields a Needle Pistol.

HANGER-ON RULES

- Rep & Recruitment:** The maximum number of combined Brutes and Hangers-On a gang can recruit is determined by their Reputation:

REP	MAX
0-5	1
5-9	2
10-14	3
15-19	4
20-24	5
Each additional +5	+1

- Support Role:** Generally, Hangers-On do not willingly participate in battles. However, if the gang has *Home Turf Advantage* in the scenario being played, roll D6 – on 4+, this fighter is unlucky enough to be hanging around when the fighting starts and must be included as part of the crew (and counting towards the gang's fighter limit).
- Profile Restriction:** Hangers-On can only use the weapons and equipment options included on their profile – they can never be given any other gear.
- Campaign Play:** Hangers-On do not gain XP or Advancements – and if they suffer a Lasting Injury (roll of 46+), they permanently depart the gang. However, they can be taken Captive, and a Rescue Mission can be mounted for them as normal. Hangers-On cannot work Territories.

RECRUITMENT LIMIT

- A gang can hire a maximum of one Apprentice Clan Chemyst.

SKILLS

- An Apprentice Clan Chemyst comes with the *Fixer* skill at recruitment:
 - **FIXER:** As long as the Apprentice Clan Chemyst is not Captured or in Recovery, the gang gains an additional D3x10 credits.

SPECIAL RULES

Experimental Elixirs: When engaging in Chem-Alchemy, the Chemyst's gang reduces the overall cost of a created chem by D6x10 (to a minimum of 10 credits).

Last Rites: If a Gang Queen or Gang Matriarch from the Chemyst's gang dies, roll D6 – if the result is less than the number of Advancements the dead fighter has, they are resurrected as a Death-Maiden.

The new Death-Maiden keeps none of their previous incarnation's weapons or gear – they are effectively a new fighter.

SHIVVER

(HANGER-ON – ESCHER ONLY) - 100 credits

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

EQUIPMENT

- None.

HANGER-ON RULES

- **Rep & Recruitment:** The maximum number of combined Brutes and Hangers-On a gang can recruit is determined by their Reputation:

REP	MAX
0-5	1
5-9	2
10-14	3
15-19	4
20-24	5
Each additional +5	+1

- **Support Role:** Generally, Hangers-On do not willingly participate in battles. However, if the gang has *Home Turf Advantage* in the scenario being played, roll D6 – on 4+, this fighter is unlucky enough to be hanging around when the fighting starts and must be included as part of the crew (and counting towards the gang's fighter limit).
- **Profile Restriction:** Hangers-On can only use the weapons and equipment options included on their profile – they can never be given any other gear.
- **Campaign Play:** Hangers-On do not gain XP or Advancements – and if they suffer a Lasting Injury (roll of 46+), they permanently depart the gang. However, they can be taken Captive, and a Rescue Mission can be mounted for them as normal. Hangers-On cannot work Territories.

RECRUITMENT LIMIT

- A gang can hire a maximum of one Shivver.

SKILLS

- A Shivver comes with the *Fearsome* skill at recruitment:
 - ▶ **FEARSOME:** If the Shivver is targeted with a Charge (Double) action, the enemy must check Willpower after declaring it – if failed, they cannot move and their activation ends immediately.

SPECIAL RULES

Psyniscience: After a battle, one fighter with the *Gang Heirarchy (X)* rule can take the following Post-Battle Action:

- ▶ **VISIT SHIVVER:** The Shivver looks into the fighter's future, divining what lies ahead for them and their sisters. Roll 2D6 and consult the table:

2D6	PORTENT
2	DOOM! The fighter is so disheartened they immediately go into Recovery.
3-4	THE FATES ARE UNCLEAR: Choose either Leadership, Willpower, or Intelligence. In the next battle, the fighter can re-roll failed checks against this characteristic.
5-7	FAVOURABLE PORTENTS: When the fighter makes ranged attacks in the next battle, they may re-roll natural 1s and ignore friendly fighters when resolving Stray Shots.
8-9	A GREAT VICTORY: If the fighter's gang wins their next battle, the fighter gains +D6 bonus XP.
10-11	A MYSTERIOUS STRANGER: In their next battle, the fighter's gang may hire a Bounty Hunter for free. The Bounty Hunter automatically departs afterwards.
12	FORTUNE AND GLORY: In the next battle this fighter participates in, they double their total XP earned, and their gang doubles any Reputation earned.

HOUSE ESCHER ARMOURY

CLOSE COMBAT WEAPONS

WEAPON	RANGE		ACCURACY		Str	AP	D	Ammo	Traits
	S	L	S	L					
Axe	-	E	-	-	+1	-	1	-	Disarm, Melee
Chainaxe	-	E	-	+1	+1	1	1	-	Disarm, Rending, Melee
Chainsword	-	E	-	+1	S	-1	1	-	Parry, Rending, Melee
Fighting Knife	-	E	-	-	S	-1	1	-	Backstab, Melee
Flail	-	E	-	-	S	-1	1	-	Entangle, Melee
Maul (Club)	-	E	-	-	S	+1	2	-	Melee
Power Hammer	-	E	-	-	S+1	-1	2	-	Power, Melee
Power Knife	-	E	-	-	S+2	-2	1	-	Power, Disarm, Melee
Power Sword	-	E	-	-	S+2	-2	1	-	Power, Parry, Melee
Razor-Sharp Talons (Khimerix)	-	E	-	-	S+1	-2	3	-	Rending, Melee
Servo-Claw	-	E	-	-	+2	-	2	-	Melee
Shock Whip	E	3"	-1	-	S+1	-	1	-	Shock, Versatile, Melee
♦ Master-Crafted	E	3"	-1	-	S+1	-	1	-	Master-Crafted, Shock, Versatile, Melee
Spud-Jacker	-	E	-	-	S+1	-	1	-	Knockback, Melee
Stiletto Knife	-	E	-	-	-	-	-	-	Toxin, Melee
Stiletto Sword	-	E	-	-	-	-1	-	-	Toxin, Parry, Melee
♦ Master-Crafted	-	E	-	-	-	-1	-	-	Master-Crafted, Toxin, Parry, Melee
Talons (Khimerix & Phyr Cat)	-	E	-	-	S	-1	2	-	Pulverise, Melee
Two-Handed Axe ►►	-	E	-	-1	S+2	-	2	-	Unwieldy, Melee
Two-Handed Hammer ►►	-	E	-	-1	S+1	-	3	-	Knockback, Unwieldy, Melee
Venom Claw	-	E	-	-	-	-2	-	-	Entangle, Toxin, Melee
Whip	E	3"	-1	-	2	-	1	-	Entangle, Versatile, Melee

GRENADES

WEAPON	RANGE		ACCURACY		Str	AP	D	Ammo	Traits
	S	L	S	L					
Blasting Charge	-	Sx2	-	-	5	-1	2	5+	Blast (5"), Knockback, Grenade
Choke Gas Grenade	-	Sx3	-	-	-	-	-	5+	Blast (3"), Gas, Grenade
Frag Grenade	-	Sx3	-	-	3	-	1	4+	Blast (3"), Knockback, Grenade
Krak Grenade	-	Sx3	-	-1	6	-2	2	4+	Demolitions, Grenade
Photon Flash Grenade	-	Sx3	-	-	-	-	-	5+	Blast (5"), Flash, Grenade
Scare Gas Grenade	-	Sx3	-	-	-	-	-	6+	Blast (3"), Fear, Gas, Grenade
Smoke Grenade	-	Sx3	-	-	-	-	-	4+	Blast (3"), Smoke, Grenade
Stun Grenade	-	Sx3	-	-	2	-1	1	4+	Blast (3"), Concussion, Grenade

PISTOLS

WEAPON	RANGE		ACCURACY				Str	AP	D	Ammo	Traits
	S	L	S	L							
Autopistol	4"	12"	+1	-	3	-	1	4+			Rapid Fire (1), Sidearm
Bolt Pistol	6"	12"	+1	-	4	-1	2	6+			Sidearm
Combi-Pistol											
♦ Bolt Pistol (Primary)	6"	12"	+1	-	4	-1	2	6+			Combi, Sidearm
♦ Needle Pistol (Secondary)	4"	9"	+2	-	-	-1	-	6+			Combi, Toxin, Silent, Scarce, Sidearm
Hand Flamer	-	T	-	-	3	-	1	5+			Blaze, Template
Las pistol	8"	12"	+1	-	3	-	1	2+			Plentiful, Sidearm
Needle Pistol	4"	9"	+2	-	-	-1	-	6+			Toxin, Silent, Scarce, Sidearm
Plasma Pistol											
♦ Low	6"	12"	+2	-	5	-1	2	5+			Scarce, Sidearm
♦ Maximal	6"	12"	+1	-	7	-2	3	5+			Unstable, Scarce, Sidearm
Stub Gun	6"	12"	+2	-	3	-	1	4+			Plentiful, Sidearm
♦ Dum Dum Rounds	5"	10"	+1	-	4	-	1	4+			Limited, Sidearm

BASIC WEAPONS

WEAPON	RANGE		ACCURACY				Str	AP	D	Ammo	Traits
	S	L	S	L							
Autogun	8"	24"	+1	-	3	-	1	4+			Rapid Fire (1)
Boltgun	12"	24"	+1	-	4	-1	2	6+			Rapid Fire (1)
Combat Shotgun											
♦ Salvo Ammo	4"	12"	+1	-	4	-	2	4+			Rapid Fire (1), Knockback
♦ Shredder Ammo	-	T	-	-	2	-	1	4+			Scattershot, Template
Lasgun	18"	24"	+1	-	3	-	1	2+			Plentiful
Sawn-Off Shotgun	4"	8"	+2	-	3	-	1	6+			Scattershot, Plentiful
Shotgun											
♦ Acid Ammo	4"	8"	+1	-	3	-1	1	5+			Blaze, Scattershot
♦ Scatter Rounds	4"	8"	+2	-	2	-	1	4+			Scattershot
♦ Solid Ammo	8"	16"	+1	-	4	-	2	4+			Knockback
Throwing Knives	Sx2"	Sx4"	-	-1	S	-1	-	5+			Toxin, Silent, Scarce
Wyld Bow	9"	18"	-	-1	3	-	1	4+			Silent
♦ Poison Arrows	9"	18"	-	-1	-	-	-	6+			Toxin, Silent, Scarce
♦ Explosive Arrows	9"	18"	-	-1	2	-	1	6+			Blast (3"), Unstable, Scarce
♦ Acid Arrows	9"	18"	-	-1	3	-	1	6+			Blaze, Scarce

SPECIAL WEAPONS

WEAPON	RANGE		ACCURACY		Str	AP	D	Ammo	Traits
	S	L	S	L					
Combi-Weapon									
♦ Boltgun (Primary)	12"	12"	+1	-	4	-1	2	6+	Rapid Fire (1), Combi
♦ Flamer (Secondary)		T	-	-	4	-1	1	5+	Blaze, Unstable, Combi, Template
♦ Meltagun (Secondary)	6"	12"	+1	-	8	-4	3	4+	Melta, Combi, Scarce
♦ Plasma (Secondary)									
– Low	12"	24"	+2	-	5	-1	2	5+	Rapid Fire (1), Combi, Scarce
– Maximal	6"	24"	+1	-	7	-2	3	5+	Unstable, Combi, Scarce
♦ Needler (Secondary)	9"	18"	+1	-	-	-1	-	6+	Combi, Toxin, Silent, Scarce
Chemical Cloud Breath (Khimerix)	6"	12"	+1	-	3	-1	1	-	Blast (3")
Flamer	-	T	-	-	4	-1	1	5+	Blaze, Template
Gaseous Eruption Breath (Khimerix)	-	T	-	-	-	-	-	-	Gas, Template
Grenade Launcher									
♦ Frag Grenades	6"	24"	-1	-	3	-	1	6+	Blast (3"), Knockback
♦ Krak Grenades	6"	24"	-1	-	6	-2	2	6+	
♦ Smoke Grenades	6"	24"	-1	-	-	-	-	4+	Blast (3"), Smoke
Meltagun	6"	12"	+1	-	8	-4	3	4+	Melta, Scarce
Needle Rifle	9"	18"	+2	-	-	-2	-	6+	Toxin, Silent, Scarce
"Nightshade" Chem-Thrower	-	T	-	-	-	-	-	5+	Gas, Silent, Template
Plasma Gun									
♦ Low	12"	24"	+2	-	5	-1	2	5+	Rapid Fire (1), Scarce
♦ Maximal	12"	24"	+1	-	7	-2	3	5+	Unstable, Scarce
Storm Welder ▶▶	8"	16"	+1	-	5	-	1	3+	Rapid Fire (3), Shock, Reckless, Unstable

HEAVY WEAPONS

WEAPON	RANGE		ACCURACY		Str	AP	D	Ammo	Traits
	S	L	S	L					
Heavy Stubber ▶▶	20"	40"	-	-1	4	-1	1	4+	Rapid Fire (2), Unwieldy
Plasma Cannon ▶▶									
♦ Low	18"	36"	+1	-	6	-1	2	5+	Rapid Fire (1), Unwieldy, Scarce
♦ Maximal	18"	36"	+1	-	8	-2	3	5+	Blast (3"), Unstable, Unwieldy, Scarce

WEAPON ACCESSORIES

Accessories with a [★] cannot be fitted together on the same weapon.

GUNSHROUD

- **FITTED TO:** Autopistol, Reclaimed Autopistol, Bolt Pistol, Laspistol, Las Sub-Carbine, Stub Gun; all Basic Weapons; Long Rifle, Sniper Rifle
- **EFFECTS:** The weapon gains the *Silent* trait.

HOTSHOT LAS PACK

- **FITTED TO:** Lasgun, Laspistol
- **EFFECTS:** The weapon's profile changes to Strength 4, AP -1, Ammo 4+, and it loses the *Plentiful* trait.

LAS-PROJECTOR

- **FITTED TO:** Pistols, Basic Weapons, Special Weapons
- **EFFECTS:** The weapon's Short range Accuracy bonus increases by +1.

SUSPENSOR

- **FITTED TO:** *Heavy Weapons*
- **EFFECTS:** Attacking with this heavy weapon becomes a (*Basic*) action rather than (*Double*).

TELESCOPIC SIGHT [★]

- **FITTED TO:** *Pistols; all Basic & Special Weapons*
- **EFFECTS:** If a fighter takes the *Aim (Basic)* action, this weapon always uses its modifier for Short range, even if the target is at Long range.

ARMOUR

ARMOURWEAVE

- The wearer gains a 5+ save.
- This can never be reduced to less than 6+ by a weapon's AP or any other modifier.

LIGHT CARAPACE ARMOUR

- The wearer gains a 4+ armour save.

FLAK ARMOUR

- The wearer gains a 6+ armour save.
- Against weapons that use a Blast marker or Flame template, this increases to 5+.

MESH ARMOUR

- The wearer gains a 5+ armour save.

EQUIPMENT

ARMoured UNDERSUIT

- An armoured undersuit can be worn in conjunction with armour, or on its own.
- If worn in conjunction with armour, the wearer improves their armour save by +1.
- If worn alone, the wearer gains a 6+ armour save.

CHEM-SYNTH

- At the start of the user's activation, they can choose to check Intelligence.
- If passed, any of their weapons with the Gas or Toxin trait count a target's Toughness as being -1.
- The effects last one round.

DROP RIG

- If the owner is Active and within 1" of an edge, they can take the following action:
 - ▶ **DESCEND (Basic):** Move up to 3" horizontally, and up to 12" vertically. The fighter's vertical movement must be downwards – i.e. towards the ground.

FILTER PLUGS

- If the owner is hit by a weapon with the *Gas* trait, their Toughness counts as +1 when rolling to determine whether they are affected.
- This item is one-use only. After applying the above modifier, the filter plugs are removed.

MEDICAE KIT

- When the user assists a friendly fighter's Recovery, roll an additional Injury die and choose one result to discard.

PHOTO GOGGLES

- If the Pitch Black rules are in effect, the owner can spot enemies up to 12" away, rather than 3".
- The owner can see through smoke clouds.
- If the owner is hit by a Flash weapon, they count suffer a -1 modifier to Initiative when rolling to determine whether they become subject to the Blind condition.

RESPIRATOR

- If the owner is hit by a weapon with the *Gas* trait, their Toughness counts as +2 when rolling to determine whether they are affected.

SKINBLADE

- If the fighter is Captured after a battle, they can attempt to escape – roll D6.
 - ▶ *On 1-2, they are unsuccessful and become a Captive.*
 - ▶ *On 3-4, they escape but must roll for Lasting Injury.*
 - ▶ *On 5-6, they escape effortlessly.*
- If a fighter escapes, their skinblade is removed.

ESCHER TERRAIN

OBTAINING GANG TERRAIN

- The below terrain can be purchased from the **Trading Post** during the Post-Battle Sequence.
- Once purchased, the terrain is added to the gang's **Stash**, and can be fielded in any battle the gang participates in (unless noted otherwise).
- Once purchased, terrain is retained between battles, each time returning to the Stash.

PLACING GANG TERRAIN

- The owner of gang terrain places it on the battlefield **before** any fighters are deployed but **after** all other terrain has been set up.
- Gang terrain may be placed within its gang's deployment area; or if noted, in **no-man's-land** – that is, anywhere on the battlefield that is not a gang deployment zone.
- If gang terrain is marked **Defensive**, it can only be used if the gang is a defender in a scenario.
- If gang terrain is marked **Gang Relic**, it can be used as such in any scenario utilising that rule.

ESCHER GANG TERRAIN

TERRAIN	COST	AVAILABILITY
1. Blade Cages	50	Rare (9)
2. Decapitators	75	Rare (11)
3. Gas Canisters	15	Common
4. Gas Censors	50	Rare (10)
5. Chemyst Cult Relic	100	Rare (10)

(1) BLADE CAGES

These cruel but effective mantraps are triggered by pressure plates or tripwires, causing bladed claws to snap down around the victim.

- Place within the gang's deployment zone, or in no-man's land.
- A Blade Cage is a **Hidden Trap**. Deploy six markers. Use some means to privately note which marker is the real Blade Cage.
- When an enemy moves within 2" of a Blade Cage, they must check Initiative – if failed, flip the trap to see if it is false or real.
 - ▶ *If false, discard the trap with no effect.*
 - ▶ *If real, the Blade Cage traps the fighter, who gains the Webbed condition.*
- A Blade Cage can only trap one fighter at a time. If it traps an enemy, other enemies will not trigger it.
- An enemy within 1" of a Blade Cage that does not have a fighter within it can take the following action:
 - ▶ **DISARM (Basic):** Check Intelligence – if passed, discard the Blade Cage. If failed, the fighter is trapped!

(2) DECAPITATORS

Highly unsubtle, these spring-loaded or pneumatic blades make savage and messy booby traps.

- Decapitators are traps, and use the rules for Hidden Traps.
- Place in the gang's deployment zone, or anywhere in no-man's-land.
- When an enemy moves within 2" of a Decapitator, they must check Initiative – if failed, flip the trap to see if it is false or real.
 - ▶ *If false, discard the trap with no effect.*
 - ▶ *If real, the Decapitator triggers – the fighter must immediately roll for Injury.*
- An enemy within 1" of a Decapitator can take the following action:
 - ▶ **DISARM (Basic):** Check Intelligence – if passed, discard the Blade Cage. If failed, the trap triggers and the fighter must roll for Injury, as above!

(3) GAS CANISTERS

Homemade containers for the gang's toxic compounds and airborne chems.

- Place in the gang's deployment zone, or anywhere in no-man's-land.
- Friendly fighters within 3" of a Gas Canister count it as a Chem-Synth that can only be used with weapons that have the *Gas* trait – not the *Toxin* trait.
 - ▶ *At the start of the fighter's activation, check Intelligence – if passed, any of their weapons with the Gas trait counts enemy Toughness as -1 until the end of the round.*
- Gas Canisters can be targeted in the same way as fighters, and can be affected by *Blast* and *Template* markers. They are Toughness 3.
- When a Gas Canister is destroyed, centre the Blast (3") marker over its position – any fighters it touches suffer a hit from a weapon with the *Gas* trait.

(4) GAS CENSER

Hung from domes or doorways, gas censers slowly release toxins into the air.

- Place in the gang's deployment zone, or anywhere in no-man's-land.
- Represent the Gas Censer with a token or model.
- In each End Phase, any fighter within 3" of a Gas Censer must check Toughness. They may use any equipment that protects against the *Gas* trait. If failed (or on a natural 6), they suffer a Flesh Wound.
- A fighter in base contact with a Gas Censer can throw it – treat it as a Choke Gas Grenade (that is, *Blast* (3"), *Gas*). Once resolved, remove the marker.

(5) CHEMYST CULT RELIC (DEFENSIVE, GANG RELIC)

Massive, bladed icons of the House or spiked pillars hung with trophies of the gang's kills, altars to the Chemyst Cult always incorporate chem-stills or toxin filters.

- Friendly fighters within 3" of the Relic count it as a Chem-Synth:
 - ▶ *At the start of the fighter's activation, check Intelligence – if passed, any weapons they have with the Gas or Toxin traits count enemy Toughness as -1 until the end of the round.*
- Friendly fighters who are within 3" of the Relic and Seriously Injured count as being assisted when making a Recovery roll.
- In each End Phase, any enemy within 3" of the Relic must check Toughness. They may use any equipment that protects against the *Gas* trait. If failed (or on a natural 6), they suffer a Flesh Wound.

PETITIONING THE HOUSE

ESCHER HOUSE FAVOURS

At the campaign Arbitrator's discretion, gangs can attempt to gain a House Favour. Usually, this occurs at the start of a campaign week, but can be at any point the Arbitrator deems appropriate.

In House Escher, favours represent the aid of major factions within the clan: Chymist Cults or hab-mothers, or if the gang is especially favoured, maybe even the Council of Crones.

Be warned! While the gang's masters may bestow them gifts, they might also exact a price for those audacious enough to call upon them.

If a gang has an **Alliance**, or has petitioned a **House Agent** for aid in the upcoming battle, they may not seek a favour.

PETITIONING FOR FAVOUR

Before the game, after choosing your crew for the scenario, then **roll 2D6 and add +1 for every enemy gang in the campaign with a higher Gang Rating than you** (to a maximum of +3).

Determine the final score and immediately apply the result from the list.

(2) TOO MANY CHEMS

Too much of a good thing can sometimes be deadly...

- Choose one fighter to suffer a fatal chem reaction.
- They are permanently removed from the gang, along with all their weapons and equipment.

(3-5) TEST SUBJECTS

To prove themselves, the gang must test out some new chems to see if they are "battle ready."

- The gang gains 50 credits that must immediately be spent on Chem-Alchemy to create Stimms.
- Issue the created Stimms to up to three fighters.
- Any credits not spent immediately are lost.

(6-8) SURPLUS CLAN EQUIPMENT

The gang receives a shipment of Escher chems and weapons.

- Immediately gain 2D6x10 credits worth of weapons and equipment from the *Gang Sister Equipment List*.

- Any credits not spent immediately are lost.

(9-10) WYLD ONES

Sometimes members of the Wyld come to the aid of Escher gangs, though their help can be a mixed blessing.

- For the rest of the campaign week, the gang gains D3 Wyld Runners.
- This group comes with 100 credits worth of weapons and equipment, spread between them.
- However, any weapons given to them gain the *Reckless* trait.
- If no Wyld Runner models are available, re-roll this result.

(11-12) CHYMIST CULT MATRON

A powerful member of the Clan House has descended from the Sirens to Hive City to aid the gang.

- For the rest of the campaign week, the gang gains a free House Agent.

(13+) CHEMICAL WARFARE

Sometimes an experimental chem will be given to a gang, allowing them to experience all the realities of gang warfare without any of its consequences.

- At the start of the battle, you can announce your gang is undertaking Chemical Warfare.
- For the duration of the battle, every fighter in the gang automatically passes Cool checks, and the gang never takes Bottle Tests.

ESCHER HOUSE AGENT

(HIRED GUN - HOUSE AGENT) – petition to hire

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

HOUSE AGENT RULES

- **Champion of the House:** When you hire a House Agent, choose one of the above profiles to use.
- **Agent Limit:** You may have a maximum of one House Agent in your gang at a time.
- **Recruitment:** House Agents are not hired in the usual way – instead, a gang must petition them before a battle. Roll D6 on the below table:

D6+REP	OUTCOME
1-5	The House heeds the gang's plea for aid and an Agent is dispatched. For 40 credits, they can be hired for this battle.
6-10	The House agrees to send an Agent to aid the gang, but it will cost them. For 80 credits, they can be hired for this battle.
11-15	The House feels the gang is capable of winning this fight alone. An Agent cannot be hired for this battle.
16+	The House is angered that such a notorious gang dares petition for more aid. An Agent cannot be hired for this battle – and the gang must pay a tithe of 2D6x10 credits to the House as punishment for making foolish requests.

- **“You Get What You Pay For”:** Once recruited, House Agents can always be added to the crew, regardless of how many fighters the gang is allowed to bring to a scenario. They do not count towards the fighter limit.
- **Campaign Play:** Hired Guns do not gain XP or Advancements, never gain Lasting Injuries, and cannot work Territories.

EQUIPMENT

- A House Agent is equipped with 150 credits worth of weapons and gear, chosen for free from the *Escher Gang Queen Equipment List*.
- The value of the weapons and equipment increase the Gang's Rating.

SKILLS

- Once a House Agent's services are secured, choose an option for their skills:
 - ▶ Gain three random skills.
 - ▶ Choose one skill, then gain one random skill.
- Skills are drawn from *Brawn*, *Combat*, *Ferocity*, *Leadership*, *Finesse* or *Shooting*.

SPECIAL RULES

Gang Hierarchy (Champion): If the gang is Bottling, and this fighter passes their Cool check, all friendly Escher fighters within 6" automatically pass theirs.

In addition, during a campaign, this fighter can perform Post-Battle Actions.

Group Activation (1): When this fighter activates, they may also activate one Ready fighter within 3" of their position, in addition to themselves.

This must be announced at the start of the activation, with the other chosen fighter clearly identified.

Activate the two fighters in any order, fully resolving each activation before proceeding to the next.

Note that a gang can only make **one** Group Activation per turn.

ESCHER SUB-PLOTS

USING SUB-PLOTS

Sub-Plots are side missions a gang can pursue mid-battle – kept secret from the opponent until completed and rewarding extra credits, XP, Reputation, or Gang Tactics cards.

A House's fortunes are tied invisibly to those of its strongest gangs. Each gang leader is akin to a general in the House's armies – every victory granting the hidden masters more political capital to further their schemes.

As such, sometimes the House's nobles take a direct hand in matters – meddling in the gang's affairs, and sending them on errands, and pressing them into agendas where they can have the most impact. Gang leaders ignore these directives at their peril.

- Players should agree prior to the battle whether to use Sub-Plots. If so, a **deck of playing cards** is required. Each player privately draws one card, then consults their list of House Sub-Plots to see what secret assignment their gang has been given.
- Every **Joker** drawn must be shown to your opponent, then discarded. You must then privately draw **two** cards. If one of these is a Joker, do the same again.
- Once you complete a Sub-Plot, reveal it to your opponent, gain the rewards and apply the effects, then discard the card.

SUB-PLOTS TABLE

(ACE) DECAPITATION

- Reveal when one of your fighters takes an enemy Out of Action using a weapon with the *Melee* or *Versatile* trait.
- The gang gains +D3 Rep.
- If the enemy Gang Leader was taken Out of Action by your Gang Leader, this increases to +D6 Rep.

(2) MURDER RUN

- Reveal if three or more enemies are Seriously Injured or taken Out of Action in a single round.
- Gain +2 random Gang Tactics cards.
- If the enemies were all defeated using weapons with the *Melee* or *Versatile* trait, this increases to +3 Gang Tactics cards.

(3) EXPERIMENTAL GAS

- Reveal after the first time one of your fighters Seriously Injures or takes an enemy Out of Action using a weapon with the *Gas* trait.
- Your fighter gains +1 bonus XP.
- If this enemy defeats two enemies in this way, they gain +2 bonus XP.

(4) A DARK FATE

- Reveal at the end of the battle if you Captured an enemy fighter. You may immediately roll a Lasting Injury for the Captive.
- On any result other than *Memorable Death*, the enemy is returned to their own gang.
- Your gang gains +D3 Rep.

(5) A THOUSAND CUTS

- Reveal if an enemy fighter goes Out of Action as a result of Flesh Wounds reducing their Toughness to zero.
- Gain +D3 Rep. This increases to +D6 if the victim was a Gang Leader or Champion.

(6) FLAWLESS VICTORY

- Reveal at the end of the battle if you won the scenario, with none of your fighters currently being Seriously Injured or Out of Action.
- Gain 3D6x10 credits. This increases to 4D6x10, if at least a third of the enemy gang is Seriously Injured or Out of Action.

(7) SCRAG 'EM ALL

- Reveal at the end of the battle if you won the scenario before round 9.
- Gain +D3 Rep. This increases to +D6, if you won the scenario before round 6.

(8) A SLOW POISON

- Reveal if an enemy is Seriously Injured by a weapon with the *Gas* or *Toxin* trait, attempts Recovery, but ultimately goes Out of Action.
- Gain D6x10 credits. This increases to 2D6x10 if the enemy was a Gang Leader or Champion.

(9) TERROR TACTICS

- Reveal at the start of a round where three or more enemies are Broken.
- Gain +1 random Gang Tactics card. This increases to +2 cards if at least one of those enemies is a Gang Leader or Champion.

(10) QUEEN TAKES KING

- Reveal if your Gang Leader takes an enemy Gang Leader, Champion, or Bounty Hunter Out of Action.
- Gain D6x10 credits. This increases to 2D6x10 credits if your Gang Leader achieved this using a weapon with the *Melee* or *Versatile* trait.

(JACK) BLOODY SISTERHOOD

- Reveal in the End Phase, if two of your fighters simultaneously, successfully Recover.
- Gain +D3 Rep.

(QUEEN) ATTENTION SEEKER

- Reveal after the battle, if one of your fighters defeated three enemies – either leaving them Seriously Injured or taking them Out of Action.
- Gain +1 Rep. This increases to +D3 if your fighter achieved this using a weapon with the *Melee* or *Versatile* trait.

(KING) CRUEL AND UNUSUAL

- Reveal in the End Phase, if at least three enemies have been taken Out of Action via the *Coup de Grace (Simple)* action so far in the battle.
- Gain +1 random Gang Tactics card. This increases to +2 if any of the enemies were a Gang Leader or Champion.

DRAMATIS PERSONAE

NECRANA, THE REVENANT OF CERES

(ESCHER HOUSE AGENT) – petition to hire

M	WS	BS	S	T	W	I	A	Ld	CI	WP	Int
5"	2+	4+	3	4	3	4+	3	8+	4+	7+	7+

WEAPON	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
Venom Claw	-	E	-	-	-	-2	1	-	Entangle, Toxin, Melee
Needle Pistol	4"	9"	+2	-	-	-1	-	6+	Toxin, Silent, Scarce, Sidearm

EQUIPMENT

- Mesh Armour
- Respirator

DRAMATIS PERSONAE RULES

- **Personal Style:** Dramatis Personae can only use the weapons and equipment options included on their profile – they can never be given other gear.

HOUSE AGENT RULES

- **Recruitment:** You may have a maximum of one House Agent in your gang at a time.
- **Petition:** House Agents must be petitioned for aid, rather than directly hired. Roll D6, add the gang's Reputation, and consult the below table:

D6+REP	OUTCOME
1-8	Necrana heeds the gang's plea for aid. For 100 credits, she can be hired for this battle.
9-15	Necrana reluctantly agrees to assist. For 200 credits, she can be hired for this battle.
16+	Necrana feels the gang can succeed without her help. She cannot be hired for this battle.

- **"You Get What You Pay For":** Once recruited, House Agents can always be added to the crew, regardless of how many fighters the gang is allowed to bring to a scenario. They do not count towards the fighter limit.
- **Gang Rating:** House Agents increase the Gang Rating in the same way as any other fighter.

HOUSE LOYALTY

Necrana can only be hired by House Escher gangs.

SPECIAL RULES

Immortal Death-Maiden: Necrana cannot be targeted by the *Coup de Grace (Simple)* action, and treats Out of Action results on the Injury die as Serious Injury, instead.

Necrana does not attempt Recovery in the normal way. Instead, roll D6 – if the result is equal or less than her Toughness, she recovers.

- ▶ If Necrana recovers, she suffers a *Flesh Wound* as usual.
- ▶ If this *Flesh Wound* brings her to zero Toughness, she goes *Out of Action* as normal.

SKILLS

- **Hit and Run:** After Necrana completes a *Charge (Double)* action and her subsequent close combat attacks, she may make a free *Retreat (Basic)* action **before** the enemy makes Reaction attacks.

Note that even if the *Retreat (Basic)* action fails, the enemy can only make Reaction attacks once, not twice.

- **Rain of Blows:** Necrana treats the *Fight (Basic)* action as *Fight (Simple)*.

CYNISS, THE MOTHER OF POISONS

(ESCHER HOUSE AGENT) – petition to hire

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

WEAPON	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
<i>Wrist-Mounted Needler</i>									
– Spray Fire	3"	6"	+1	-	-	-	-	4+	Scattershot, Toxin, Sidearm
– Burst Fire	6"	12"	+1	-	-	-1	-	4+	Rapid Fire (1), Toxin, Sidearm

EQUIPMENT

- Mesh Armour
- Respirator

DRAMATIS PERSONAE RULES

- **Personal Style:** Dramatis Personae can only use the weapons and equipment options included on their profile – they can never be given other gear.

HOUSE AGENT RULES

- **Recruitment:** You may have a maximum of one House Agent in your gang at a time.
- **Petition:** House Agents must be petitioned for aid, rather than directly hired. Roll D6, add the gang's Reputation, and consult the below table:

D6+REP	OUTCOME
1-8	Cyniss heeds the gang's plea for aid. For 100 credits, she can be hired for this battle.
9-15	Cyniss reluctantly agrees to assist. For 200 credits, she can be hired for this battle.
16+	Cyniss feels the gang can succeed without her help. She cannot be hired for this battle.

- **"You Get What You Pay For":** Once recruited, House Agents can always be added to the crew, regardless of how many fighters the gang is allowed to bring to a scenario. They do not count towards the fighter limit.
- **Gang Rating:** House Agents increase the Gang Rating in the same way as any other fighter.

HOUSE LOYALTY

Cyniss can only be hired by House Escher gangs.

SPECIAL RULES

Master Clan Chymist: When Cyniss activates, she may choose one Chem-Alchemy Toxin effect to her weapon. The effects last for the duration of the round.

SKILLS

- **Medicae:** When a friendly fighter makes a Recovery roll and Cyniss assists them, they can re-roll any Out of Action results (the second outcome always stands).



BETTI BANSHEE

(ESCHER BOUNTY HUNTER) – 170 credits hiring fee

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

WEAPON	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
Custom Power Blade x2	-	E	-	-	S+2	-2	1	-	Power, Parry, Melee

EQUIPMENT

- Mesh Armour

DRAMATIS PERSONAE RULES

- **Personal Style:** Dramatis Personae can only use the weapons and equipment options included on their profile – they can never be given other gear.

BOUNTY HUNTER RULES

- **“You Get What You Pay For”:** Once recruited, a Bounty Hunter does not count towards the gang’s fighter limit for a scenario .
- **“We’ll Get Our Bit...”:** The Bounty Hunter’s gang can earn creds off the bodies of their enemies:
 - ▶ **Dead, Not Alive:** When an opponent’s fighter dies, the gang immediately claims half their value in credits, rounded up to the nearest 5.
 - ▶ **Claiming Bounties:** Roll D6 when the gang takes a Captive – on 3+, the gang is cut in on an active warrant – gain D6x10 credits.

After the battle, if **neither** of these abilities were used, the Bounty Hunter remains with the gang.

If **one** ability was used, roll D6 – on 1-3, the Bounty Hunter leaves; on 4-6, they remain with the gang.

If **both** abilities were used, the Bounty Hunter departs, happy with their payment.

- **Gang Rating:** Bounty Hunters increase the Gang Rating in the same way as any other fighter.

- HOUSE LOYALTY

Betti can only be hired by House Escher gangs.

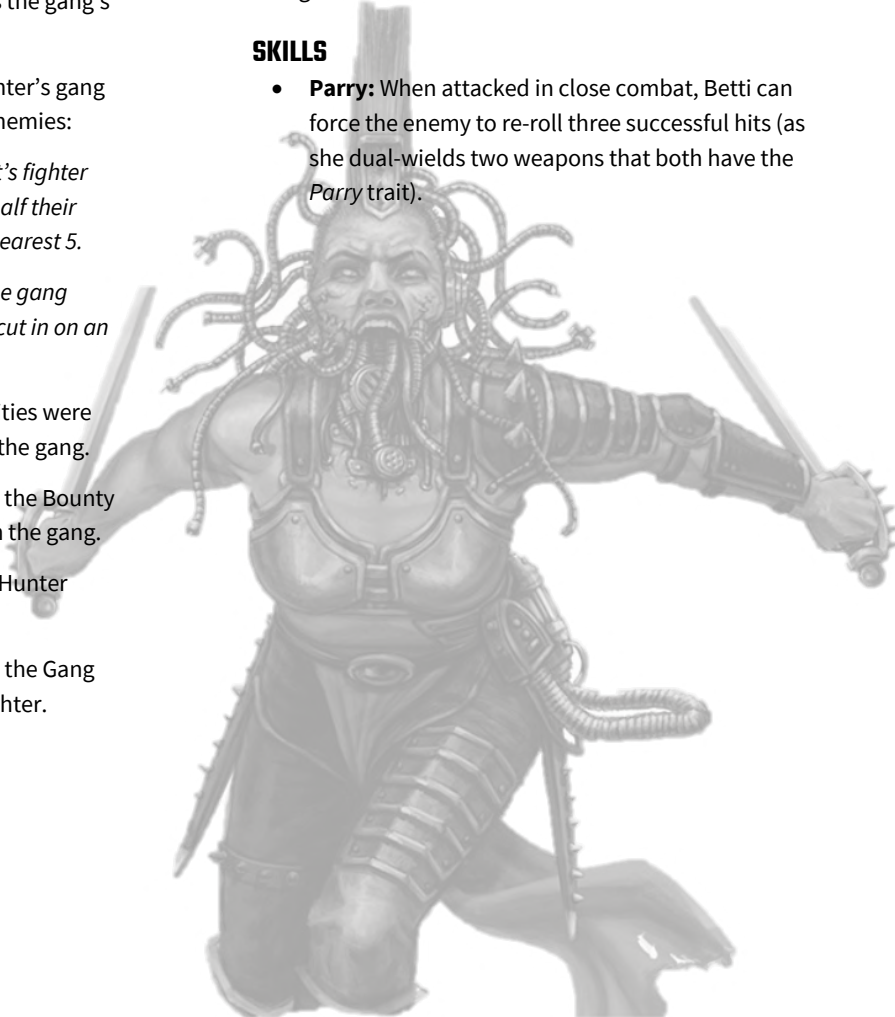
SPECIAL RULES

Banshee Wail: If Betti makes a successful *Charge (Double)* action, her target may not make Reaction attacks against her that turn.

In addition, when an enemy activates within 6" of Betti, they must check Willpower – if failed, they may only take a single action in their activation.

SKILLS

- **Parry:** When attacked in close combat, Betti can force the enemy to re-roll three successful hits (as she dual-wields two weapons that both have the *Parry* trait).



KRIA KYTORO, THE HUNTRESS

(ESCHER BOUNTY HUNTER) – 240 credits hiring fee

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

WEAPON	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
Long Las	18"	-	+1	-	4	-	1	2+	Plentiful
Autopistol	4"	12"	+1	-	3	-	1	4+	Rapid Fire (1), Sidearm
Throwing Knives	Sx2	Sx	-	-1	-	-1	-	5+	Toxin, Silent, Scarce
Stiletto Knife	-	E	-	-	-	-	-	-	Toxin, Melee

EQUIPMENT

- Mesh Armour, Telescopic Sight (Long Las), Chem-Synth.

DRAMATIS PERSONAE RULES

- **Personal Style:** Dramatis Personae can only use the weapons and equipment options included on their profile – they can never be given other gear.

BOUNTY HUNTER RULES

- **“You Get What You Pay For”:** Once recruited, a Bounty Hunter does not count towards the gang’s fighter limit for a scenario.
- **“We’ll Get Our Bit...”:** The Bounty Hunter’s gang can earn creds off the bodies of their enemies:
 - ▶ **Dead, Not Alive:** When an opponent’s fighter dies, the gang immediately claims half their value in credits, rounded up to the nearest 5.
 - ▶ **Claiming Bounties:** Roll D6 when the gang takes a Captive – on 3+, the gang is cut in on an active warrant – gain D6x10 credits reward.

After the battle, if **neither** of these abilities were used, the Bounty Hunter remains with the gang.

If **one** ability was used, roll D6 – on 1-3, the Bounty Hunter leaves; on 4-6, they remain with the gang.

If **both** abilities were used, the Bounty Hunter departs, happy with their payment.

- **Gang Rating:** Bounty Hunters increase the Gang Rating in the same way as any other fighter.
- **Campaign Play:** Bounty Hunters do not gain XP or Advancements, never gain Lasting Injuries, and cannot work Territories.

HOUSE LOYALTY

Kria can only be hired by House Escher gangs.

SKILLS

- **Infiltrate:** During deployment, set Kria aside instead of placing her.

Immediately before the start of the first round, deploy her anywhere on the battlefield that is not visible to or within 6" of any enemies.

If multiple players have fighters with this skill, take turns deploying them (roll off to see who goes first).

- **Precision Shot:** If Kria’s ranged attack hits on a natural 6, the target loses their armour save.
- **Step Aside:** If an enemy hits Kria in close combat, check Initiative – if passed, one hit is negated. The remainder are resolved as normal.

This skill may be used any number of times in a round, but only once per enemy.



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HOUSE ORLOCK RULES

LEGENDARY NAMES

The best of the Orlock fighters can gain Legendary Names – a reputation that ensures they are known far and wide, drawing fear and respect in equal measure.

Any Orlock fighter can earn a Legendary Name. Fighters with the *Gang Heirarchy (X)* rule can have up to three; any other fighter can have up to two.

Legendary Names can be obtained at recruitment, or later as an Advancement.

Having a Legendary Name grants the fighter additional benefits – but also often impose a drawback.

ORLOCK GANG LIST

ROAD CAPTAIN

(GANG LEADER) - 105 credits

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

EQUIPMENT

- The Road Captain may purchase any weapons or equipment from the *Road Captain Equipment List*.
- During a campaign, the Road Captain may purchase additional weapons and equipment from this list, the Trading Post, or the Black Market.
- The Road Captain can use any weapon.

SKILLS

- The Road Captain gains one Primary skill at recruitment, which costs no XP and does not increase their credit value.
- Primary Skills:** *Ferocity, Leadership, Savant.*
- Secondary Skills:** *Brawn, Shooting, Bravado.*

LEGENDARY NAMES

This fighter can have up to three Legendary Names. Each one increases their value by +5 credits.

- One Legendary Name can be chosen for free at recruitment (that is, in addition to a skill).
- As an Advancement, they can spend -3 XP to gain a random Legendary Name from any category (re-roll any duplicates).
- As an Advancement, they can spend -6 XP to choose a Legendary Name from any category.

SPECIAL RULES

Gang Leader: A House Orlock gang must always include a single fighter with this special rule.

- During campaign play, this fighter may not retire – the only way out for a gang leader is death.
- If this fighter dies during a campaign (or is otherwise permanently lost), another fighter must be promoted to replace them, gaining the Gang Leader rule.

Gang Hierarchy (Leader): If the gang is Bottling, and this fighter passes their Cool check, all friendly Orlock fighters within 12" automatically pass theirs.

In addition, during a campaign, this fighter can perform Post-Battle Actions.

Tools of the Trade: This fighter may take multiple equipment sets.

Group Activation (2): When this fighter activates, they may also activate two Ready fighters within 3" of their position, in addition to themselves.

This must be announced at the start of the activation, with chosen fighters clearly identified.

Activate the three fighters in any order, fully resolving each activation before proceeding to the next.

Note that a gang can only make **one** Group Activation per turn.

ROAD CAPTAIN EQUIPMENT LIST

PISTOLS	
• Autopistol.....	10
• Bolt Pistol.....	45
– <i>Master-Crafted</i>	+10
• Hand Flamer.....	75
• Plasma Pistol.....	50
• Stub Gun.....	5
– <i>Dum Dum Rounds</i>	+5
BASIC WEAPONS	
• Autogun.....	15
• Boltgun.....	55
– <i>Master-Crafted</i>	+15
• Combat Shotgun (<i>Salvo & Shredder Ammo</i>).....	55
• Sawn-Off Shotgun (<i>Scatter Shot</i>)....	15
– <i>Solid Shot</i>	+10
• Shotgun (<i>Solid & Scatter Ammo</i>)....	30
– <i>Executioner Ammo</i>	+20
– <i>Inferno Ammo</i>	+15
SPECIAL WEAPONS	
• Combi-Weapon	
– <i>Bolter / Melta</i>	165
– <i>Bolter / Grenade Launcher (Frag & Krak Grenades)</i>	80
• Flamer.....	140
• Grenade Launcher (<i>Frag & Krak Grenades</i>).....	65
• Meltagun.....	140
• Plasma Gun.....	140

CLOSE COMBAT WEAPONS	
• Chainsword.....	25
• Fighting Knife.....	15
– <i>Master-Crafted</i>	+5
• Flail.....	20
• Las-Cutter.....	85
• Maul.....	10
• Power Knife.....	25
• Power Maul.....	30
• Power Pick.....	40
• Servo-Claw.....	30
• Two-Handed Hammer ►►.....	35
HEAVY WEAPONS	
• Harpoon Launcher ►►.....	110
• Heavy Bolter ►►.....	160
• Heavy Flamer ►►.....	195
• Heavy Stubber ►►.....	130
• Mining Laser ►►.....	125
• Seismic Cannon ►►.....	140
GRENADES	
• Blasting Charges.....	30
• Demo Charges.....	45
• Frag Grenades.....	30
• Krak Grenades.....	45
• Melta Bombs.....	60
• Photon Flash Grenades.....	15
• Scare Gas Grenades.....	45
• Smoke Grenades.....	15

ARMOUR	
• Flak Armour	10
• Light Carapace Armour.....	80
• Mesh Armour.....	15
PERSONAL EQUIPMENT	
• Bio-Booster.....	35
• Drop Rig.....	10
• Filter Plugs.....	10
• Photo Goggles.....	35
• Respirator.....	15
• Servo Harness (Partial).....	130
WEAPON ACCESSORIES	
• Suspensor (<i>Heavy Weapons only</i>).....	60
• Telescopic Sight (<i>Pistols, Basic & Special Weapons only</i>).....	25
EXOTIC BEASTS	
• 0-2 Cyber-Mastiff.....	100

ROAD SERGEANT

(CHAMPION) - 80 credits

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

EQUIPMENT

- A Road Sergeant may purchase any weapons or equipment from the *Road Sergeant Equipment List*.
- During a campaign, a Road Sergeant may purchase additional weapons and equipment from this list, the Trading Post, or the Black Market.
- A Road Sergeant can use any weapon.

SKILLS

- The Road Sergeant gains one Primary skill at recruitment, which costs no XP and does not increase their credit value.
- **Primary Skills:** *Ferocity, Bravado.*
- **Secondary Skills:** *Brawn, Leadership, Savant.*

LEGENDARY NAMES

This fighter can have up to three Legendary Names. Each one increases their value by +5 credits.

- One Legendary Name can be chosen for free at recruitment (that is, in addition to a skill).
- As an Advancement, they can spend -3 XP to gain a random Legendary Name from any category (re-roll any duplicates).
- As an Advancement, they can spend -6 XP to choose a Legendary Name from any category.

SPECIAL RULES

Gang Hierarchy (Champion): If the gang is Bottling, and this fighter passes their Cool check, all friendly Orlock fighters within 6" automatically pass theirs.

In addition, during a campaign, this fighter can perform Post-Battle Actions.

Tools of the Trade: This fighter may take multiple equipment sets.

Group Activation (1): When this fighter activates, they may also activate one Ready fighter within 3" of their position, in addition to themselves.

This must be announced at the start of the activation, with the other chosen fighter clearly identified.

Activate the two fighters in any order, fully resolving each activation before proceeding to the next.

Note that a gang can only make **one** Group Activation per turn.

ROAD SERGEANT EQUIPMENT LIST

PISTOLS	
• Autopistol.....	10
• Bolt Pistol.....	45
– <i>Master-Crafted</i>	+10
• Hand Flamer.....	75
• Plasma Pistol.....	50
• Stub Gun.....	5
– <i>Dum Dum Rounds</i>	+5
BASIC WEAPONS	
• Autogun.....	15
• Boltgun.....	55
– <i>Master-Crafted</i>	+15
• Combat Shotgun (<i>Salvo & Shredder Ammo</i>).....	55
• Sawn-Off Shotgun (<i>Scatter Shot</i>)....	15
– <i>Solid Shot</i>	+10
• Shotgun (<i>Solid & Scatter Ammo</i>)....	30
– <i>Executioner Ammo</i>	+20
– <i>Inferno Ammo</i>	+15
SPECIAL WEAPONS	
• Combi-Weapon	
– <i>Bolter / Melta</i>	165
– <i>Bolter / Grenade Launcher</i> (<i>Frag & Krak Grenades</i>).....	80
• Flamer.....	140
• Grenade Launcher (<i>Frag & Krak Grenades</i>).....	65
• Meltagun.....	140
• Plasma Gun.....	140

CLOSE COMBAT WEAPONS	
• Chainsword.....	25
• Fighting Knife.....	15
– <i>Master-Crafted</i>	+5
• Flail.....	20
• Las-Cutter.....	85
• Maul.....	10
• Power Maul.....	30
• Power Pick.....	40
• Servo-Claw.....	30
• Two-Handed Hammer ►►.....	35
HEAVY WEAPONS	
• Harpoon Launcher ►►.....	110
• Heavy Bolter ►►.....	160
• Heavy Flamer ►►.....	195
• Heavy Stubber ►►.....	130
• Mining Laser ►►.....	125
• Seismic Cannon ►►.....	140
GRENADES	
• Blasting Charges.....	30
• Demo Charges.....	45
• Frag Grenades.....	30
• Krak Grenades.....	45
• Melta Bombs.....	60
• Photon Flash Grenades.....	15
• Scare Gas Grenades.....	45
• Smoke Grenades.....	15

ARMOUR	
• Flak Armour	10
• Light Carapace Armour.....	80
• Mesh Armour.....	15
PERSONAL EQUIPMENT	
• Bio-Booster.....	35
• Drop Rig.....	10
• Filter Plugs.....	10
• Photo Goggles.....	35
• Respirator.....	15
WEAPON ACCESSORIES	
• Suspensor (<i>Heavy Weapons only</i>).....	60
• Telescopic Sight (<i>Pistols, Basic & Special Weapons only</i>).....	25
EXOTIC BEASTS	
• 0-2 Cyber-Mastiff.....	100

ARMS MASTER

(CHAMPION) - 95 credits

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

EQUIPMENT

- An Arms Master may purchase any weapons or equipment from the *Arms Master Equipment List*.
- During a campaign, an Arms Master may purchase additional weapons and equipment from this list, the Trading Post, or the Black Market.
- An Arms Master can use any weapon from the *Arms Master Equipment* list – but can only use Pistols, Basic Weapons, and Close Combat Weapons from the Trading Post or Black Market.

SKILLS

- The Arms Master gains one Primary skill at recruitment, which costs no XP and does not increase their credit value.
- **Primary Skills:** *Ferocity, Bravado.*
- **Secondary Skills:** *Brawn, Leadership, Savant*

LEGENDARY NAMES

This fighter can have up to three Legendary Names. Each one increases their value by +5 credits.

- One Legendary Name can be chosen for free at recruitment (that is, in addition to a skill).
- As an Advancement, they can spend -3 XP to gain a random Legendary Name from any category (re-roll any duplicates).
- As an Advancement, they can spend -6 XP to choose a Legendary Name from any category.

SPECIAL RULES

Gang Hierarchy (Champion): If the gang is Bottling, and this fighter passes their Cool check, all friendly Orlock fighters within 6" automatically pass theirs.

In addition, during a campaign, this fighter can perform Post-Battle Actions.

Tools of the Trade: This fighter may take multiple equipment sets.

Rule of Iron: Few Orlocks will back down from a fight when an Arms Master is watching.

Whenever the Arms Master is activated, choose a visible friendly Orlock fighter within 6" – that fighter gains the *Nerves of Steel* skill until the end of the round:

- ▶ **NERVES OF STEEL:** *When the fighter is hit by a ranged attack, check Cool – if passed, they may choose to not be Pinned.*

Feared and Respected: If an Arms Master is present when the gang makes a Bottle Test, subtract 2 from the result.

ARMS MASTER EQUIPMENT LIST

PISTOLS	
• Stub Gun.....	5
– Dum Dum Rounds.....	+5
BASIC WEAPONS	
• Combat Shotgun (Salvo & Shredder Ammo).....	60
• Shotgun (Salvo & Shredder Ammo). 25	
– Executioner Ammo.....	+20
– Inferno Ammo.....	+15
ARMOUR	
• Flak Armour.....	10
• Heavy Carapace Armour.....	100
• Light Carapace Armour.....	80
• Mesh Armour.....	15
FIELD ARMOUR	
• Conversion Field.....	60

CLOSE COMBAT WEAPONS	
• Arc Hammer ►►.....	10
– Master-Crafted.....	+5
• Fighting Knife.....	25
• Power Knife.....	20
• Two-Handed Hammer ►►.....	30
– Master-Crafted.....	+10
GRENADES	
• Blasting Charges.....	30
• Demo Charges.....	45
• Frag Grenades.....	30
• Krak Grenades.....	45
• Melta Bombs.....	60
• Photon Flash Grenades.....	15
• Scare Gas Grenades.....	45
• Smoke Grenades.....	15

PERSONAL EQUIPMENT	
• Armoured Undersuit.....	25
• Bio-Booster.....	35
• Drop Rig.....	10
• Filter Plugs.....	10
• Photo-Goggles.....	35
• Respirator.....	15
• Servo Harness (Partial)	130
• Servo Harness (Full)	160
WEAPON ACCESSORIES	
• Telescopic Sight (Pistols, Basic & Special Weapons only).....	25
EXOTIC BEASTS	
• 0-2 Cyber-Mastiff.....	100

WRECKER

(PROSPECT) - 55 credits

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

EQUIPMENT

- When recruited, Wreckers come with a **Jump Booster** (included in their starting cost).
- A Wrecker may purchase any weapons or equipment from the *Wrecker Equipment List*.
- During a campaign, a Wrecker may purchase additional weapons and equipment from this list, the Trading Post, or the Black Market.
- A Wrecker can use any weapon from the *Wrecker Equipment List* – but can only use Close Combat Weapons from the Trading Post or Black Market.

LEGENDARY NAMES

This fighter can have up to two Legendary Names. Each one increases their value by +5 credits.

- As an Advancement, they can spend -3 XP to gain a random Legendary Name from any category (re-roll any duplicates).
- As an Advancement, they can spend -6 XP to choose a Legendary Name from any category.

SPECIAL RULES

Gang Fighter (Prospect): These fighters form the gang's backbone. The total number of Gang Leaders and Champions may **never** exceed the number of fighters with the *Gang Fighter (X)* rule.

Tools of the Trade: This fighter may take multiple equipment sets.

Promotion (Champion): Once a Wrecker gains five Advancements, they can be promoted to a Road Sergeant, if desired.

Their category is adjusted to Champion and they gain all the rules and gear access of their new rank – but lose the *Promotion*, *Hot-Headed*, *Fast Learner* and *Gang Fighter (Prospect)* rules.

When promoted, an appropriate model should be used to represent their new rank and category.

Hot-headed: Prospects have much to prove, often acting on impulse in the hopes of impressing their superiors; as such, older and wiser fighters expect them to be short-lived.

If a Prospect is Seriously Injured or taken Out of Action, friendly fighters within 3" do not need to check Nerve unless they are also a Prospect.

Fast Learner: In a campaign, this fighter may improve a characteristic any number of times without its cost increasing.

WRECKER EQUIPMENT LIST

BASIC WEAPONS	
• Sawn-Off Shotgun (<i>Scatter Shot</i>).....	15
– <i>Solid Shot</i>	+10
PISTOLS	
• Autopistol.....	10
• Bolt Pistol.....	45
• Hand Flamer.....	75
• Plasma Pistol.....	50
• Stub Gun.....	5
– <i>Dum Dum Rounds</i>	+5
ARMOUR	
• Flak Armour.....	10
• Hazard Suit.....	10

CLOSE COMBAT WEAPONS	
• Chainsword.....	25
• Fighting Knife.....	10
• Flail.....	20
• Maul.....	10
• Servo-Claw.....	30
• Two-Handed Hammer ►►.....	35
GRENADES	
• Demo Charges.....	30
• Frag Grenades.....	45
• Krak Grenades.....	40
• Melta Bombs.....	15

PERSONAL EQUIPMENT	
• Drop Rig.....	15
• Filter Plugs	10
• Photo-Goggles.....	35
• Respirator.....	15

GUNNER

(GANGER) - 45 credits

M	WS	BS	S	T	W	I	A	Ld	CI	WP	Int
5"	4+	4+	3	3	1	4+	1	6+	7+	7+	7+

EQUIPMENT

- Gunners (and Gunner Specialists) may purchase any weapons or equipment from the *Gunner Equipment List*.
- During a campaign, a Gunner may purchase additional weapons from this list.
 - ▶ *A Gunner can only use Pistols, Basic Weapons, and Close Combat Weapons.*
 - ▶ *Gunner Specialist can use any weapon.*
- During a campaign, a Gunner may purchase additional equipment from this list, the Trading Post, or the Black Market.

LEGENDARY NAMES

This fighter can have up to two Legendary Names. Each one increases their value by +5 credits.

- As an Advancement, they can spend -3 XP to gain a random Legendary Name from any category (re-roll any duplicates).
- As an Advancement, they can spend -6 XP to choose a Legendary Name from any category.

SPECIAL RULES

Gang Fighter (Ganger): These fighters form the gang's backbone. The total number of Gang Leaders and Champions may **never** exceed the number of fighters with the *Gang Fighter (X)* rule.

Promotion (Gunner Specialist): When the gang is founded, one Gunner can be promoted to a Gunner Specialist.

In a campaign, additional Gunners may also be promoted through an Advancement.

A Gunner Specialist gains the following additional rules:

- *Tools of the Trade:* This fighter may take multiple equipment sets.
- *Special Weapons:* This fighter may purchase Special Weapons from the *Gunner Equipment List*.

Specialist: This fighter may spend XP to gain additional skills.

GUNNER EQUIPMENT LIST

PISTOLS	
• Autopistol.....	10
• Bolt Pistol.....	45
• Hand Flamer.....	75
• Stub Gun.....	5
– <i>Dum Dum Rounds</i>	+5
BASIC WEAPONS	
• Autogun.....	15
• Boltgun.....	55
• Combat Shotgun (<i>Salvo & Shredder Ammo</i>).....	55
• Sawn-Off Shotgun (<i>Scatter Shot</i>)...	10
– <i>Solid Ammo</i>	+15
• Shotgun (<i>Solid & Scatter Ammo</i>).....	30
SPECIAL WEAPONS	
• Flamer.....	140
• Grenade Launcher (<i>Frag & Krak Grenades</i>).....	55
• Meltagun.....	135
• Plasma Gun.....	100

CLOSE COMBAT WEAPONS	
• Chainsword.....	25
• Fighting Knife.....	15
• Flail	20
• Maul.....	10
• Power Knife.....	25
• Servo-Claw.....	30
• Two-Handed Hammer ►►.....	35
GRENADES	
• Blasting Charges.....	30
• Demo Charges.....	45
• Frag Grenades.....	30
• Krak Grenades.....	45
HEAVY WEAPONS	
• Harpoon Launcher.....	110
• Heavy Bolter.....	160
• Heavy Flamer.....	195
• Heavy Stubber.....	130

ARMOUR	
• Flak Armour.....	10
• Hazard Suit.....	10
• Mesh Armour.....	15
WEAPON ACCESSORIES	
• Suspensor (<i>Heavy Weapons only</i>).....	60
• Telescopic Sight (<i>Pistols, Basic & Special Weapons only</i>).....	25
PERSONAL EQUIPMENT	
• Bio-Booster.....	35
• Drop Rig.....	10
• Filter Plugs.....	10
• Photo-Goggles.....	35
• Respirator.....	15

GREENHORN

(JUVE) - 35 credits

M	WS	BS	S	T	W	I	A	Ld	CI	WP	Int
6"	5+	5+	3	3	1	3+	1	7+	8+	8+	8+

EQUIPMENT

- A Greenhorn may purchase any weapons or equipment from the *Greenhorn Equipment List*.
- During a campaign, a Greenhorn can only purchase additional weapons from this list.
- During a campaign, a Gunner may purchase additional equipment from this list, the Trading Post, or the Black Market.

LEGENDARY NAMES

This fighter can have up to two Legendary Names. Each one increases their value by +5 credits.

- As an Advancement, they can spend -3 XP to gain a random Legendary Name from any category (re-roll any duplicates).
- As an Advancement, they can spend -6 XP to choose a Legendary Name from any category.

SPECIAL RULES

Gang Fighter (Juve): These fighters form the gang's backbone. The total number of Gang Leaders and Champions may **never** exceed the number of fighters with the *Gang Fighter (X)* rule.

Promotion (Gunner Specialist): Once a Greenhorn gains five Advancements, they can be promoted to a Gunner Specialist, if desired.

Their category is adjusted to Ganger and they gain all the rules and gear access of their new rank – but lose the *Promotion*, *Fast Learner* and *Gang Fighter (Juve)* rules.

Fast Learner: In a campaign, this fighter may improve a characteristic any number of times without its cost increasing.

GREENHORN EQUIPMENT LIST

PISTOLS	
• Autopistol.....	10
• Stub Gun.....	5
– <i>Dum Dum Rounds</i>	+5
BASIC WEAPONS	
• Sawn-Off Shotgun (Scatter Ammo)...	15
– <i>Solid Ammo</i>	+10

GRENADES	
• Blasting Charges	30
• Demo Charges	45
• Frag Grenades.....	30
• Krak Grenades.....	45
CLOSE COMBAT WEAPONS	
• Chainsword.....	25
• Fighting Knife.....	15
• Flail.....	20
• Maul.....	10
• Two-Handed Hammer ▶▶.....	35

PERSONAL EQUIPMENT	
• Drop Rig	15
• Filter Plugs.....	35
• Photo-Goggles.....	15
• Respirator.....	10
ARMOUR	
• Flak Armour.....	10
• Hazard Suit.....	10
• Mesh Armour.....	15

ORLOCK SKILL ACCESS

	AGILITY	BRAWN	COMBAT	CUNNING	FEROCITY	LEADERSHIP	SHOOTING	SAVANT	BRAVADO
Road Captain	–	Secondary	–	–	Primary	Primary	Secondary	Primary	Secondary
Road Sergeant	–	Secondary	–	–	Primary	Secondary	–	Secondary	Primary
Arms Master	–	Secondary	–	–	Primary	Secondary	–	Secondary	Primary
Wrecker	–	–	Secondary	–	–	–	Primary	Secondary	–
Gunner Specialist	–	Primary	Secondary	–	Primary	–	Secondary	–	–
Greenhorn	Secondary	Secondary	–	–	Primary	–	–	–	–

ORLOCK LEGENDARY NAMES

Orlock Legendary Names let you customise your Gang Leader and Champions with additional benefits.

Orlock gangers live and die by their reputation however, and part of being a legend is living up to the hype – so each one comes with a drawback, as well.

USING LEGENDARY NAMES

- A Gang Leader or Champion can have up to **three** Legendary Names.
 - ▶ *These fighters can select a Legendary Name at recruitment, for free (that is, in addition to a skill).*
- Any other fighter can have up to **two** Legendary Names.
- As an Advancement, any fighter can spend -3 XP to gain a random Legendary Name from any category (re-roll any duplicates).
- As an Advancement, any fighter can spend -6 XP to choose a Legendary Name from any category.
- Each Legendary Name increases a fighter's value by +5 credits.

UNBELIEVABLE ESCAPES

Some fighters are just impossible to kill, with a reputation for surviving impossible odds – shrugging off rounds to the chest, sidestepping a bullet as though dodging a punch, or yanking out a knife to the gut and plunging it into their foe.

D6	LEGENDARY NAME
1	Iron Hard
2	Bullet Dodger
3	Badzone Legend
4	Promethium-Proof Killer
5	Slippery Scummer
6	Blade Breaker

(1) IRON HARD

- **Pro:** This fighter counts the first Serious Injury or Out of Action result as a Flesh Wound.
- **Con:** If this fighter goes Out of Action, the gang automatically fails its next Bottle Test.

(2) BULLET DODGER

- **Pro:** Once per battle, when an enemy makes a ranged attack against this fighter, you can force them to re-roll all their successful hits.
- **Con:** After using this ability, in the fighter's next activation they can only make *Move (Simple)* actions.

(3) BADZONE LEGEND

- **Pro:** The fighter gains a 3+ save against environmental hazards (that is, any damage incurred that does not originate from another fighter).
- **Con:** After using this ability, in the fighter's next activation they cannot initiate or take part in Group Activations.

(4) PROMETHIUM-PROOF KILLER

- **Pro:** The fighter is immune to the Blaze condition.
- **Con:** The fighter can never use or benefit from the *Leading By Example* rule.

(5) SLIPPERY SCUMMER

- **Pro:** If the fighter is Captured, they can choose to have another fighter from the gang Captured in their place.
- **Con:** If this ability is used, the gang may not attempt to rescue the replacement Captive.

(6) BLADE BREAKER

- **Pro:** If the fighter is hit by a weapon that has the *Melee* or *Versatile* trait, roll D6 – on a 6, the attack becomes a miss and the enemy is disarmed (as per the *Disarm* trait – the enemy can only make their Reaction attacks unarmed until this combat is over).
- **Con:** N/A.

IMPRESSIVE LEADERSHIP

It takes a mighty personality to lead a gang – and an even mightier one to be remembered once you're gone. Such legendary leaders are intimidating, powerful figures held in awe wherever their boots tread.

D6	LEGENDARY NAME
1	Big Man
2	Lucky
3	Impressive Scars
4	Too Pretty for Primus
5	Iron Stare
6	Rock Steady

(1) BIG MAN

- **Pro:** When making a Group Activation, this fighter may include fighters within 6", instead of 3".
- **Con:** If this fighter is in full cover, it counts as partial; and if they are in partial cover, it counts as open.

(2) LUCKY

- **Pro:** Once per battle, after rolling any die, this fighter can change its result to a 6.
- **Con:** If the scenario uses the Reinforcements rules, this fighter is automatically a Reinforcement.

(3) IMPRESSIVE SCARS

- **Pro:** Friendly fighters can benefit from this fighter's *Leading By Example* ability at any range, as long as they can draw line of sight to them.
- **Con:** If this fighter has the *Group Activation (X)* rule, subtract -1 from (X).

(4) TOO PRETTY FOR PRIMUS

- **Pro:** If this fighter is still on the battlefield at the end of the game, you can choose to gain 2D6x5 credits.
- **Con:** If this ability is used, and a double is rolled, your opponent gains the credits instead.

(5) IRON STARE

- **Pro #1:** Ranged attackers wishing to target this fighter must first pass a Cool check if they are in this fighter's line of sight – if failed, they cannot target this fighter, but their action is not lost.
- **Pro #2:** This fighter never counts as being the closest when working out Target Priority.

(6) ROCK STEADY

- **Pro:** If this fighter is Standing when the gang makes a Bottle Test, roll two D6s and apply the lowest result.
- **Con:** If you fail the Bottle Check, any fighters who pass their subsequent Cool check must re-roll that result.

IMPROBABLE BEATDOWNS

Some fighters are surrounded by tall tales that seem to grow each time with the telling – stories of killing a foe with a single punch, or planting a bullet right between an enemy's eyes from the other side of the dome!

D6	LEGENDARY NAME
1	One Punch
2	Bullet Lord
3	Two-Guns
4	Chancer
5	Headshot
6	One Shot

(1) ONE PUNCH

- **Pro:** While Engaged, this fighter can choose to substitute all their attacks for a single unarmed attack resolved at Strength 8, Damage 2, with no armour save allowed (except for Field Armour).
- **Con:** N/A

(2) BULLET LORD

- **Pro:** Once per battle, instead of rolling the Firepower die, this fighter can choose the *Rapid Fire (3)* result.
- **Con:** If this ability is used, after resolving the attack, that weapon automatically goes Out of Ammo.

(3) TWO-GUNS

- **Pro:** When this fighter uses the *Twin Guns Blazing* rule, after resolving their attack, enemies within 6" of the targets must check Nerve – if failed, they become Broken and immediately make a free *Running for Cover (Double)* action.
- **Con:** In any round where this fighter uses the *Twin Guns Blazing* rule, they cannot initiate or participate in a Group Activation.

(4) CHANCER

- **Pro:** If this fighter hits an enemy with an Improbable Shot, gain +D3 XP.
- **Con:** When gaining Advancements, this fighter may never choose new skills and can only gain them randomly.

(5) HEADSHOT

- **Pro:** If this fighter takes an enemy Out of Action with their first *Shoot (Basic)* action of the battle, they gain +D3 bonus XP.
- **Con:** Every missed ranged attack by this fighter counts as a Stray Shot.

(6) ONE SHOT

- **Pro:** Once per battle, this fighter can choose to automatically hit with a ranged attack (as long as the weapon does not have the *Rapid Fire (X)* or *Blast* trait). They must still roll the Firepower die.
- **Con:** During this fighter's activation, if they are able to take the *Shoot (Basic)* action, they must do so.

ORLOCK EXOTIC BEASTS, BRUTES, & HANGERS-ON

CYBER-MASTIFF

(EXOTIC BEAST) - 100 credits

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

WEAPON	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
<i>Savage Bite</i>	-	E	-	-	S	-2	1	-	<i>Disarm, Melee</i>

EXOTIC BEAST RULES

- **Joining a Fight:** If its owner participates in a battle, the Exotic Beast may also be included and does not count towards the gang's fighter limit (and so are not considered in Bottle Tests). If its owner is removed for any reason, the Exotic Beast is also removed.
- **Profile Restriction:** Exotic Beasts may never be issued new weapons or equipment – they can only use the ones included in their profile.
- **Activation:** When its owner activates (including as part of a Group Activation), all of their Exotic Beasts also activate. The activations can be resolved in any order.
- **Behaviour:** If an Exotic Beast ends its activation more than 3" away from their owner, it must make a Nerve check – if failed, it becomes Broken and immediately takes a free *Running for Cover* (Double) action.
 - ▶ *An Exotic Beast flees towards its owner, rather than cover.*
 - ▶ *An Exotic Beast automatically Rallies if its activation ends within 3" of its owner (but does not gain XP).*
- **Campaign Play:** Exotic Beasts gain XP and Lasting Injuries as normal, and roll Advancements on the *Ganger Advancement Table* (they can be promoted to Specialist). They can be taken Captive, and a Rescue Mission can be mounted for them as normal. Exotic Beasts cannot work Territories.

SKILLS

- A Cyber-Mastiff has no skills at recruitment.
- **Primary Skills:** *Combat*.
- **Secondary Skills:** *Ferocity*.

SPECIAL RULES

Watchdog: If the Cyber-Mastiff's owner is acting as a Sentry, the fighter can attempt to spot enemies even if they are not within their vision arc, and also gains a +1 modifier to the roll (natural 1 still fails).

Loyal Protector: The Cyber-Mastiff's owner is immune to the *Coup de Grace* (Simple) action if the Cyber-Mastiff is Active or Engaged within 3" of them.

“LUGGER” CARGO SERVITOR

(BRUTE) - 230 credits

M	WS	BS	S	T	W	I	A	Ld	CI	WP	Int
4"	5+	4+	5	5	3	5+	2	7+	5+	9+	8+

WEAPON	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
Harpoon Launcher	6"	18"	+2	-	5	-3	1	5+	Impale, Drag, Scarce
Heavy Bolter	18"	36"	+1	-	5	-2	2	6+	Rapid Fire (2)
Heavy Flamer	-	T	-	-	5	-2	1	5+	Blaze, Template
Heavy Stubber	20"	40"	-	-1	4	-1	1	4+	Rapid Fire (2)

EQUIPMENT

- By default, a Lugger wields a *Harpoon Launcher* and is equipped with *Light Carapace Armour*.

ADDITIONAL OPTIONS

- Upgrade the *Harpoon Launcher* to either a *Heavy Bolter* (+50 credits), a *Heavy Flamer* (+85 credits) or a *Heavy Stubber* (+20 credits).
- Replace *Light Carapace Armour* with *Heavy Carapace Armour*: +20 credits.
- Equip a *Mono-Sight*: +25 credits.

BRUTE RULES

- Rep & Recruitment:** The maximum number of combined Brutes and Hangers-On a gang can recruit is determined by their Reputation:

REP	MAX
0-5	1
5-9	2
10-14	3
15-19	4
20-24	5
Each additional +5	+1

- Full Member:** Once recruited, Brutes are an accepted part of the gang. They may join a battle in the same way as any other fighter.
- Profile Restriction:** Brutes can only use and purchase the weapons and equipment options included on their profile – they can never be given any other gear.
- Campaign Play:** Brutes gain XP and Lasting Injuries as normal, and count as a Specialist for Advancements. They can be taken Captive, and a Rescue Mission can be mounted for them as normal. Brutes cannot work Territories.

SKILLS

- A Lugger has no skills at recruitment.
- Primary Skills:** *Shooting*.
- Secondary Skills:** *Brawn, Combat*.

SPECIAL RULES

Weapons Platform: A cumbersome heavy weapon is far more manoeuvrable when mounted on a servitor.

Weapons fired by the Lugger lose the *Unwieldy* trait (the weapon profiles above have already been adjusted).

Ammo Hoppers: When checking Ammo, a Lugger may re-roll a natural 1.

GREASE MONKEY

(HANGER-ON – ORLOCK ONLY) - 40 credits

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

	RNG		ACC						
WEAPON	S	L	S	L	Str	AP	D	Am	Traits
<i>Wrench</i>	-	E	-	-	S	+1	2	-	<i>Melee</i>
<i>Blowtorch</i>	-	T	-	-	3	-	1	5+	<i>Blaze, Template</i>

EQUIPMENT

- A Grease Monkey wields a Wrench and Blowtorch (same stats as a Maul and Hand Flamer).

HANGER-ON RULES

- Rep & Recruitment:** The maximum number of combined Brutes and Hangers-On a gang can recruit is determined by their Reputation:

REP	MAX
0-5	1
5-9	2
10-14	3
15-19	4
20-24	5
Each additional +5	+1

- Support Role:** Generally, Hangers-On do not willingly participate in battles. However, if the gang has *Home Turf Advantage* in the scenario being played, roll D6 – on 4+, this fighter is unlucky enough to be hanging around when the fighting starts and must be included as part of the crew (and counting towards the gang's fighter limit).
- Profile Restriction:** Hangers-On can only use the weapons and equipment options included on their profile – they can never be given any other gear.
- Campaign Play:** Hangers-On do not gain XP or Advancements – and if they suffer a Lasting Injury (roll of 46+), they permanently depart the gang. However, they can be taken Captive, and a Rescue Mission can be mounted for them as normal. Hangers-On cannot work Territories.

RECRUITMENT LIMIT

- A gang can hire a maximum of one Grease Monkey.

SKILLS

- A Grease Monkey comes with the *Munitioneer* skill at recruitment:
 - **MUNITIONEER:** The Grease Monkey may re-roll any failed Ammo checks for themselves, and for any friendly fighters within 6". The second outcome always stands.

SPECIAL RULES

Overcharge: Before any battle, the Grease Monkey can overcharge one of the gang's Brutes, or the jump boosters of their Wreckers.

An overcharged Brute gains +D3 Movement and Attacks when it activates (roll once and apply to both). On a natural 1, the Brute automatically suffers one Wound.

An overcharged jump booster increases its owner's Movement by an additional +D6". On a natural 1, instead of gaining extra Movement the Wrecker can only take one action this turn.

PRIZE FIGHTER

(HANGER-ON – ORLOCK ONLY) - 40 credits

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

EQUIPMENT

- None.

HANGER-ON RULES

- **Rep & Recruitment:** The maximum number of combined Brutes and Hangers-On a gang can recruit is determined by their Reputation:

REP	MAX
0-5	1
5-9	2
10-14	3
15-19	4
20-24	5
Each additional +5	+1

- **Support Role:** Generally, Hangers-On do not willingly participate in battles. However, if the gang has *Home Turf Advantage* in the scenario being played, roll D6 – on 4+, this fighter is unlucky enough to be hanging around when the fighting starts and must be included as part of the crew (and counting towards the gang's fighter limit).
- **Profile Restriction:** Hangers-On can only use the weapons and equipment options included on their profile – they can never be given any other gear.
- **Campaign Play:** Hangers-On do not gain XP or Advancements – and if they suffer a Lasting Injury (roll of 46+), they permanently depart the gang. However, they can be taken Captive, and a Rescue Mission can be mounted for them as normal. Hangers-On cannot work Territories.

RECRUITMENT LIMIT

- A gang can hire a maximum of one Prize Fighter.

SKILLS

- A Prize Fighter comes with the *Iron Jaw* skill at recruitment:
 - ▶ **IRON JAW:** When the Prize Fighter is hit by unarmed close combat attacks, they count as having +2 Toughness.

SPECIAL RULES

Bare Knuckle Fighter: When collecting income after a battle, you can choose to have the Prize Fighter enter a pit fight.

If so, roll D6x10 twice, take the higher result, and gain that many credits.

If a 1 is rolled on either D6, the Prize Fighter is KO'd and no creds are earned.

If a double 1 is rolled, the Prize Fighter is killed in the ring and must be deleted from the Gang Roster.

HOUSE ORLOCK ARMOURY

CLOSE COMBAT WEAPONS

WEAPON	RANGE		ACCURACY		Str	AP	D	Ammo	Traits
	S	L	S	L					
Arc Hammer	E	1"	-	-	S+3	-1	3	-	<i>Pulverise, Versatile, Melee</i>
Axe	-	E	-	-	+1	-	1	-	<i>Disarm, Melee</i>
Chainsword	-	E	-	+1	S	-1	1	-	<i>Parry, Rending, Melee</i>
Digi-Laser	E	3"	-	-	1	-	1	-	<i>Digi, Versatile, Melee</i>
Fighting Knife	-	E	-	-	S	-1	1	-	<i>Backstab, Melee</i>
♦ <i>Master-Crafted</i>	-	E	-	-	S	-1	1	-	<i>Master-Crafted, Backstab, Melee</i>
Flail	-	E	-	-	S	-1	1	-	<i>Entangle, Melee</i>
Las Cutter	E	2"	+1	-	9	-3	2	6+	<i>Versatile, Scarce, Melee</i>
Maul (Club)	-	E	-	-	S	+1	2	-	<i>Melee</i>
Power Hammer	-	E	-	-	S+1	-1	2	-	<i>Power, Melee</i>
Power Knife	-	E	-	-	S+2	-2	1	-	<i>Power, Disarm, Melee</i>
Power Maul	-	E	-	-	S+2	-1	1	-	<i>Power, Melee</i>
Power Pick	-	E	-	-	S+1	-3	1	-	<i>Power, Pulverise, Melee</i>
Power Sword	-	E	-	-	S+2	-2	1	-	<i>Power, Parry, Melee</i>
Savage Bite (Cyber-Mastiff)	-	E	-	-	S	-2	1	-	<i>Disarm, Melee</i>
Servitor Combat Weapon (Lugger)	-	E	-	-	S	-1	1	-	<i>Knockback, Melee</i>
Servo-Claw	-	E	-	-	+2	-	2	-	<i>Melee</i>
Spud-Jacker	-	E	-	-	S+1	-	1	-	<i>Knockback, Melee</i>
Stiletto Sword	-	E	-	-	-	-1	-	-	<i>Toxin, Parry, Melee</i>
Thunder Hammer ►►	-	E	-	-	S+1	1	3	-	<i>Power, Shock, Melee</i>
Two-Handed Axe ►►	-	E	-	-1	S+2	-	2	-	<i>Unwieldy, Melee</i>
Two-Handed Hammer ►►	-	E	-	-1	S+1	-	3	-	<i>Knockback, Unwieldy, Melee</i>

GRENADES

WEAPON	RANGE		ACCURACY		Str	AP	D	Ammo	Traits
	S	L	S	L					
Blasting Charge	-	Sx2	-	-	5	-1	2	5+	<i>Blast (5"), Knockback, Grenade</i>
Demo Charge	-	Sx2	-	-	6	-3	3	-	<i>Blast (5"), Single Shot, Grenade</i>
Frag Grenade	-	Sx3	-	-	3	-	1	4+	<i>Blast (3"), Knockback, Grenade</i>
Incendiary Charge	-	Sx3	-	-	3	-	1	5+	<i>Blast (5"), Blaze Grenade</i>
Krak Grenade	-	Sx3	-	-1	6	-2	2	4+	<i>Demolitions, Grenade</i>
Photon Flash Grenade	-	Sx3	-	-	-	-	-	5+	<i>Blast (5"), Flash, Grenade</i>
Scare Gas Grenade	-	Sx3	-	-	-	-	-	6+	<i>Blast (3"), Fear, Gas, Grenade</i>
Smoke Grenade	-	Sx3	-	-	-	-	-	4+	<i>Blast (3"), Smoke, Grenade</i>

PISTOLS

WEAPON	RANGE		ACCURACY				D	Ammo	Traits
	S	L	S	L	Str	AP			
Autopistol	4"	12"	+1	-	3	-	1	4+	Rapid Fire (1), Sidearm
Bolt Pistol	6"	12"	+1	-	4	-1	2	6+	Sidearm
♦ Master-Crafted	6"	12"	+1	-	4	-1	2	6+	Master-Crafted, Sidearm
Hand Flamer	-	T	-	-	3	-	1	5+	Blaze, Template
Lasipistol	8"	12"	+1	-	3	-	1	2+	Plentiful, Sidearm
Needle Pistol	4"	9"	+2	-	-	-1	-	6+	Toxin, Silent, Scarce, Sidearm
♦ Master-Crafted	4"	9"	+2	-	-	-1	-	6+	Master-Crafted, Toxin, Silent, Scarce, Sidearm
Plasma Pistol									
♦ Low	6"	12"	+2	-	5	-1	2	5+	Scarce, Sidearm
♦ Maximal	6"	12"	+1	-	7	-2	3	5+	Unstable, Scarce, Sidearm
Stub Gun	6"	12"	+2	-	3	-	1	4+	Plentiful, Sidearm
♦ Dum Dum Rounds	5"	10"	+1	-	4	-	1	4+	Limited, Sidearm
Web Pistol	-	T	-	-	4	-	-	6+	Web, Silent, Template

BASIC WEAPONS

WEAPON	RANGE		ACCURACY				D	Ammo	Traits
	S	L	S	L	Str	AP			
Autogun	8"	24"	+1	-	3	-	1	4+	Rapid Fire (1)
Boltgun	12"	24"	+1	-	4	-1	2	6+	Rapid Fire (1)
♦ Master-Crafted	12"	24"	+1	-	4	-1	2	6+	Master-Crafted, Rapid Fire (1)
Combat Shotgun									
♦ Salvo Ammo	4"	12"	+1	-	4	-	2	4+	Rapid Fire (1), Knockback
♦ Shredder Ammo	-	T	-	-	2	-	1	4+	Scattershot, Template
Lasgun	18"	24"	+1	-	3	-	1	2+	Plentiful
Sawn-Off Shotgun									
♦ Scatter Shot	4"	8"	+2	-	3	-	1	6+	Scattershot, Plentiful
♦ Solid Shot	4"	8"	-	-2	4	-	2	6+	Knockback, Plentiful
Shotgun									
♦ Executioner Ammo	4"	16"	-1	+1	4	-2	2	6+	Knockback, Limited
♦ Inferno Ammo	4"	16"	+1	-	4	-	2	5+	Blaze, Limited
♦ Scatter Rounds	4"	8"	+2	-	2	-	1	4+	Scattershot
♦ Solid Ammo	8"	16"	+1	-	4	-	2	4+	Knockback
Throwing Knives	Sx2"	Sx4"	-	-1	S	-1	-	5+	Toxin, Silent, Scarce

SPECIAL WEAPONS

WEAPON	RANGE		ACCURACY		Str	AP	D	Ammo	Traits
	S	L	S	L					
Combi-Weapon									
♦ Boltgun (Primary)	12"	12"	+1	-	4	-1	2	6+	Rapid Fire (1), Combi
♦ Grenade Launcher (Frag) (Secondary)	6"	24"	-1	-	3	-	1	6+	Blast (3"), Knockback
♦ Meltagun (Secondary)	6"	12"	+1	-	8	-4	3	4+	Melta, Combi, Scarce
Flamer	-	T	-	-	4	-1	1	5+	Blaze, Template
Grenade Launcher									
♦ Frag Grenades	6"	24"	-1	-	3	-	1	6+	Blast (3"), Knockback
♦ Krak Grenades	6"	24"	-1	-	6	-2	2	6+	
♦ Smoke Grenades	6"	24"	-1	-	-	-	-	4+	Blast (3"), Smoke
Long Rifle	24"	48"	-	+1	4	-1	1	4+	Knockback
♦ Master-Crafted	24"	48"	-	+1	4	-1	1	4+	Master-Crafted, Knockback
Meltagun	6"	12"	+1	-	8	-4	3	4+	Melta, Scarce
Needle Rifle	9"	18"	+2	-	-	-2	-	6+	Toxin, Silent, Scarce
Plasma Gun									
♦ Low	12"	24"	+2	-	5	-1	2	5+	Rapid Fire (1), Scarce
♦ Maximal	12"	24"	+1	-	7	-2	3	5+	Unstable, Scarce
Storm Welder	8"	16"	+1	-	5	-	1	3+	Rapid Fire (3), Shock, Reckless, Unstable

HEAVY WEAPONS

WEAPON	RANGE		ACCURACY		Str	AP	D	Ammo	Traits
	S	L	S	L					
Harpoon Launcher ►►	6"	18"	+2	-	5	-3	1	5+	Drag, Impale, Scarce
Heavy Bolter ►►	18"	36"	+1	-	5	-2	2	6+	Rapid Fire (2), Unwieldy
Heavy Flamer ►►	-	T	-	-	5	-2	1	5+	Blaze, Unwieldy, Template
Heavy Stubber ►►	20"	40"	-	-1	4	-1	1	4+	Rapid Fire (2), Unwieldy
Mining Laser ►►	18"	24"	-	-1	9	-3	3	3+	Unwieldy
Seismic Cannon ►►									
♦ Short Wave	12"	24"	-	-1	6	-1	2	5+	Rapid Fire (1), Knockback, Seismic, Unwieldy
♦ Long Wave	12"	24"	-1	-	3	-	1	5+	Rapid Fire (2), Knockback, Seismic, Unwieldy

WEAPON ACCESSORIES

Accessories with a [★] cannot be fitted together on the same weapon.

GUNSHROUD

- **FITTED TO:** Autopistol, Reclaimed Autopistol, Bolt Pistol, Laspistol, Las Sub-Carbine, Stub Gun; all Basic Weapons; Long Rifle, Sniper Rifle
- **EFFECTS:** The weapon gains the *Silent* trait.

HOTSHOT LAS PACK

- **FITTED TO:** Lasgun, Laspistol
- **EFFECTS:** The weapon's profile changes to Strength 4, AP -1, Ammo 4+, and it loses the *Plentiful* trait.

LAS-PROJECTOR

- **FITTED TO:** Pistols, Basic Weapons, Special Weapons
- **EFFECTS:** The weapon's Short range Accuracy bonus increases by +1.

MONO-SIGHT [★]

- **FITTED TO:** Basic Weapons, Special Weapons, Heavy Weapons
- **EFFECTS:** If the fighter makes an *Aim (Basic)* action with this weapon, gain a +2 modifier to the hit roll instead of the usual +1.

SUSPENSOR

- **FITTED TO:** *Heavy Weapons*
- **EFFECTS:** Attacking with this heavy weapon becomes a *(Basic)* action rather than *(Double)*.

TELESCOPIC SIGHT [★]

- **FITTED TO:** *Pistols; all Basic & Special Weapons*
- **EFFECTS:** If a fighter takes the *Aim (Basic)* action, this weapon always uses its modifier for Short range, even if the target is at Long range.

ARMOUR

FLAK ARMOUR

- The wearer gains a 6+ armour save.
- Against weapons that use a Blast marker or Flame template, this increases to 5+.

FURNACE PLATES

- The wearer gains a 6+ armour save, increased to 5+ against attacks originating within the fighter's frontal vision arc.
- This can never be reduced to less than 6+ by a weapon's AP or any other modifier.

HAZARD SUIT

- The wearer gains a 6+ armour save.
- If the wearer also has a Respirator, when resolving a Gas attack, they count as +3 Toughness instead of +2.
- The wearer is never affected by the Blaze condition or the *Rad-Phage* weapon trait.

HEAVY CARAPACE ARMOUR

- The wearer gains a 4+ armour save, increased to 3+ against attacks originating within the fighter's frontal vision arc.
- The wearer loses -1 Initiative.
- The wearer loses -1" Movement when making a *Charge (Double)* action.

LIGHT CARAPACE ARMOUR

- The wearer gains a 4+ armour save.

MESH ARMOUR

- The wearer gains a 5+ armour save.

FIELD ARMOUR

CONVERSION FIELD

- If the wearer is hit by an attack, roll D6 before the attacker attempts to wound – on 5+, the hit is disregarded.
- If this occurs, any fighter (friend or enemy) within 3" of the wearer gains the Blind condition.
- The wearer is unaffected by the flash and does not gain the Blind condition.

DISPLACER FIELD

- If the wearer is hit by an attack, roll D6 – on 4+, the hit is disregarded.
- If this occurs, the wearer automatically Scatters a number of inches equal to the Strength of the attack.
 - ▶ *If an incoming attack lacks a Strength value, the displacer field cannot work against it. If the attack used a template, the hit is still ignored if the wearer is still touching it after being displaced.*
- The wearer is never displaced inside a terrain feature and must be placed clear of any impassable terrain.
- This displacement **can** result in the wearer becoming Engaged.
- If the wearer is displaced so that any part of their base overhangs an edge, they must check Initiative – if failed, they fall.
- If the wearer is displaced off an edge (or into a hazard such as a pitfall) they fall automatically.
- If the wearer is displaced off the battlefield, they count as going Out of Action (but do not roll for Lasting Injury).

REFRACTOR FIELD

- If the wearer is hit by an attack, roll D6 – on 5+ the hit is disregarded.
- If this occurs, roll another D6 – on a 1, the field permanently burns out. Remove the refractor field from the fighter's card.

EQUIPMENT

ARMoured UNDERSUIT

- An armoured undersuit can be worn in conjunction with armour, or on its own.
- If worn in conjunction with armour, the wearer improves their armour save by +1.
- If worn alone, the wearer gains a 6+ armour save.

BIO-BOOSTER

- The first time the owner rolls an Injury, roll one less die.
- If only one die would be used, instead roll two and choose which result to apply.

CHEM-SYNTH

- At the start of the user's activation, they can choose to check Intelligence.
- If passed, any of their weapons with the Gas or Toxin trait count a target's Toughness as being -1.
- The effects last one round.

DROP RIG

- If the owner is Active and within 1" of an edge, they can take the following action:
 - ▶ **DESCEND (Basic):** Move up to 3" horizontally, and up to 12" vertically. The fighter's vertical movement must be downwards – i.e. towards the ground.

FILTER PLUGS

- If the owner is hit by a weapon with the Gas trait, their Toughness counts as +1 when rolling to determine whether they are affected.
- This item is one-use only. After applying the above modifier, the filter plugs are removed.

JUMP BOOSTER

- Once per activation, when taking the *Move (Simple)* or *Charge (Double)* action, the user can activate their Jump Booster.
- A Jump Booster can be used in either of the following ways, chosen at activation:
 - ▶ **Safe Mode:** Increase Movement by +3" for this round.
 - ▶ **Overcharge:** Increase Movement by D3+3" for this round. On a natural 1, the user is instead immediately Pinned.
- If the user successfully completes a *Charge (Double)* action using a Jump Booster, they gain +1 Strength and a +1 modifier to their hit rolls for that turn.
- If the user makes a *Move (Simple)* action with a Jump Booster, any weapons they carry with the *Grenade* or *Template* trait also gain the *Unstable* trait for that round.
- When the user moves with a Jump Booster, up to half the distance can be vertical, including between levels and over impassable terrain.
- If the user's movement ends in midair (that is, they lack sufficient movement to land safely on a level surface), they fall the remaining distance.

LHO-STICKS

- The user is considered 'cool' by the more gullible members of the gang.
- Any friendly fighter with Intelligence 8+ or worse, and who is within 6" may use the user's Cool in place of their own.

MEDICAE KIT

- When the user assists a friendly fighter's Recovery, roll an additional Injury die and choose one result to discard.

PHOTO GOGGLES

- If the Pitch Black rules are in effect, the owner can spot enemies up to 12" away, rather than 3".
- The owner can see through smoke clouds.
- If the owner is hit by a Flash weapon, they count suffer a -1 modifier to Initiative when rolling to determine whether they become subject to the Blind condition.

RESPIRATOR

- If the owner is hit by a weapon with the *Gas* trait, their Toughness counts as +2 when rolling to determine whether they are affected.

SERVO HARNESS (PARTIAL)

- The user gains +2 Strength and +1 Toughness, for as long as they wear the Servo Harness.
- The user counts as having Suspensors on any weapons they carry with the *Unwieldy* trait.
- The user loses -1" Movement and -1 Initiative.
- This item cannot be combined with a Servo Claw or any other type of servo harness.

SERVO HARNESS (FULL)

- The user gains +2 Strength and +1 Toughness, for as long as they wear the Servo Harness.
- The user counts as having Suspensors on any weapons they carry with the *Unwieldy* trait.
- This item cannot be combined with a Servo Claw or any other type of servo harness.

ORLOCK TERRAIN

OBTAINING GANG TERRAIN

- The below terrain can be purchased from the **Trading Post** during the Post-Battle Sequence.
- Once purchased, the terrain is added to the gang's **Stash**, and can be fielded in any battle the gang participates in (unless noted otherwise).
- Once purchased, terrain is retained between battles, each time returning to the Stash.

PLACING GANG TERRAIN

- The owner of gang terrain places it on the battlefield **before** any fighters are deployed but **after** all other terrain has been set up.
- Gang terrain may be placed within its gang's deployment area; or if noted, in **no-man's-land** – that is, anywhere on the battlefield that is not a gang deployment zone.
- If gang terrain is marked **Defensive**, it can only be used if the gang is a defender in a scenario.
- If gang terrain is marked **Gang Relic**, it can be used as such in any scenario utilising that rule.

ORLOCK GANG TERRAIN

TERRAIN	COST	AVAILABILITY
1. Promethium Barrels	30	Rare (8)
2. Road Relic	75	Rare (10)
3. Sawn-Off Surprise	20	Common
4. Servitor Sentry	100	Rare (11)
5. Tool Box	50	Rare (10)

(1) PROMETHIUM BARRELS

Bullet-riddled barrels of waste promethium are leaked across the battlefield to catch enemy fighters in the slick, hindering their movement and leaving them highly vulnerable to flame.

- Place in the gang's deployment zone, or anywhere in no-man's-land (at least 3" from the enemy deployment zone).
- Any fighter who activates within 3" of a Promethium Barrel treats the *Move (Simple)* action as *Move (Basic)*.
- If a fighter within 3" of a Promethium Barrel is hit by a weapon with the *Blaze* trait, add 1 to the dice when rolling to see if they are set on fire.

(2) ROAD RELIC (GANG RELIC)

These altars to the road gods of Necromunda are fashioned from scavenged vehicle parts and hung with icons such as wheels, fuel tanks, or battered gun turrets.

- While a friendly fighter is in base contact with the Road Relic, they count as being armed with the following weapon:

	RNG		ACC					
HEAVY TURRET	S	L	S	L	Str	AP	D	Am
<i>Burst Fire</i>	20"	40"	-	-	4	-1	1	4+
<i>Traits: Rapid Fire (1)</i>								
<i>Suppressing Fire</i>	12"	24"	+1	-	4	-1	1	4+
<i>Traits: Rapid Fire (3), Unstable</i>								

(3) SAWN-OFF SURPRISE

Sawn-off shotguns are a House Orlock staple with dozens of uses – including in traps used to blast unsuspecting foes.

- Place within the gang's deployment zone, or in no-man's land.
- A Sawn-Off Surprise is a **Hidden Trap**. Deploy six markers. Use some means to privately note which marker is the real Surprise.
- When an enemy moves within 2" of a Sawn-Off Surprise marker, they must immediately halt and check Initiative.
- If passed, they complete their movement as normal.
- If failed, flip the marker – if the trap is false, discard it. If the trap is real, it immediately triggers!
- Every fighter within 3" takes an automatic Strength 3, AP 0, Damage 1 hit with the *Scattershot* trait.

(4) SERVITOR SENTRY (DEFENSIVE)

House Orlock employs vast numbers of servitors. They make ideal gang sentries – a disembodied torso driven by mono-programming is more than enough to operate an autogun.

- Place within the gang’s deployment zone.
- Servitors cannot move themselves, but friendly fighters can move them in the same way as a loot casket.
- A Servitor Sentry has the following profile:

SERVITOR SENTRY											
M	WS	BS	S	T	W	I	A	Ld	CI	WP	Int
-	6+	5+	2	4	1	6+	1	12+	4+	6+	12+

- The servitor is a terrain piece, but is activated and targeted in the same way as a fighter.
- It automatically passes Cool and Willpower checks.
- It automatically fails Leadership and Intelligence checks.
- It is armed with either an **autogun** or a **shotgun with solid and scatter ammo**:

HEAVY TURRET	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
Autogun	8"	24"	+1	-	3	-	1	4+	Rapid Fire (1)
Shotgun									
– Solid Ammo	8"	16"	+1	-	4	-	2	4+	Knockback
– Scatter Ammo	4"	8"	+2	-	2	-	1	4+	Scattershot

(5) TOOL BOX

Every Orlock fighter carries tools on their belts – these being both a mark of clan membership, and the difference between life and death out in the wastes.

- Place within the gang’s deployment zone.
- A Tool Box can be moved in the same manner as a loot casket.
- A friendly fighter who activates within 1" of a Tool Box may immediately attempt a free *Reload (Simple)* action.
- If a Cyber-Mastiff, Ambot, Servitor Sentry, or “Lugger” Cargo Servitor activates within 1" of a Tool Box, roll D6 – on 4+, they may discard one Flesh Wound, or recover one lost Wound.

PETITIONING THE HOUSE

ORLOCK HOUSE FAVOURS

At the campaign Arbitrator's discretion, gangs can attempt to gain a House Favour. Usually, this occurs at the start of a campaign week, but can be at any point the Arbitrator deems appropriate.

In House Orlock, favours represent the interest of the Clan Families, powerful gangs helping out up-and-comers, or a Road Boss giving their brothers and sisters a helping hand.

Be warned! While the gang's masters may bestow them gifts, they might also exact a price for those audacious enough to call upon them.

If a gang has an **Alliance**, or has petitioned a **House Agent** for aid in the upcoming battle, they may not seek a favour.

PETITIONING FOR FAVOUR

Before the game, after choosing your crew for the scenario, then **roll 2D6 and add +1 for every enemy gang in the campaign with a higher Gang Rating than you** (to a maximum of +3).

Determine the final score and immediately apply the result from the list.

(2) A LONG WALK

Clearly, the gang needs a lesson in what it is to be Orlock.

- Choose one fighter to suffer a fatal chem reaction.
- They are permanently removed from the gang, along with all their weapons and equipment.

(3-5) HARD TIMES

A true Orlock makes do with whatever tools are at hand.

- Choose three fighters. They can be given weapons from their equipment list for free.
- These weapons gain the *Unstable* and *Limited* traits and are kept until the end of the campaign week.

(6-8) GUNS AND AMMO

There's always spare hardware lying around the Nexus – the gang receives a shipment of surplus weapons and ammo.

- Immediately gain 2D6x10 credits worth of weapons and equipment from the *Gunner Equipment List*.
- Any credits not spent immediately are lost.

(9-10) A BAND OF PROSPECTS

The Road Boss sends some young bloods looking to prove themselves.

- For the rest of the campaign week, the gang gains D3 Wreckers.
- This group comes with 100 credits worth of weapons and equipment, spread between them.
- However, any weapons given to them gain the *Reckless* trait.
- If no Wrecker models are available, re-roll this result.

(11-12) VISIT FROM THE ROAD BOSS

A powerful member of the Clan House has arrived from the wastes to aid the gang.

- For the rest of the campaign week, the gang gains a free House Agent.

(13+) ORLOCK'S FINEST

It's not guns or ammo, creds, or a new fighter. It's something better!

- The gang receives a crate of **Merdena's Finest Wild Snake**. Add this to the Stash.
- The gang can drink the hooch before any battle. This item has one use, so delete it from the Stash.
- For the duration of that battle, the gang automatically passes all Cool checks.

ORLOCK HOUSE AGENT

(HIRED GUN - HOUSE AGENT) – petition to hire

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

HOUSE AGENT RULES

- **Champion of the House:** When you hire a House Agent, choose one of the above profiles to use.
- **Agent Limit:** You may have a maximum of one House Agent in your gang at a time.
- **Recruitment:** House Agents are not hired in the usual way – instead, a gang must petition them before a battle. Roll D6 on the below table:

D6+REP	OUTCOME
1-5	The House heeds the gang's plea for aid and an Agent is dispatched. For 40 credits, they can be hired for this battle.
6-10	The House agrees to send an Agent to aid the gang, but it will cost them. For 80 credits, they can be hired for this battle.
11-15	The House feels the gang is capable of winning this fight alone. An Agent cannot be hired for this battle.
16+	The House is angered that such a notorious gang dares petition for more aid. An Agent cannot be hired for this battle – and the gang must pay a tithe of 2D6x10 credits to the House as punishment for making foolish requests.

- **“You Get What You Pay For”:** Once recruited, House Agents can always be added to the crew, regardless of how many fighters the gang is allowed to bring to a scenario. They do not count towards the fighter limit.
- **Campaign Play:** Hired Guns do not gain XP or Advancements, never gain Lasting Injuries, and cannot work Territories.

EQUIPMENT

- A House Agent is equipped with 150 credits worth of weapons and gear, chosen for free from the *Orlock Road Captain Equipment List*.
- The value of the weapons and equipment increase the Gang's Rating.

SKILLS

- Once a House Agent's services are secured, choose an option for their skills:
 - ▶ *Gain three random skills.*
 - ▶ *Choose one skill, then gain one random skill.*
- Skills are drawn from *Brawn, Combat, Ferocity, Leadership, Bravado* or *Shooting*.

LEGENDARY NAMES

- A House Agent may either choose one Legendary Name, or take two at random.
- To determine a random Legendary Name, choose a category and roll D6 (re-roll if the Agent already has that Legendary Name).

SPECIAL RULES

Gang Hierarchy (Champion): If the gang is Bottling, and this fighter passes their Cool check, all friendly Orlock fighters within 6" automatically pass theirs.

In addition, during a campaign, this fighter can perform Post-Battle Actions.

Group Activation (1): When this fighter activates, they may also activate one Ready fighter within 3" of their position, in addition to themselves.

This must be announced at the start of the activation, with the other chosen fighter clearly identified.

Activate the two fighters in any order, fully resolving each activation before proceeding to the next.

Note that a gang can only make **one** Group Activation per turn.

ORLOCK SUB-PLOTS

USING SUB-PLOTS

Sub-Plots are side missions a gang can pursue mid-battle – kept secret from the opponent until completed and rewarding extra credits, XP, Reputation, or Gang Tactics cards.

A House's fortunes are tied invisibly to those of its strongest gangs. Each gang leader is akin to a general in the House's armies – every victory granting the hidden masters more political capital to further their schemes.

As such, sometimes the House's nobles take a direct hand in matters – meddling in the gang's affairs, and sending them on errands, and pressing them into agendas where they can have the most impact. Gang leaders ignore these directives at their peril.

- Players should agree prior to the battle whether to use Sub-Plots. If so, a **deck of playing cards** is required. Each player privately draws one card, then consults their list of House Sub-Plots to see what secret assignment their gang has been given.
- Every **Joker** drawn must be shown to your opponent, then discarded. You must then privately draw **two** cards. If one of these is a Joker, do the same again.
- Once you complete a Sub-Plot, reveal it to your opponent, gain the rewards and apply the effects, then discard the card.

SUB-PLOTS TABLE

(ACE) HARD MAN

- Reveal when one of your fighters suffers two or more Flesh Wounds as part of a single damaging hit.
- If the fighter is still on the battlefield after resolving the hit, gain +1 Rep.
- This increases to +D3 Rep if the fighter is still Standing and Active afterwards.

(2) SUMPTOWN SHAKEDOWN

- Reveal if a friendly fighter takes the *Coup de Grace (Simple)* action.
- Gain D3x10 credits.
- Instead of rolling for Lasting Injury, the enemy target is automatically Out Cold.
- For the remainder of the battle, any time this same fighter takes the *Coup de Grace (Simple)* action, the above effects are repeated.

(3) PROSPECTING MISSION

- Reveal at the start of the battle, after deployment but before Priority.
- Place three markers anywhere on the battlefield, at least 12" from your deployment zone and 8" from each other.
- When one of your fighters is within 1" of these markers, they may take the following action:
 - ▶ **PROSPECT (Basic):** Remove the marker and gain D6x10 credits.

(4) COMEBACK KING

- Reveal at the start of the round, if your gang has failed a Bottle Test and your opponent has at least three times as many fighters in play as you do.
- If you win the battle, gain +D3 Rep.

(5) CALL THEM OUT

- Reveal at the start of the battle, after deployment but before Priority.
- Choose one of your fighters, and one enemy fighter.
- If your fighter takes out the chosen enemy from a distance no greater than 6", gain +D3 Rep.

(6) TAKE A BEATING

- Reveal if you win the battle with three or fewer fighters on the battlefield while Standing and Active.
- Gain D6x10 credits. This increases to 2D6x10 credits if you have only a single fighter left.

(7) RACE THE CLOCK

- Reveal at the end of the battle if you won the scenario before round 7.
- Gain +1 Rep. This increases to +D3 if you won the scenario before round 3.

(8) OUTLAND SHOWDOWN

- Reveal at the start of any activation if you have a fighter within 12" of an enemy – and both these fighters are more than 12" from any other.
- If your fighter inflicts a Serious Injury on this enemy, or takes them Out of Action, gain +1 Rep.

(9) HOSTILE NEGOTIATIONS

- Reveal when your opponent plays a Gang Tactics card and you have fewer fighters in play than they do.
- Gain +1 random Gang Tactics card. This increases to +2 cards if your opponent has three times as many fighters in play than you do.

(10) BADZONE BROTHERHOOD

- Reveal if your Gang Leader or Champion uses their "Leading by Example" rule to let three or more friendly fighters automatically pass their Cool checks.
- The Gang Leader or Champion gains +D3 XP. This increases to +D6 XP if they let every remaining member of your crew pass their Cool checks.

(JACK) MANO-A-MANO

- Reveal at the start of any activation if your Gang Leader is currently engaged with the enemy Gang Leader.
- If your Gang Leader then takes the enemy Gang Leader Out of Action via a *Fight (Basic)* action, gain D6x10 credits.
- This increases to 2D6x10 credits if this was achieved while your Gang Leader was Engaged with more than one enemy fighter at the time.

(QUEEN) ASH BATH

- Reveal if three or more enemy fighters are simultaneously subject to the Blaze condition.
- Gain +1 Gang Tactics card.

(KING) THE LAST ROUND

- Reveal after one of your fighters successfully reloads a weapon for their first action, then uses their second action to take an enemy fighter Out of Action with the same weapon.
- That fighter gains +D3 XP. This increases to +D6 XP if they took two or more enemies Out of Action with their second action.

DRAMATIS PERSONAE

SLATE MERDENA, HARD MAN OF THE ASH ROADS

(ORLOCK BOUNTY HUNTER) – 360 credits hiring fee

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

	RNG		ACC						
WEAPON	S	L	S	L	Str	AP	D	Am	Traits
Power Hammer	-	E	-	-	S+1	-1	2	-	Power, Melee
Custom Plasma Pistol									
—Low	12"	24"	+2	-	5	-1	2	5+	Scarce
—Maximal	12"	24"	+1	-	7	-2	3	5+	Unstable, Scarce
Frag Grenades	-	Sx3	-	-	3	-	1	4+	Blast (3"), Knockback, Grenade

EQUIPMENT

- Mesh Armour, Photo Goggles

DRAMATIS PERSONAE RULES

- **Personal Style:** Dramatis Personae can only use the weapons and equipment options included on their profile – they can never be given other gear.

BOUNTY HUNTER RULES

“You Get What You Pay For”: Once recruited, a Bounty Hunter does not count towards the gang’s fighter li

- mit for a scenario.
- **“We’ll Get Our Bit...”:** The Bounty Hunter’s gang can earn creds off the bodies of their enemies:
 - ▶ **Dead, Not Alive:** When an opponent’s fighter dies, the gang immediately claims half their value in credits, rounded up to the nearest 5.
 - ▶ **Claiming Bounties:** Roll D6 when the gang takes a Captive – on 3+, the gang is cut in on an active warrant – gain D6x10 credits.

After the battle, if **neither** of these abilities were used, the Bounty Hunter remains with the gang.

If **one** ability was used, roll D6 – on 1-3, the Bounty Hunter leaves; on 4-6, they remain with the gang.

If **both** abilities were used, the Bounty Hunter departs, happy with their payment.

- **Gang Rating:** Bounty Hunters increase the Gang Rating in the same way as any other fighter.
- **Campaign Play:** Bounty Hunters do not gain XP or Advancements, never gain Lasting Injuries, and cannot work Territories.

HOUSE LOYALTY

Slate and Macula can only be hired by House Orlock gangs.

SPECIAL RULES

Man’s Best Friend: Slate is always accompanied by his faithful cyber-mastiff Macula – see over for rules.

SKILLS

- **Fearsome:** If Slate is targeted by a *Charge (Double)* action, the enemy must check Willpower after declaring it – if failed, their activation ends immediately.
- **Iron Will:** When the gang makes a Bottle test, as long as Slate is not Seriously Injured, reduce the final score by 1.
- **Nerves of Steel:** When Slate is hit by a ranged attack, check Cool – if passed, he may choose to not be Pinned.

MACULA

(EXOTIC BEAST) - no hiring fee, always accompanies Slate Merdena

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

	RNG		ACC							
WEAPON	S	L	S	L	Str	AP	D	Am	Traits	
<i>Savage Bite</i>	-	E	-	-	S	-2	1	-	<i>Disarm, Melee</i>	

EXOTIC BEAST RULES

- **Joining a Fight:** If its owner participates in a battle, the Exotic Beast may also be included and does not count towards the gang's fighter limit (and so are not considered in Bottle Tests). If its owner is removed for any reason, the Exotic Beast is also removed.
- **Profile Restriction:** Exotic Beasts may never be issued new weapons or equipment – they can only use the ones included in their profile.
- **Activation:** When its owner activates (including as part of a Group Activation), all of their Exotic Beasts also activate. The activations can be resolved in any order.
- **Behaviour:** If an Exotic Beast ends its activation more than 3" away from their owner, it must make a Nerve check – if failed, it becomes Broken and immediately takes a free *Running for Cover (Double)* action.
 - ▶ *An Exotic Beast flees towards its owner, rather than cover.*

An Exotic Beast automatically Rallies if its activation ends within 3" of its owner (but does not gain XP).

▶

- **Campaign Play:** Exotic Beasts gain XP and Lasting Injuries as normal, and roll Advancements on the *Ganger Advancement Table* (they can be promoted to Specialist). They can be taken Captive, and a Rescue Mission can be mounted for them as normal. Exotic Beasts cannot work Territories.

SPECIAL RULES

Watchdog: If Slate Merdena is acting as a Sentry, he can attempt to spot enemies even if they are not within his vision arc – and he also gains a +1 modifier to the roll (a natural 1 still fails).

Loyal Protector: Slate Merdena is immune to the *Coup de Grace (Simple)* action if Macula is either Active or Engaged within 3".

SKILLS

- **Combat Master:** Macula never suffers negative modifiers from enemy interference in close combat – and can always grant assists to friendly fighters, regardless of how many enemies he is Engaged with.



MARGO MERDENA, DUSTSEA ROAD BOSS

(ORLOCK HOUSE AGENT) – petition to hire

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

WEAPON	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
Leg Blades	-	E	-	-	S+1	-1	1	-	Disarm, Parry, Power, Melee
Harpoon Fist	3"	9"	+2	-	5	-2	-	6+	Drag, Impale, Sidearm

EQUIPMENT

- Flak Armour, Respirator

DRAMATIS PERSONAE RULES

- Personal Style:** Dramatis Personae can only use the weapons and equipment options included on their profile – they can never be given other gear.

HOUSE AGENT RULES

- Recruitment:** You may have a maximum of one House Agent in your gang at a time.
- Petition:** House Agents must be petitioned for aid, rather than directly hired. Roll D6, add the gang's Reputation, and consult the below table:

D6+REP	OUTCOME
1-8	Margo heeds the gang's plea for aid. For 100 credits, she can be hired for this battle.
9-15	Margo reluctantly agrees to assist. For 200 credits, she can be hired for this battle.
16+	Margo feels the gang can succeed without her help. She cannot be hired for this battle.

- "You Get What You Pay For":** Once recruited, House Agents can always be added to the crew, regardless of how many fighters the gang is allowed to bring to a scenario. They do not count towards the fighter limit.
- Gang Rating:** House Agents increase the Gang Rating in the same way as any other fighter.

HOUSE LOYALTY

Margo can only be hired by House Orlock gangs.

SPECIAL RULES

Queen of the Road: If Margo is on the battlefield, all friendly Orlock fighters can use her Cool characteristic instead of their own.

SKILLS

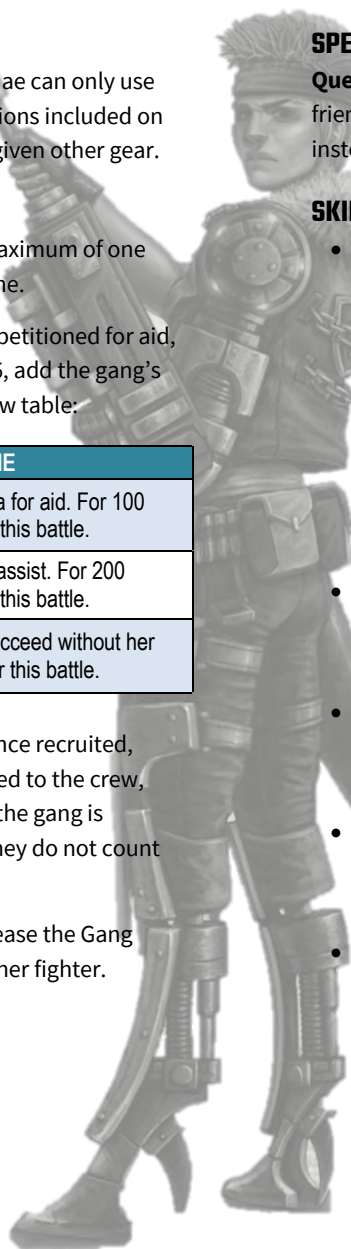
- Bring it On!** Margo can take the following action:

► **ISSUE CHALLENGE (Basic):** Choose an enemy fighter within 12".

Until the End Phase, or until they are attacked, that enemy can only freely target this fighter (ignoring Target Priority to do so).

If they wish to target a different fighter, they must first pass a Willpower check.

- Clamber:** When Margo climbs, it does not cost extra movement. She treats every vertical surface as a ladder.
- Spring Up:** If Margo is Pinned when she is activated, check Initiative – if passed, she may take a free Stand Up (Basic) action.
- Sprint:** If Margo takes two consecutive *Move (Simple)* actions on her turn, the distance for the second is doubled.



D060-K13, HARDCASE CYBER-MASTIFF

(ORLOCK HIVE SCUM) – 115 credits hiring fee

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

WEAPON	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
Shock Bite	-	E	-	-	S	-1	1	-	Shock, Rending, Melee
Digi-Autopistol	6"	9"	+1	-	2	-	1	4+	Rapid Fire (1), Plentiful
Digi-Hand Flamer	-	T	-	-	2	-1	1	6+	Blaze, Scarce, Template
Digi-Frag Grenade	-	9"	-	-	2	-	1	6+	Blast (3"), Knockback, Grenade

EQUIPMENT

- Respirator

DRAMATIS PERSONAE RULES

- **Personal Style:** Dramatis Personae can only use the weapons and equipment options included on their profile – they can never be given other gear.

HIVE SCUM RULES

- **Recruitment:** Gangs may recruit up to five Hive Scum prior to a battle. Hive Scum are retained for a single battle – they depart afterwards, unless re-hired.
- **“You Get What You Pay For”:** Once recruited, Hive Scum can always be added to the crew, regardless of how many fighters the gang is allowed to bring to a scenario. They do not count towards the fighter limit.
- **Gang Rating:** Hive Scum increase the Gang Rating in the same way as any other fighter.
- **Campaign Play:** Hive Scum do not gain XP or Advancements, never gain Lasting Injuries, and cannot work Territories.

HOUSE LOYALTY

D060-K13 can only be hired by House Orlock gangs.

SPECIAL RULES

Tenacious: If D060 goes Out of Action but has not yet activated this round, do not remove him from play – he may be activated as normal, and is removed from play once this is completed.

Hardcase: D060 has a 4+ save.

Digi-Weapon Arsenal: When D060 activates he may choose to arm one of his digi-weapons. It remains armed until his next activation begins. D060 can only make attacks with the digi-weapon he has armed.

Wandering Hound: D060 is not an Exotic Beast, and so does not have an “owner” – he is very much his own master!

SKILLS

- **Big Brother:** If D060 is Standing and Active, any friendly fighter within 9" can use his Cool for any Nerve tests they must make.



WILCOX “WILD SNAKE” CINDERJACK

(ORLOCK BOUNTY HUNTER) – 190 credits hiring fee

M	WS	BS	S	T	W	I	A	Ld	Cl	WP	Int
D6+1”	4+	4+	3	3	2	4+	2	7+	6+	8+	8+

WEAPON	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
Mono-Blade	-	E	-	-	S	-2	1	-	Melee
Snake-Thrower	-	T	-	-	-	-	-	4+	Blaze, Toxin, Template

EQUIPMENT

- Mesh Armour, Lho-Sticks

DRAMATIS PERSONAE RULES

- **Personal Style:** Dramatis Personae can only use the weapons and equipment options included on their profile – they can never be given other gear.

BOUNTY HUNTER RULES

- **“You Get What You Pay For”:** Once recruited, a Bounty Hunter does not count towards the gang’s fighter limit for a scenario .
- **“We’ll Get Our Bit...”:** The Bounty Hunter’s gang can earn creds off the bodies of their enemies:
 - ▶ **Dead, Not Alive:** When an opponent’s fighter dies, the gang immediately claims half their value in credits, rounded up to the nearest 5.
 - ▶ **Claiming Bounties:** Roll D6 when the gang takes a Captive – on 3+, the gang is cut in on an active warrant – gain D6x10 credits.

After the battle, if **neither** of these abilities were used, the Bounty Hunter remains with the gang.

If **one** ability was used, roll D6 – on 1-3, the Bounty Hunter leaves; on 4-6, they remain with the gang.

If **both** abilities were used, the Bounty Hunter departs, happy with their payment.

- **Gang Rating:** Bounty Hunters increase the Gang Rating in the same way as any other fighter.

HOUSE LOYALTY

Wilcox can only be hired by House Orlock gangs.

SPECIAL RULES

Heavy Drinker: Wilcox is immune to the Intoxicated and Insane conditions.

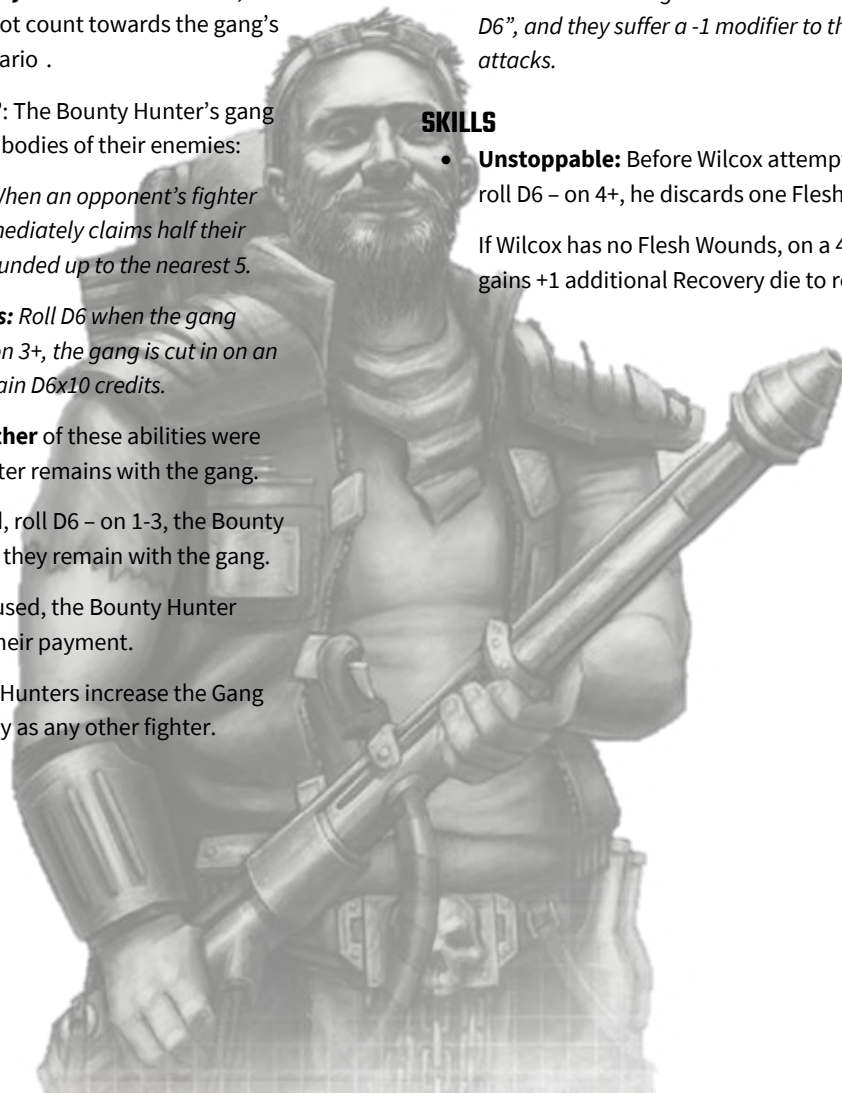
Potent Fumes: Any fighter who activates within 3” of Wilcox gains the Intoxicated condition:

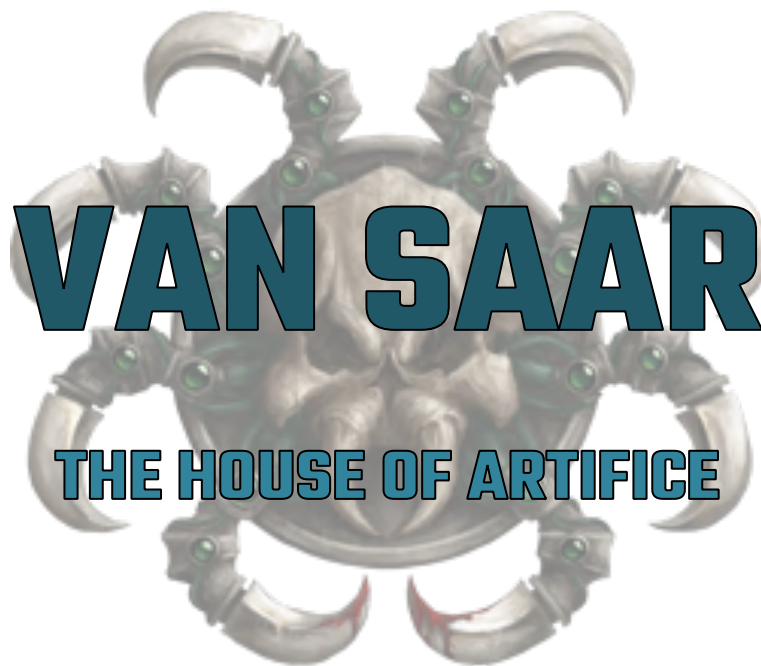
- ▶ **Intoxicated:** The fighter’s Movement changes to D6”, and they suffer a -1 modifier to their ranged attacks.

SKILLS

- **Unstoppable:** Before Wilcox attempts Recovery, roll D6 – on 4+, he discards one Flesh Wound.

If Wilcox has no Flesh Wounds, on a 4+ he instead gains +1 additional Recovery die to roll.





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HOUSE VAN SAAR RULES

CYBERTEKNIKA

The warriors of Van Saar have access to special bionics known as Cyberteknika – used both to support their ailing bodies, and as a mark of power and prestige.

Every Van Saar fighter has access to Cyberteknika, which grants them potent new abilities and strengths.

Each piece of Cyberteknika has three tiers (basic, intermediate, and advanced), and a fighter can install and upgrade these as they meet certain conditions.

VAN SAAR GANG LIST

PRIME

(GANG LEADER) - 130 credits

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

EQUIPMENT

- Primes come with an **Armoured Bodyglove** at recruitment.
- The Prime may purchase any weapons or equipment from the *Prime Equipment List*.
- During a campaign, the Prime may purchase additional weapons and equipment from this list, the Trading Post, or the Black Market.
- The Prime can use any weapon.

SKILLS

- The Prime gains one Primary skill at recruitment, which costs no XP and does not increase their credit value.
- **Primary Skills:** *Leadership, Shooting, Savant.*
- **Secondary Skills:** *Agility, Cunning, Tech.*

CYBERTEKNIKA

This fighter can install Cyberteknika at the following points in their development:

- They can take Cyberteknika at recruitment.
- Each time they take an Advancement, the fighter can also gain Cyberteknika by entering Recovery.
- During any Post-Battle Sequence, they can remove a Lasting Injury by replacing it with an associated Cyberteknika and entering Recovery.

SPECIAL RULES

Gang Leader: A House Van Saar gang must always include a single fighter with this special rule.

- During campaign play, this fighter may not retire – the only way out for a gang leader is death.
- If this fighter dies during a campaign (or is otherwise permanently lost), another fighter must be promoted to replace them, gaining the Gang Leader rule.

Gang Hierarchy (Leader): If the gang is Bottling, and this fighter passes their Cool check, all friendly Van Saar fighters within 12" automatically pass theirs.

In addition, during a campaign, this fighter can perform Post-Battle Actions.

Tools of the Trade: This fighter may take multiple equipment sets.

Group Activation (2): When this fighter activates, they may also activate two Ready fighters within 3" of their position, in addition to themselves.

This must be announced at the start of the activation, with chosen fighters clearly identified.

Activate the three fighters in any order, fully resolving each activation before proceeding to the next.

Note that a gang can only make **one** Group Activation per turn.

PRIME EQUIPMENT LIST

PISTOLS	
• Combi-Pistol (Las / Melta).....	130
• Combi-Pistol (Las / Plasma).....	95
• Hand Flamer.....	75
• Laspistol.....	5
– <i>Master-Crafted</i>	+5
– <i>Focusing Crystal</i>	+20
• Plasma Pistol.....	50
BASIC WEAPONS	
• Lasgun.....	10
– <i>Master-Crafted</i>	+5
– <i>Focusing Crystal</i>	+20
• Las-Carbine.....	20
– <i>Master-Crafted</i>	+5
– <i>Focusing Crystal</i>	+20
• Suppression Laser.....	40
– <i>Master-Crafted</i>	+10
– <i>Focusing Crystal</i>	+20
SPECIAL WEAPONS	
• Flamer.....	140
• Grav Gun.....	120
• Meltagun.....	135
• Plasma Gun.....	100
• Rad Gun.....	100

CLOSE COMBAT WEAPONS	
• “Hystar” Pattern Energy Shield..	50
• Power Knife.....	25
• Servo-Claw.....	30
• Shock Baton.....	30
• Shock Stave.....	25
HEAVY WEAPONS	
• Lascannon ►►.....	155
• Multi-Melta ►►.....	180
• Plasma Cannon ►►.....	130
• Rad Cannon ►►.....	130
GRENADES	
• Frag Grenades.....	30
• Krak Grenades.....	45
• Plasma Grenades.....	65
• Rad Grenades.....	25
• Smoke Grenades.....	15
ARMOUR	
• Flak Armour.....	10
• Light Carapace Armour.....	80
• Mesh Armour.....	15
FIELD ARMOUR	
• Conversion Field.....	60
• Displacer Field.....	70
• Refractor Field.....	50

PERSONAL EQUIPMENT	
• Bio-Booster.....	35
• Drop Rig.....	10
• Filter Plugs.....	10
• Grav Chute.....	40
• Medicae Kit.....	30
• Photo-Goggles.....	35
• Respirator.....	15
• Servo Harness (Partial).....	130
WEAPON ACCESSORIES	
• Hotshot Las-Pack (<i>Lasgun</i> & <i>Laspistol</i> only).....	20
• Infra-Sight (<i>Pistols, Basic,</i> & <i>Special Weapons</i> only).....	25
• Las-Projector (<i>Pistols, Basic,</i> & <i>Special Weapons</i> only).....	35
• Mono-Sight (<i>Basic, Special</i> & <i>Heavy Weapons</i> only).....	35
• Suspensor (<i>Heavy</i> <i>Weapons</i> only).....	60
• Telescopic Sight (<i>Pistols, Basic</i> & <i>Special Weapons</i> only).....	25
EXOTIC BEASTS	
• 0-3 Cyberachnid.....	75

AUGMEK

(CHAMPION) - 110 credits

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

EQUIPMENT

- An Augmek comes with an **Armoured Bodyglove** at recruitment.
- An Augmek may purchase any weapons or equipment from the *Augmek Equipment List*.
- During a campaign, an Augmek may purchase additional weapons and equipment from this list, the Trading Post, or the Black Market.
- An Augmek can use any weapon.

SKILLS

- The Augmek gains one Primary skill at recruitment, which costs no XP and does not increase their credit value.
- **Primary Skills:** *Shooting, Savant.*
- **Secondary Skills:** *Combat, Cunning, Leadership, Tech.*

CYBERTEKNIKA

This fighter can install Cyberteknika at the following points in their development:

- They can take Cyberteknika at recruitment.
- Each time they take an Advancement, the fighter can also gain Cyberteknika by entering Recovery.
- During any Post-Battle Sequence, they can remove a Lasting Injury by replacing it with an associated Cyberteknika and entering Recovery.

SPECIAL RULES

Gang Hierarchy (Champion): If the gang is Bottling, and this fighter passes their Cool check, all friendly Van Saar fighters within 6" automatically pass theirs.

In addition, during a campaign, this fighter can perform Post-Battle Actions.

Tools of the Trade: This fighter may take multiple equipment sets.

Group Activation (1): When this fighter activates, they may also activate one Ready fighter within 3" of their position, in addition to themselves.

This must be announced at the start of the activation, with the other chosen fighter clearly identified.

Activate the two fighters in any order, fully resolving each activation before proceeding to the next.

Note that a gang can only make **one** Group Activation per turn.

AUGMEK EQUIPMENT LIST

PISTOLS	
• Combi-Pistol (Las / Melta).....	130
• Combi-Pistol (Las / Plasma).....	95
• Hand Flamer.....	75
• Laspistol.....	5
– <i>Master-Crafted</i>	+5
– <i>Focusing Crystal</i>	+20
• Plasma Pistol.....	50
BASIC WEAPONS	
• Lasgun.....	10
– <i>Master-Crafted</i>	+5
– <i>Focusing Crystal</i>	+20
• Las-Carbine.....	20
– <i>Master-Crafted</i>	+5
– <i>Focusing Crystal</i>	+20
• Suppression Laser.....	40
– <i>Master-Crafted</i>	+10
– <i>Focusing Crystal</i>	+20
SPECIAL WEAPONS	
• Flamer.....	140
• Grav Gun.....	120
• Meltagun.....	135
• Plasma Gun.....	100
• Rad Gun.....	100

CLOSE COMBAT WEAPONS	
• “Hystrar” Pattern Energy Shield..	50
• Power Knife.....	25
• Servo-Claw.....	30
• Shock Baton.....	30
• Shock Stave.....	25
HEAVY WEAPONS	
• Lascannon ►►.....	155
• Multi-Melta ►►.....	180
• Plasma Cannon ►►.....	130
• Rad Cannon ►►.....	130
GRENADES	
• Frag Grenades.....	30
• Krak Grenades.....	45
• Plasma Grenades.....	65
• Rad Grenades.....	25
• Smoke Grenades.....	15
ARMOUR	
• Flak Armour.....	10
• Light Carapace Armour.....	80
• Mesh Armour.....	15
FIELD ARMOUR	
• Conversion Field.....	60

PERSONAL EQUIPMENT	
• Bio-Booster.....	35
• Drop Rig.....	10
• Filter Plugs.....	10
• Grav Chute.....	40
• Medicae Kit.....	30
• Photo-Goggles.....	35
• Respirator.....	15
• Servo Harness (Partial).....	130
WEAPON ACCESSORIES	
• Hotshot Las-Pack (<i>Lasgun & Laspistol only</i>).....	20
• Infra-Sight (<i>Pistols, Basic, & Special Weapons only</i>).....	25
• Las-Projector (<i>Pistols, Basic, & Special Weapons only</i>).....	35
• Mono-Sight (<i>Basic, Special & Heavy Weapons only</i>).....	35
• Suspensor (<i>Heavy Weapons only</i>).....	60
• Telescopic Sight (<i>Pistols, Basic & Special Weapons only</i>).....	25
EXOTIC BEASTS	
• 0-2 Cyberachnid.....	75

ARCHEOTEK

(CHAMPION) - 125 credits

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

EQUIPMENT

- An Archeotek comes with an **Armoured Bodyglove** at recruitment.
- An Archeotek may purchase any weapons or equipment from the *Archeotek Equipment List*.
- During a campaign, an Archeotek may purchase additional weapons and equipment from this list, the Trading Post, or the Black Market.
- An Archeotek can use any weapon.

SKILLS

- The Archeotek gains one Primary skill at recruitment, which costs no XP and does not increase their credit value.
- **Primary Skills:** *Savant, Tech*.
- **Secondary Skills:** *Cunning, Shooting*

CYBERTEKNIKA

This fighter can install Cyberteknika at the following points in their development:

- They can take Cyberteknika at recruitment.
- Each time they take an Advancement, the fighter can also gain Cyberteknika by entering Recovery.
- During any Post-Battle Sequence, they can remove a Lasting Injury by replacing it with an associated Cyberteknika and entering Recovery.

SPECIAL RULES

Gang Hierarchy (Champion): If the gang is Bottling, and this fighter passes their Cool check, all friendly Van Saar fighters within 6" automatically pass theirs.

In addition, during a campaign, this fighter can perform Post-Battle Actions.

Tools of the Trade: This fighter may take multiple equipment sets.

Master of Cyberteknika: When recruited, an Archeotek may gain one Alpha-level item of Cyberteknika for free (this does not increase their value).

In addition, the cost of any Cyberteknika purchased for an Archeotek is halved, rounding up to the nearest 5 credits.

ARCHEOTEK EQUIPMENT LIST

PISTOLS	
• Laspistol.....	5
– <i>Master-Crafted</i>	+5
– <i>Focusing Crystal</i>	+20
• Las Sub-Carbine.....	15
– <i>Master-Crafted</i>	+5
– <i>Focusing Crystal</i>	+20
• Plasma Pistol.....	50
SPECIAL WEAPONS	
• Rad Beamer ►►.....	70
ARMOUR	
• Flak Armour.....	10
• Light Carapace Armour.....	80
• Mesh Armour.....	15
FIELD ARMOUR	
• Conversion Field.....	60
• Displacer Field.....	70
• Refractor Field.....	50

CLOSE COMBAT WEAPONS	
• 0-3 Digi Laser.....	25
• Power Knife.....	25
• Servo-Claw.....	30
• Spider-Rig ►►.....	80
GRENADES	
• Frag Grenades.....	30
• Krak Grenades.....	45
• Photon Flash Grenades.....	15
• Plasma Grenades.....	65
• Rad Grenades.....	25
• Smoke Grenades.....	15
• Stun Grenades.....	25
EXOTIC BEASTS	
• 0-3 Cyberachnid.....	75

PERSONAL EQUIPMENT	
• Bio-Booster	25
• Drop Rig.....	35
• Filter Plugs.....	35
• Grav Chute.....	25
• Photo-Goggles.....	35
• Respirator	35
WEAPON ACCESSORIES	
• Hotshot Las-Pack (<i>Lasgun</i> & <i>Laspistol</i> only).....	20
• Infra-Sight (<i>Pistols, Basic,</i> & <i>Special Weapons</i> only).....	25
• Las-Projector (<i>Pistols, Basic,</i> & <i>Special Weapons</i> only).....	35
• Mono-Sight (<i>Basic, Special</i> & <i>Heavy Weapons</i> only).....	35
• Telescopic Sight (<i>Pistols, Basic</i> & <i>Special Weapons</i> only).....	25

NEOTEK

(PROSPECT) - 70 credits

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

EQUIPMENT

- A Neotek comes with an **Armoured Bodyglove** and **Grav-Cutter** at recruitment.
- A Neotek may purchase any weapons or equipment from the *Neotek Equipment List*.
- During a campaign, a Neotek may purchase additional weapons and equipment from this list, the Trading Post, or the Black Market.
- A Neotek can use any weapon from the *Neotek Equipment List* – but can only use Close Combat Weapons from the Trading Post or Black Market.

CYBERTEKNIKA

This fighter can install Cyberteknika at the following points in their development:

- Each time they take an Advancement, the fighter can also gain Cyberteknika by entering Recovery.
- During any Post-Battle Sequence, they can remove a Lasting Injury by replacing it with an associated Cyberteknika and entering Recovery.

SPECIAL RULES

Gang Fighter (Prospect): These fighters form the gang's backbone. The total number of Gang Leaders and Champions may **never** exceed the number of fighters with the *Gang Fighter (X)* rule.

Tools of the Trade: This fighter may take multiple equipment sets.

Promotion (Champion): Once a Neotek gains five Advancements, they can be promoted to an Augmek, if desired.

Their category is adjusted to Champion and they gain all the rules and gear access of their new rank – but lose the *Promotion*, *Hot-Headed*, *Fast Learner* and *Gang Fighter (Prospect)* rules.

When promoted, an appropriate model should be used to represent their new rank and category.

Hot-headed: Prospects have much to prove, often acting on impulse in the hopes of impressing their superiors; as such, older and wiser fighters expect them to be short-lived.

If a Prospect is Seriously Injured or taken Out of Action, friendly fighters within 3" do not need to check Nerve unless they are also a Prospect.

Fast Learner: In a campaign, this fighter may improve a characteristic any number of times without its cost increasing.

NEOTEK EQUIPMENT LIST

BASIC WEAPONS	
• Lasgun.....	10
PISTOLS	
• Hand Flamer.....	10
• Laspistol.....	5
– <i>Focusing Crystal</i>	+20
• Las Sub-Carbine.....	15
– <i>Focusing Crystal</i>	+20
• Plasma Pistol.....	50

CLOSE COMBAT WEAPONS	
• “Hystrar” Pattern Energy Shield.	50
• Power Knife.....	25
• Shock Stave.....	25
GRENADES	
• Photon Flash Grenades.....	15
• Plasma Grenades.....	65
• Rad Grenades.....	25
ARMOUR	
• Flak Armour.....	10
• Mesh Armour.....	15

PERSONAL EQUIPMENT	
• Bio-Booster.....	35
• Filter Plugs.....	10
• Respirator.....	15
WEAPON ACCESSORIES	
• Hotshot Las Pack (<i>Lasgun & Laspistol only</i>).....	20
• Las-Projector (<i>Pistols, Basic & Special Weapons only</i>).....	35

TEK

(GANGER) - 65 credits

M	WS	BS	S	T	W	I	A	Ld	CI	WP	Int
4"	4+	3+	3	3	1	5+	1	6+	7+	7+	6+

EQUIPMENT

- A Tek comes with an **Armoured Bodyglove** at recruitment.
- Teks (and Tek Specialists) may purchase any weapons or equipment from the *Tek Equipment List*.
- During a campaign, a Tek may purchase additional weapons from this list.
 - ▶ *A Tek can only use Pistols, Basic Weapons, and Close Combat Weapons.*
 - ▶ *A Tek Specialist can use any weapon.*
- During a campaign, a Tek may purchase additional equipment from this list, the Trading Post, or the Black Market.

CYBERTEKNIKA

This fighter can install Cyberteknika at the following points in their development:

- Each time they take an Advancement, the fighter can also gain Cyberteknika by entering Recovery.
- During any Post-Battle Sequence, they can remove a Lasting Injury by replacing it with an associated Cyberteknika and entering Recovery.

SPECIAL RULES

Gang Fighter (Ganger): These fighters form the gang's backbone. The total number of Gang Leaders and Champions may **never** exceed the number of fighters with the *Gang Fighter (X)* rule.

Promotion (Tek Specialist): When the gang is founded, one Tek can be promoted to a Tek Specialist.

In a campaign, additional Teks may also be promoted through an Advancement.

A Tek Specialist gains the following additional rules:

- *Tools of the Trade:* This fighter may take multiple equipment sets.
- *Special Weapons:* This fighter may purchase Special Weapons from the *Tek Equipment List*.

Specialist: This fighter may spend XP to gain additional skills.

TEK EQUIPMENT LIST

PISTOLS	
• Hand Flamer.....	75
• Laspistol.....	5
• Las Sub-Carbine.....	15
• Plasma Pistol.....	50
BASIC WEAPONS	
• Lasgun.....	10
• Las-Carbine.....	20
• Suppression Laser.....	40
SPECIAL WEAPONS	
• Flamer.....	140
• Grav Gun.....	120
• Meltagun.....	135
• Plasma Gun.....	100
• Rad Gun.....	100

CLOSE COMBAT WEAPONS	
• “Hystrar” Pattern Energy Shield.....	25
• Power Knife.....	15
• Servo Claw.....	20
• Shock Baton.....	10
• Shock Stave.....	30
GRENADES	
• Frag Grenades.....	30
• Krak Grenades.....	45
• Rad Grenades.....	25
• Smoke Grenades.....	15
HEAVY WEAPONS	
• Plasma Cannon ►►.....	130
• Multi-Melta ►►.....	180
• Rad Cannon ►►.....	130

ARMOUR	
• Flak Armour.....	10
• Mesh Armour.....	15
PERSONAL EQUIPMENT	
• Bio-Booster.....	35
• Drop Rig.....	10
• Filter Plugs.....	10
• Grav Chute.....	40
• Medicae Kit.....	30
• Photo-Goggles.....	35
• Respirator.....	15
WEAPON ACCESSORIES	
• Hotshot Las Pack (<i>Laspistol & Lasgun only</i>).....	20
• Infra-Sight (<i>Pistols, Basic & Special Weapons only</i>).....	25
• Las-Projector (<i>Pistols, Basic & Special Weapons only</i>).....	35
• Suspensor (<i>Heavy Weapons only</i>).....	60

SUBTEK

(JUVE) - 35 credits

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

EQUIPMENT

- A Subtek comes with an **Armoured Bodyglove** at recruitment.
- A Subtek may purchase any weapons or equipment from the *Subtek Equipment List*.
- During a campaign, a Subtek can only purchase additional weapons from this list.
- During a campaign, a Subtek may purchase additional equipment from this list, the Trading Post, or the Black Market.

CYBERTEKNIKA

This fighter can install Cyberteknika at the following points in their development:

- Each time they take an Advancement, the fighter can also gain Cyberteknika by entering Recovery.
- During any Post-Battle Sequence, they can remove a Lasting Injury by replacing it with an associated Cyberteknika and entering Recovery.

SPECIAL RULES

Gang Fighter (Juve): These fighters form the gang's backbone. The total number of Gang Leaders and Champions may **never** exceed the number of fighters with the *Gang Fighter (X)* rule.

Promotion (Tek Specialist): Once a Subtek gains five Advancements, they can be promoted to a Tek Specialist, if desired.

Their category is adjusted to Ganger and they gain all the rules and gear access of their new rank – but lose the *Promotion*, *Fast Learner* and *Gang Fighter (Juve)* rules.

Fast Learner: In a campaign, this fighter may improve a characteristic any number of times without its cost increasing.

SUBTEK EQUIPMENT LIST

PISTOLS	
• Laspistol.....	5
• Las Sub-Carbine.....	15
BASIC WEAPONS	
• Lasgun.....	10
ARMOUR	
• Flak Armour.....	10
• Mesh Armour.....	15

CLOSE COMBAT WEAPONS	
• Power Knife.....	25
• Servo Claw.....	30
• Shock Baton.....	30
• Shock Stave.....	25
GRENADES	
• Frag Grenades.....	30
• Krak Grenades.....	45
• Rad Grenades.....	25
• Smoke Grenades.....	15

PERSONAL EQUIPMENT	
• Bio-Booster.....	35
• Drop Rig.....	10
• Filter Plugs.....	10
• Medicae Kit.....	30
• Photo-Goggles.....	35
• Respirator.....	15

VAN SAAR SKILL ACCESS

	AGILITY	BRAWN	COMBAT	CUNNING	FEROCITY	LEADERSHIP	SHOOTING	SAVANT	TECH
Prime	Secondary	–	–	Secondary	–	Primary	Primary	Primary	Secondary
Augmek	–	–	Secondary	Secondary	–	Secondary	Primary	Primary	Secondary
Archeotek	–	–	–	Secondary	–	–	Secondary	Primary	Primary
Neotek	Primary	–	–	–	–	–	Secondary	Secondary	–
Tek Specialist	–	–	Secondary	Secondary	–	–	Primary	Primary	–
Subtek	Primary	–	–	–	–	–	Secondary	Secondary	–

VAN SAAR ARCHAO-CYBERTEKNIKA

House Van Saar's affinity for cybernetic modification lets you install upgrades and improvements to your fighters.

USING CYBERTEKNIKA

- Any Van Saar fighter can install Cyberteknika, and to do so, they need only pay its cost.
- However, a fighter can only install Cyberteknika at key points in their development:
 - 1) At Recruitment:** Gang Leaders and Champions can purchase Cyberteknika when they are first recruited.
 - 2) At Advancement:** Whenever a fighter takes an Advancement, they can also install Cyberteknika. This is taken alongside the Advancement, not instead of it. The fighter must enter Recovery.
 - 3) Carrying a Lasting Injury:** During any Post-Battle Sequence, a fighter can install Cyberteknika that is specifically associated with a Lasting Injury on their profile (eye, hand, etc). The fighter enters Recovery. Once cleared, the effects of the Lasting Injury are replaced with the effects of the Cyberteknika.
- Once gained, Cyberteknika is permanent.

UPGRADING CYBERTEKNIKA

- Each piece of Cyberteknika has three tiers: **Alpha**, **Gamma**, and **Omega** (basic, intermediate, and advanced).
- When gained, a fighter can choose which tier to install.
- Fighters can upgrade an existing piece of Cyberteknika in any Post-Battle Sequence by paying the difference in cost and entering Recovery.

DAMAGED CYBERTEKNIKA

- If a fighter suffers a Lasting Injury to a location where Cyberteknika has been installed, roll D6:
 - On 1-3, the Lasting Injury is disregarded, but the Cyberteknika is damaged by the attack – the fighter can no longer use this Cyberteknika's benefits.
 - On 4-6, the Cyberteknika safely absorbs the attack and the Lasting Injury is disregarded.
- Regardless of the result, the fighter always enters Recovery.
- Damaged Cyberteknika can be repaired in any Pre-Battle Sequence (or during campaign Downtime) by paying half its cost in credits.

CRANIAL CYBERTEKNIKA

Cognitive cybernetics or brain implants that repair cortical damage or enhance mnemonic function.

INSTALLATION

- Cancels an existing **Head Injury** or **Humiliated** Lasting Injury when installed.
- Once installed, is damaged if either of these Lasting Injuries are rolled.

(1) ALPHA **30 credits**

- The fighter is immune to the Insane condition.

(2) GAMMA **40 credits**

- The fighter is immune to the Insane and Intoxicated conditions.

(3) OMEGA **75 credits**

- The fighter is immune to the Insane and Intoxicated conditions.
- The fighter can never become Broken.

SINDEXTROUS CYBERTEKNIKA

Corded bionics replace hands and arms, making limbs more responsive and intricate manipulation far easier for the fighter – granting dexterity beyond that of their mortal flesh.

INSTALLATION

- Cancels an existing **Hand Injury** Lasting Injury when installed.
- Once installed, is damaged if this Lasting Injury is rolled.

(1) ALPHA **50 credits**

- The fighter ignores the effects of the *Disarm* trait.

(2) GAMMA **75 credits**

- The fighter ignores the effects of the *Disarm* trait.
- The fighter does not suffer the usual -1 modifier to hit in close combat if they have to turn to face their opponent.

(3) OMEGA **125 credits**

- The fighter is immune to the effects of the *Disarm* trait.
- The fighter does not suffer the usual -1 modifier to hit in close combat if they have to turn to face their opponent.
- The fighter is immune to the effects of the *Parry* trait.

SINDEXTROUS CYBERTEKNIKA

Leg, back, and foot augmetics enhance the fighter's speed and agility, allowing their limbs to instinctively cope with the underhive's difficult terrain in a way fragile human appendages cannot.

INSTALLATION

- Cancels an existing **Hobbled** Lasting Injury when installed.
- Once installed, is damaged if this Lasting Injury is rolled.

(1) ALPHA **35 credits**

- The fighter ignores negative modifiers for moving through difficult terrain.

(2) GAMMA **65 credits**

- The fighter ignores negative modifiers for moving through difficult terrain.
- When moving vertically (such as up a ladder), the fighter gains +2" bonus Movement.

(3) OMEGA **100 credits**

- The fighter ignores negative modifiers for moving through difficult terrain.
- When moving vertically (such as up a ladder), the fighter gains +2" bonus Movement.
- When the fighter becomes Prone within 0.5" of an edge and checks Initiative to determine whether they fall, they can re-roll a failed result.

TORSONIC CYBERTEKNIKA

Bone bracing and spinal grips make the fighter far more sturdy, granting not only increased strength, but also the ability to wield heavy weapons with ease.

INSTALLATION

- Cancels an existing **Spinal Injury** Lasting Injury when installed.
- Once installed, is damaged if this Lasting Injury is rolled.

(1) ALPHA 50 credits

- The fighter's unarmed attack is Damage 3, rather than the usual Damage 1.

(2) GAMMA 75 credits

- The fighter's unarmed attack is Damage 3, rather than the usual Damage 1.
- When resolving hits with a weapon that has the *Melee* or *Versatile* trait, the fighter counts as +2 Strength.

(3) OMEGA 150 credits

- The fighter's unarmed attack is Damage 3, rather than the usual Damage 1.
- When resolving hits with a weapon that has the *Melee* or *Versatile* trait, the fighter counts as +2 Strength.
- All of the fighter's weapons count as having the Suspensors weapon accessory fitted to them.

VASCULAR CYBERTEKNIKA

Replacing a fighter's heart and lungs grants them a resistance to underhive perils, as well as a level of regenerative ability.

INSTALLATION

- Cancels an existing **Enfeebled** Lasting Injury when installed.
- Once installed, is damaged if this Lasting Injury is rolled.

(1) ALPHA 40 credits

- The fighter counts as having +1 Toughness when counting the number of Flesh Wounds they can take before going Out of Action.

(2) GAMMA 80 credits

- The fighter counts as having +1 Toughness when counting the number of Flesh Wounds they can take before going Out of Action.
- When checking Toughness, the fighter can re-roll the result.

(3) OMEGA 130 credits

- The fighter counts as having +1 Toughness when counting the number of Flesh Wounds they can take before going Out of Action.
- When checking Toughness, the fighter can re-roll the result.
- In each End Phase, the fighter can discard one Flesh Wound they have suffered.

VAN SAAR EXOTIC BEASTS, BRUTES, & HANGERS-ON

CYBERACHNID

(EXOTIC BEAST) - 75 credits

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

WEAPON	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
Venomous Bite	-	E	-	-	-	-	-	-	Toxin, Melee
Web Projector	-	T	-	-	2	-	-	6+	Web, Silent, Scarce, Template

EXOTIC BEAST RULES

- **Joining a Fight:** If its owner participates in a battle, the Exotic Beast may also be included and does not count towards the gang's fighter limit (and so are not considered in Bottle Tests). If its owner is removed for any reason, the Exotic Beast is also removed.
- **Profile Restriction:** Exotic Beasts may never be issued new weapons or equipment – they can only use the ones included in their profile.
- **Activation:** When its owner activates (including as part of a Group Activation), all of their Exotic Beasts also activate. The activations can be resolved in any order.
- **Behaviour:** If an Exotic Beast ends its activation more than 3" away from their owner, it must make a Nerve check – if failed, it becomes Broken and immediately takes a free *Running for Cover* (Double) action.
 - ▶ An Exotic Beast flees towards its owner, rather than cover.
 - ▶ An Exotic Beast automatically Rallies if its activation ends within 3" of its owner (but does not gain XP).
- **Campaign Play:** Exotic Beasts gain XP and Lasting Injuries as normal, and roll Advancements on the *Ganger Advancement Table* (they can be promoted to Specialist). They can be taken Captive, and a Rescue Mission can be mounted for them as normal. Exotic Beasts cannot work Territories.

SKILLS

- A Cyberachnid comes with the *Clamber* and *Fearsome* skills at recruitment:
 - ▶ **CLAMBER:** When the Cyberachnid climbs, this does not cost extra movement. They treat every vertical surface as a ladder.
 - ▶ **FEARSOME:** If the Cyberachnid is targeted with a Charge (Double) action, the enemy must check Willpower after declaring it – if failed, they cannot move and their activation ends immediately.
- **Primary Skills:** *Cunning*.
- **Secondary Skills:** *Agility*.

SPECIAL RULES

Fear Inducing: The Cyberachnid confers its *Fearsome* skill to its owner, if they are within 3".

Horriying: A Cyberachnid is a horriying meld of machine and spider that most gangers would rather not have in their hideout. A Cyberachnid can never be Captured.

“ARACHNI-RIG” SERVO-SUIT

(BRUTE) - 240 credits

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

WEAPON	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
Servo-Arm	E	3"	-	+1	S	-	1	-	Versatile, Melee
Heavy Las Carbine	15"	30"	+1	-	4	-	1	4+	Rapid Fire (2), Twin-Linked, Plentiful
Rad Gun	-	T	-	-	2	-2	1	4+	Rad-Phage, Template
Plasma Gun – Low	12"	24"	+2	-	5	-1	2	5+	Rapid Fire (1), Scarce
– Maximal			+1	-	7	-2	3	5+	Unstable, Scarce

EQUIPMENT

- By default, an Arachni-Rig has four servo-arms, wields a *Heavy Las Carbine* and is equipped with *Light Carapace Armour*.

ADDITIONAL OPTIONS

- Replace one servo-arm with a *Rad Gun* (+60 credits, -1 Attack).
- Replace one servo-arm with a *Plasma Gun* (+60 credits, -1 Attack).
- Replace *Light Carapace Armour* with *Heavy Carapace Armour*: +20 credits.

BRUTE RULES

- Rep & Recruitment:** The maximum number of combined Brutes and Hangers-On a gang can recruit is determined by their Reputation:

REP	MAX
0-5	1
5-9	2
10-14	3
15-19	4
20-24	5
Each additional +5	+1

- Full Member:** Once recruited, Brutes are an accepted part of the gang. They may join a battle in the same way as any other fighter.
- Profile Restriction:** Brutes can only use and purchase the weapons and equipment options included on their profile.
- Campaign Play:** Brutes gain XP and Lasting Injuries as normal, and count as a Specialist for Advancements. They can be taken Captive, and a Rescue Mission can be mounted for them as normal. Brutes cannot work Territories.

SKILLS

- An Arachni-Rig has no skills at recruitment.
- Primary Skills:** *Shooting*.
- Secondary Skills:** *Brawn, Ferocity*.

SPECIAL RULES

Superior Weapons Array: The Arachni-Rig counts the *Shoot (Basic)* action as *Shoot (Simple)*.

If it shoots twice, each attack can be made with a different weapon, and can target a different enemy fighter (following all the usual rules for Target Priority).

Protective Gear: The Arachni-Rig is immune to the effects of the *Rad-Phage* trait – that is, it never suffers an additional Flesh Wound.

COGITATOR CORE SERVITOR

(HANGER-ON – VAN SAAR ONLY) - 100 credits

M	WS	BS	S	T	W	I	A	Ld	CI	WP	Int
3"	6+	-	3	4	1	6+	1	12+	3+	5+	3+

EQUIPMENT

- None.

HANGER-ON RULES

- **Rep & Recruitment:** The maximum number of combined Brutes and Hangers-On a gang can recruit is determined by their Reputation:

REP	MAX
0-5	1
5-9	2
10-14	3
15-19	4
20-24	5
Each additional +5	+1

- **Support Role:** Generally, Hangers-On do not willingly participate in battles. However, if the gang has *Home Turf Advantage* in the scenario being played, roll D6 – on 4+, this fighter is unlucky enough to be hanging around when the fighting starts and must be included as part of the crew (and counting towards the gang's fighter limit).
- **Profile Restriction:** Hangers-On can only use the weapons and equipment options included on their profile – they can never be given any other gear.
- **Campaign Play:** Hangers-On do not gain XP or Advancements – and if they suffer a Lasting Injury (roll of 46+), they permanently depart the gang. However, they can be taken Captive, and a Rescue Mission can be mounted for them as normal. Hangers-On cannot work Territories.

RECRUITMENT LIMIT

- A gang can hire a maximum of one Cogitator Core Servitor.

SKILLS

- None.

SPECIAL RULES

Mind in the Machine: In any End Phase in a scenario where the gang is a defender, the servitor can choose to switch the lights on or off – either bringing the Pitch Black rules into effect, or cancelling them.

Hostile Environment: When the gang is a defender in a scenario, immediately after both sides have deployed, the gang may place D3 Frag, Krak, or Melta traps anywhere on the battlefield that is not within 6" of an enemy.

Security Measures: When the gang is a defender in a scenario, enemies who attempt an *Access Terminal (Basic)* or *Bypass Loot Casket Lock (Basic)* action suffer an additional -1 modifier to their Intelligence check.

HOUSE VAN SAAR ARMOURY

CLOSE COMBAT WEAPONS

WEAPON	RANGE		ACCURACY		Str	AP	D	Ammo	Traits
	S	L	S	L					
Axe	-	E	-	-	+1	-	1	-	Disarm, Melee
Chainsword	-	E	-	+1	S	-1	1	-	Parry, Rending, Melee
Digi-Laser	E	3"	-	-	1	-	1	-	Digi, Versatile, Melee
Fighting Knife	-	E	-	-	S	-1	1	-	Backstab, Melee
Flail	-	E	-	-	S	-1	1	-	Entangle, Melee
"Hystrar" Pattern Energy Shield	-	E	-	-	S	-	1	-	Shield, Knockback, Melee
Maul (Club)	-	E	-	-	S	+1	2	-	Melee
Power Hammer	-	E	-	-	S+1	-1	2	-	Power, Melee
Power Knife	-	E	-	-	S+2	-2	1	-	Power, Disarm, Melee
Power Sword	-	E	-	-	S+2	-2	1	-	Power, Parry, Melee
♦ Master-Crafted	-	E	-	-	S+2	-2	1	-	Master-Crafted, Power, Parry, Melee
Servo-Arm (Arachni-Rig)	E	3"	-	+1	S	-	1	-	Versatile, Melee
Servo-Claw	-	E	-	-	+2	-	2	-	Melee
Shock Baton	-	E	-	-	S	-	1	-	Shock, Parry, Melee
Shock Stave	E	2"	-	-	S+1	-	1	-	Shock, Versatile, Melee
Spider-Rig	E	3"	+1	+1	S+1	-1	1	-	Paired, Parry, Shock, Entangle, Versatile, Melee
Spud-Jacker	-	E	-	-	S+1	-	1	-	Knockback, Melee
Stiletto Sword	-	E	-	-	-	-1	-	-	Toxin, Parry, Melee
Two-Handed Axe ►►	-	E	-	-1	S+2	-	2	-	Unwieldy, Melee
Two-Handed Hammer ►►	-	E	-	-1	S+1	-	3	-	Knockback, Unwieldy, Melee
Venomous Bite (Cyberachnid)	-	E	-	-	-	-	-	-	Toxin, Melee

GRENADES

WEAPON	RANGE		ACCURACY		Str	AP	D	Ammo	Traits
	S	L	S	L					
Blasting Charge	-	Sx2	-	-	5	-1	2	5+	Blast (5"), Knockback, Grenade
Frag Grenade	-	Sx3	-	-	3	-	1	4+	Blast (3"), Knockback, Grenade
Krak Grenade	-	Sx3	-	-1	6	-2	2	4+	Demolitions, Grenade
Photon Flash Grenade	-	Sx3	-	-	-	-	-	5+	Blast (5"), Flash, Grenade
Plasma Grenade	-	Sx3	-	-	5	-1	2	4+	Blast (3"), Unstable, Grenade
Rad Grenade	-	Sx3	-	-	2	-2	1	4+	Blast (3"), Rad-Phage, Grenade
Smoke Grenade	-	Sx3	-	-	-	-	-	4+	Blast (3"), Smoke, Grenade
Stun Grenade	-	Sx3	-	-	2	-1	1	4+	Blast (3"), Concussion, Grenade

PISTOLS

WEAPON	RANGE		ACCURACY		Str	AP	D	Ammo	Traits
	S	L	S	L					
Autopistol	4"	12"	+1	-	3	-	1	4+	Rapid Fire (1), Sidearm
Combi-Pistol									
♦ Las (Primary)	8"	12"	+1	-	3	-	1	2+	Combi, Plentiful, Sidearm
♦ Plasma (Secondary)	12"	24"	+2	-	5	-1	2	5+	Combi, Rapid Fire (1), Scarce
♦ Melta (Secondary)	6"	12"	+1	-	8	-4	3	4+	Combi, Melta, Scarce
Hand Flamer	-	T	-	-	3	-	1	5+	Blaze, Template
Laspistol	8"	12"	+1	-	3	-	1	2+	Plentiful, Sidearm
♦ Master-Crafted	8"	12"	+1	-	3	-	1	2+	Master-Crafted, Plentiful, Sidearm
Las Sub-Carbine	4"	12"	+1	-	3	-	1	4+	Rapid Fire (1), Plentiful, Sidearm
♦ Master-Crafted	4"	12"	+1	-	3	-	1	4+	Master-Crafted, Rapid Fire (1), Plentiful, Sidearm
Plasma Pistol									
♦ Low	6"	12"	+2	-	5	-1	2	5+	Scarce, Sidearm
♦ Maximal	6"	12"	+1	-	7	-2	3	5+	Unstable, Scarce, Sidearm
Stub Gun	6"	12"	+2	-	3	-	1	4+	Plentiful, Sidearm
♦ Dum Dum Rounds	5"	10"	+1	-	4	-	1	4+	Limited, Sidearm
Web Projector (Cyberachnid)	-	T	-	-	2	-	-	6+	Web, Silent, Scarce, Template

BASIC WEAPONS

WEAPON	RANGE		ACCURACY		Str	AP	D	Ammo	Traits
	S	L	S	L					
Autogun	8"	24"	+1	-	3	-	1	4+	Rapid Fire (1)
Boltgun	12"	24"	+1	-	4	-1	2	6+	Rapid Fire (1)
Combat Shotgun									
♦ Salvo Ammo	4"	12"	+1	-	4	-	2	4+	Rapid Fire (1), Knockback
♦ Shredder Ammo	-	T	-	-	2	-	1	4+	Scattershot, Template
Lasgun	18"	24"	+1	-	3	-	1	2+	Plentiful
♦ Master-Crafted	18"	24"	+1	-	3	-	1	2+	Master-Crafted, Plentiful
Las Carbine	10"	24"	+1	-	3	-	1	4+	Rapid Fire (1), Plentiful
♦ Master-Crafted	10"	24"	+1	-	3	-	1	4+	Master-Crafted, Rapid Fire (1), Plentiful
Sawn-Off Shotgun	4"	8"	+2	-	3	-	1	6+	Plentiful, Scattershot
Shotgun									
♦ Scatter Rounds	4"	8"	+2	-	2	-	1	4+	Scattershot
♦ Solid Ammo	8"	16"	+1	-	4	-	2	4+	Knockback
Suppression Laser									
♦ Broad Burst	4"	8"	+2	-	2	-	1	4+	Scattershot, Plentiful
♦ Short Burst	8"	16"	+1	-	4	-	2	4+	Knockback, Plentiful
Throwing Knives	Sx2"	Sx4"	-	-1	S	-1	-	5+	Toxin, Silent, Scarce

SPECIAL WEAPONS

WEAPON	RANGE		ACCURACY		Str	AP	D	Ammo	Traits
	S	L	S	L					
Flamer	-	T	-	-	4	-1	1	5+	Blaze, Template
Grav Gun	9"	18"	+1	-	*	-1	2	5+	Blast (3"), Concussion, Graviton Pulse
Long Rifle	24"	48"	-	+1	4	-1	1	4+	Knockback
♦ Master-Crafted	24"	48"	-	+1	4	-1	1	4+	Master-Crafted, Knockback
Meltagun	6"	12"	+1	-	8	-4	3	4+	Melta, Scarce
Plasma Gun									
♦ Low	12"	24"	+2	-	5	-1	2	5+	Rapid Fire (1), Scarce
♦ Maximal	12"	24"	+1	-	7	-2	3	5+	Unstable, Scarce
Rad Beamer									
♦ Focused Beam	12"	24"	+2	-	3	-2	1	5+	Rad-Phage
♦ Dispersed Beam	12"	24"	-	-	2	-2	1	5+	Rapid Fire (1), Rad-Phage
Rad Gun	-	T	-	-	2	-2	1	4+	Rad-Phage, Template
Storm Welder	8"	16"	+1	-	5	-	1	3+	Rapid Fire (3), Shock, Reckless, Unstable

HEAVY WEAPONS

WEAPON	RANGE		ACCURACY		Str	AP	D	Ammo	Traits
	S	L	S	L					
Lascannon ►►	24"	48"	-	+1	10	-3	3	4+	Knockback, Unwieldy
Multi-Melta ►►	12"	24"	+1	-	8	-4	3	4+	Blast (3"), Melta, Unwieldy, Scarce
Plasma Cannon ►►									
♦ Low	18"	36"	+1	-	6	-1	2	5+	Rapid Fire (1), Unwieldy, Scarce
♦ Maximal	18"	36"	+1	-	8	-2	3	5+	Blast (3"), Unstable, Unwieldy, Scarce
Rad Cannon ►►	16"	32"	-	-1	2	-2	1	4+	Blast (5"), Rad-Phage, Unwieldy
Heavy Las Carbine (Arachni-Rig)	15"	30"	+1	-	4	-	1	4+	Rapid Fire (3), Twin-Linked, Plentiful

WEAPON ACCESSORIES

Accessories with a [★] cannot be fitted together on the same weapon.

FOCUSING CRYSTAL

- **FITTED TO:** Laspistol, Lasgun, Las Carbine, Las Sub-Carbine, Suppression Laser
- **EFFECTS:** The weapon improves its Armour Piercing value by 2, in exchange for gaining the *Unstable* trait.

HOTSHOT LAS PACK

- **FITTED TO:** Pistols, Basic Weapons, Special Weapons, Heavy Weapons
- **EFFECTS:** The weapon's profile changes to Strength 4, AP -1, Ammo 4+, and it loses the *Plentiful* trait.

INFRA-SIGHT [★]

- **FITTED TO:** Pistols, Basic Weapons, Special Weapons, Heavy Weapons
- **EFFECTS:** The weapon disregards the -1 modifier for partial cover, and treats full cover as partial. This ability does not stack with the *Trick Shot* skill.

The weapon ignores the effect of smoke clouds, and if the Pitch Black rules are in effect, the weapon can spot targets up to 12" away, instead of 3".

An infra-sight **cannot** be fitted to a weapon with the *Rapid Fire (X)*, *Blast (3")* or *Blast (5")* traits.

LAS-PROJECTOR

- **FITTED TO:** Pistols, Basic Weapons, Special Weapons
- **EFFECTS:** The weapon's Short range Accuracy bonus increases by +1.

MONO-SIGHT [★]

- **FITTED TO:** Basic Weapons, Special Weapons, Heavy Weapons
- **EFFECTS:** If the fighter makes an *Aim (Basic)* action with this weapon, gain a +2 modifier to the hit roll instead of the usual +1.

SUSPENSOR

- **FITTED TO:** Heavy Weapons
- **EFFECTS:** Attacking with this heavy weapon becomes a (*Basic*) action rather than (*Double*).

TELESCOPIC SIGHT [★]

- **FITTED TO:** Pistols; all Basic & Special Weapons
- **EFFECTS:** If a fighter takes the *Aim (Basic)* action, this weapon always uses its modifier for Short range, even if the target is at Long range.

ARMOUR

ARMoured BODYGLOVE

- The wearer is immune to the effects of the *Rad-Phage* trait – that is, they never suffer an additional Flesh Wound.
- Can be worn in conjunction with armour, or on its own.
 - ▶ If worn in conjunction with other armour, the wearer improves their armour save by +1.
 - ▶ If worn alone, the wearer gains a 6+ armour save.
- Cannot be combined with an armoured undersuit.

FLAK ARMOUR

- The wearer gains a 6+ armour save.
- Against weapons that use a Blast marker or Flame template, this increases to 5+.

HEAVY CARAPACE ARMOUR

- The wearer gains a 4+ armour save, increased to 3+ against attacks originating within the fighter's frontal vision arc.
- The wearer loses -1 Initiative.
- The wearer loses -1" Movement when making a *Charge (Double)* action.

LIGHT CARAPACE ARMOUR

- The wearer gains a 4+ armour save.

MESH ARMOUR

- The wearer gains a 5+ armour save.

FIELD ARMOUR

CONVERSION FIELD

- If the wearer is hit by an attack, roll D6 before the attacker attempts to wound – on 5+, the hit is disregarded.
- If this occurs, any fighter (friend or enemy) within 3" of the wearer gains the Blind condition.
- The wearer is unaffected by the flash and does not gain the Blind condition.

DISPLACER FIELD

- If the wearer is hit by an attack, roll D6 – on 4+, the hit is disregarded.
- If this occurs, the wearer automatically Scatters a number of inches equal to the Strength of the attack.
 - ▶ *If an incoming attack lacks a Strength value, the displacer field cannot work against it. If the attack used a template, the hit is still ignored if the wearer is still touching it after being displaced.*
- The wearer is never displaced inside a terrain feature and must be placed clear of any impassable terrain.
- This displacement **can** result in the wearer becoming Engaged.
- If the wearer is displaced so that any part of their base overhangs an edge, they must check Initiative – if failed, they fall.
- If the wearer is displaced off an edge (or into a hazard such as a pitfall) they fall automatically.
- If the wearer is displaced off the battlefield, they count as going Out of Action (but do not roll for Lasting Injury).

REFRACTOR FIELD

- If the wearer is hit by an attack, roll D6 – on 5+ the hit is disregarded.
- If this occurs, roll another D6 – on a 1, the field permanently burns out. Remove the refractor field from the fighter's card.

EQUIPMENT

ARMoured UNDERSUIT

- An armoured undersuit can be worn in conjunction with armour, or on its own.
- If worn in conjunction with armour, the wearer improves their armour save by +1.
- If worn alone, the wearer gains a 6+ armour save.

BIO-BOOSTER

- The first time the owner rolls an Injury, roll one less die.
- If only one die would be used, instead roll two and choose which result to apply.

DROP RIG

- If the owner is Active and within 1" of an edge, they can take the following action:
 - ▶ **DESCEND (Basic):** Move up to 3" horizontally, and up to 12" vertically. The fighter's vertical movement must be downwards – i.e. towards the ground.

FILTER PLUGS

- If the owner is hit by a weapon with the Gas trait, their Toughness counts as +1 when rolling to determine whether they are affected.
- This item is one-use only. After applying the above modifier, the filter plugs are removed.

GRAV CHUTE

- The owner never suffers damage from jumping or falling to a lower level.

GRAV CUTTER

- The user gains +2" Movement.
- When moving, the user may ignore all terrain, travel freely between levels, can never fall, and can move over enemy fighters (that is, they may ignore the 1" Rule).
 - ▶ *However, they may not ignore impassable terrain, and cannot end a move overlapping an obstacle, or within 1" of another fighter.*
- The user is never Pinned if hit by a ranged attack.
- The user cannot perform the *Take Cover (Basic)* action, nor become voluntarily Pinned for any reason.
- If the user becomes Prone for any reason, they always treat the *Stand Up (Basic)* action as *Stand Up (Double)*, regardless of any other rules, skills, or effects.
- If the user is in cover, they reduce its effects by -1.
- The user can utilise the grav-cutter's speed and bulk to whip strike down enemies as they whip past. The user has access to the following action:
 - ▶ **HIT AND RUN (Basic):** *The fighter moves a distance up to their Movement characteristic.*

If they pass over any enemies in the process, choose one to target with a glancing strike.

Check Weapon Skill – if passed, resolve a Strength 4, AP 0, Damage 1 hit with the Concussion and Knockback traits against the chosen target.

MEDICAE KIT

- When the user assists a friendly fighter's Recovery, roll an additional Injury die and choose one result to discard.

PHOTO GOGGLES

- If the Pitch Black rules are in effect, the owner can spot enemies up to 12" away, rather than 3".
- The owner can see through smoke clouds.
- If the owner is hit by a Flash weapon, they count suffer a -1 modifier to Initiative when rolling to determine whether they become subject to the Blind condition.

RESPIRATOR

- If the owner is hit by a weapon with the *Gas* trait, their Toughness counts as +2 when rolling to determine whether they are affected.

SERVO HARNESS (PARTIAL)

- The user gains +2 Strength and +1 Toughness, for as long as they wear the Servo Harness.
- The user counts as having Suspensors on any weapons they carry with the *Unwieldy* trait.
- The user loses -1" Movement and -1 Initiative.
- This item cannot be combined with a Servo Claw or any other type of servo harness.

VAN SAAR TERRAIN

OBTAINING GANG TERRAIN

- The below terrain can be purchased from the **Trading Post** during the Post-Battle Sequence.
- Once purchased, the terrain is added to the gang's **Stash**, and can be fielded in any battle the gang participates in (unless noted otherwise).
- Once purchased, terrain is retained between battles, each time returning to the Stash.

PLACING GANG TERRAIN

- The owner of gang terrain places it on the battlefield **before** any fighters are deployed but **after** all other terrain has been set up.
- Gang terrain may be placed within its gang's deployment area; or if noted, in **no-man's-land** – that is, anywhere on the battlefield that is not a gang deployment zone.
- If gang terrain is marked **Defensive**, it can only be used if the gang is a defender in a scenario.
- If gang terrain is marked **Gang Relic**, it can be used as such in any scenario utilising that rule.

VAN SAAR GANG TERRAIN

TERRAIN	COST	AVAILABILITY
1. Archaeo-Relic	80	Rare (9)
2. Energy Sink	60	Rare (10)
3. Rad Cannon Emplacement	145	Rare (8)
4. Rad Casters	40	Rare (10)
5. Thermal Mine	70	Rare (11)

(1) ARCHAEO-RELIC (GANG RELIC)

These shrines to technology are combinations of advanced cogitation devices, weird power sources, and bizarre sensor arrays – pulsing with disturbing waves of static and white noise that deeply affect even the most unflappable hivers.

- Any enemy who ends their activation within 3" of an Archaeo-Relic must check Intelligence – if failed, they become subject to the Insane condition.

(2) ENERGY SINK

These devices charge power cells by sucking energy directly from the environment. Though prohibited by an Imperium intolerant of cost-free power, House Van Saar seemingly cares little and makes great use of them.

- Place within the gang's deployment zone, or in no-man's-land.
- If a fighter is within 0-3" of an energy sink, and is armed with a las, plasma, or weapon with the *Melta* trait, these lose -D3 Strength.
- If the fighter is within 3-6" of an energy sink, these weapons lose -1 Strength.
- Weapons can be reduced to a minimum of 1 Strength.

(3) RAD CANNON EMPLACEMENT (DEFENSIVE)

These signature weapons of the House use the same deadly radiation that blights the Van Saar's very existence. Holding little terror to the Van Saar themselves, the debilitating after-effects of rad weapons are fearful for outsiders to behold.

- Once placed on the battlefield, Rad Cannons Emplacements are fixed and cannot be moved.
- The emplacement is a terrain piece, but is activated in the same way as a fighter.

	RNG		ACC					
HEAVY TURRET	S	L	S	L	Str	AP	D	Am
Rad Cannon	24"	48"	-	-1	2	-2	1	3+
<i>Traits: Blast (5"), Rad Phase</i>								

(4) RAD CASTERS

These ghoulish icons are hung from low ceilings or doorways and slowly release deadly radiation into the air.

- Place within the gang's deployment zone, or in no-man's-land.
- In each End Phase, a fighter within 3" of a Rad Caster must check Toughness, with a +1 modifier for each piece of equipment they carry that protects against the Rad-Phage trait.
- If failed (or on a natural 6), the fighter suffers a Flesh Wound.
- In addition, Rad Casters can be thrown by a friendly fighter in base contact – this counts as an attack with a rad grenade. After resolving this, remove the Rad Caster from play.

(5) THERMAL MINE

A larger, more powerful version of a melta bomb, when a thermal mine goes off, the nearby area is rapidly superheated to a temperature that can melt rock. Its effect on living organisms is... profound.

- Place within the gang's deployment zone, or in no-man's land.
- A Thermal Mine is a **Hidden Trap**. Deploy six markers. Use some means to privately note which marker is the real Thermal Mine.
- When an enemy moves within 2" of a Thermal Mine, they must immediately halt and check Initiative.
- If passed, they complete their movement as normal.
- If failed, flip the Thermal Mine marker – if the trap is false, discard the marker. If the trap is real, it immediately explodes!
- Every fighter within 0-3" suffers a Strength 8, AP -4, Damage 3 hit with the *Blaze* and *Melta* traits.
- Every fighter within 3-6" suffers a Strength 8, AP -4, Damage 3 hit with the *Blaze* trait.
 - ▶ *If you have multiple Thermal Mines in play, do not discard the remaining markers – this keeps the enemy guessing.*
 - ▶ *If this was your last (or only) Thermal Mine, remove the remaining markers.*

PETITIONING THE HOUSE

VAN SAAR HOUSE FAVOURS

At the campaign Arbitrator's discretion, gangs can attempt to gain a House Favour. Usually, this occurs at the start of a campaign week, but can be at any point the Arbitrator deems appropriate.

In House Van Saar, favours represent the largesse of clan masters taking a personal interest in a gang, or perhaps an imperious Prime or renowned Archeotek providing cold-eyed and logical assistance, as appropriate.

Be warned! While the gang's masters may bestow them gifts, they might also exact a price for those audacious enough to call upon them.

If a gang has an **Alliance**, or has petitioned a **House Agent** for aid in the upcoming battle, they may not seek a favour.

PETITIONING FOR FAVOUR

Before the game, after choosing your crew for the scenario, then **roll 2D6 and add +1 for every enemy gang in the campaign with a higher Gang Rating than you** (to a maximum of +3).

Determine the final score and immediately apply the result from the list.

(2) MIND WIPE

The House masters believe the gang has more than enough tools to achieve its goal, and punishes it for not evaluating its resources correctly.

- Choose one fighter to be summoned to the masters for involuntary reallocation and/or deletion.
- They are permanently removed from the gang, along with all their weapons and equipment.

(3-5) UNWILLING UPGRADE

If the gang would ask the masters' favour, it must also prove its willingness to advance the knowledge of the House.

- Randomly select two fighters. Every weapon they carry that does not have the *Melee* trait gains the *Unstable* trait until the end of the campaign week.
- If these fighters participate in a battle, and are not Seriously Injured or Out of Action when it ends, they gain +D3 bonus XP.

(6-8) A TRIP TO THE TECH BAZAAR

The most reliable weapons are always in stock.

- Immediately gain 2D6x10 credits worth of weapons and equipment from the *Tek Equipment List*.
- Any credits not spent immediately are lost.

(9-10) SMOOTH SKIN

The most ambitious young bloods travel from gang to gang, proving their skill through the fires of battle.

- For the rest of the campaign week, the gang gains 1 Neotek.
- They are equipped with an *Armoured Bodyglove* and *Grav-Cutter* as normal – plus a “*Hystar*” *Pattern Energy Shield* and *Plasma Pistol*.
- The plasma pistol gains the *Reckless* trait (on both profiles).
- If no Neotek models are available, re-roll this result.

(11-12) CRANIAL INLOAD

Long ago, House Van Saar engineered a means of inloading muscle memory patterns. Now, the great masters have seen fit to share this technique with the gang.

- Randomly choose one fighter, then choose one of their Primary or Secondary skill sets.
- The fighter gains a random skill from the chosen set.
- If they already possess the generated skill, they may instead choose a new one from that set.

(13+) GIFT OF THE ARCHEOTEKS

Delve deeper into the tech-mysteries of the Van Saar.

- Choose one fighter. They may install a new piece of Cyberteknika for free (or gain a free upgrade to an existing piece).

VAN SAAR HOUSE AGENT

(HIRED GUN - HOUSE AGENT) – petition to hire

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

HOUSE AGENT RULES

- **Champion of the House:** When you hire a House Agent, choose one of the above profiles to use.
- **Agent Limit:** You may have a maximum of one House Agent in your gang at a time.
- **Recruitment:** House Agents are not hired in the usual way – instead, a gang must petition them before a battle. Roll D6 on the below table:

D6+REP	OUTCOME
1-5	The House heeds the gang's plea for aid and an Agent is dispatched. For 40 credits, they can be hired for this battle.
6-10	The House agrees to send an Agent to aid the gang, but it will cost them. For 80 credits, they can be hired for this battle.
11-15	The House feels the gang is capable of winning this fight alone. An Agent cannot be hired for this battle.
16+	The House is angered that such a notorious gang dares petition for more aid. An Agent cannot be hired for this battle – and the gang must pay a tithe of 2D6x10 credits to the House as punishment for making foolish requests.

- **“You Get What You Pay For”:** Once recruited, House Agents can always be added to the crew, regardless of how many fighters the gang is allowed to bring to a scenario. They do not count towards the fighter limit.
- **Campaign Play:** Hired Guns do not gain XP or Advancements, never gain Lasting Injuries, and cannot work Territories.

EQUIPMENT

- A House Agent is equipped with 150 credits worth of weapons and gear, chosen for free from the *Van Saar Prime Equipment List*.
- The value of the weapons and equipment increase the Gang's Rating.

SKILLS

- Once a House Agent's services are secured, choose an option for their skills:
 - ▶ *Gain three random skills.*
 - ▶ *Choose one skill, then gain one random skill.*
- Skills are drawn from *Brawn, Combat, Ferocity, Leadership, Tech, or Shooting*.

SPECIAL RULES

Gang Hierarchy (Champion): If the gang is Bottling, and this fighter passes their Cool check, all friendly Van Saar fighters within 6" automatically pass theirs.

In addition, during a campaign, this fighter can perform Post-Battle Actions.

Group Activation (1): When this fighter activates, they may also activate one Ready fighter within 3" of their position, in addition to themselves.

This must be announced at the start of the activation, with the other chosen fighter clearly identified.

Activate the two fighters in any order, fully resolving each activation before proceeding to the next.

Note that a gang can only make **one** Group Activation per turn.

VAN SAAR SUB-PLOTS

USING SUB-PLOTS

Sub-Plots are side missions a gang can pursue mid-battle – kept secret from the opponent until completed and rewarding extra credits, XP, Reputation, or Gang Tactics cards.

A House's fortunes are tied invisibly to those of its strongest gangs. Each gang leader is akin to a general in the House's armies – every victory granting the hidden masters more political capital to further their schemes.

As such, sometimes the House's nobles take a direct hand in matters – meddling in the gang's affairs, and sending them on errands, and pressing them into agendas where they can have the most impact. Gang leaders ignore these directives at their peril.

- Players should agree prior to the battle whether to use Sub-Plots. If so, a **deck of playing cards** is required. Each player privately draws one card, then consults their list of House Sub-Plots to see what secret assignment their gang has been given.
- Every **Joker** drawn must be shown to your opponent, then discarded. You must then privately draw **two** cards. If one of these is a Joker, do the same again.
- Once you complete a Sub-Plot, reveal it to your opponent, gain the rewards and apply the effects, then discard the card.

SUB-PLOTS TABLE

(ACE) RETALIATORY FIRE

- Reveal when your Gang Leader or one of your Champions is Seriously Injured or taken Out of Action.
- If that enemy is Seriously Injured or Out of Action by the end of this Action Phase, every fighter in your gang gains +1 XP.

(2) METHODICAL

- Reveal if a Seriously Injured enemy is taken Out of Action by the *Shoot (Basic)* action.
- The responsible fighter gains +1 bonus XP.

(3) SHOOTING GALLERY

- Discard this Sub-Plot if one of your fighters becomes Engaged with an enemy.
- Reveal at the end of the battle if this Sub-Plot has not been discarded – gain +D3 Rep.

(4) FORWARD THINKING

- Reveal when your opponent plays a Gang Tactics card.
- If you have not played a Gang Tactics card this round, gain +1 random Gang Tactics card.
- If your opponent has played two Gang Tactics cards so far in the battle, and you have played none when this Sub-Plot is revealed, instead gain +2 random Gang Tactics cards.

(5) RADIATION PURGE

- Reveal the first time an enemy goes Out of Action as a result of the *Rad-Phage* trait reducing their Toughness to zero.
- Gain +D3 Rep. This increases to +D6 if the victim was a Gang Leader or Champion.

(6) SEIZE THE SYSTEM!

- Reveal at the start of any friendly fighter's activation if at least two of your fighters have made successful Intelligence checks this round.
- You may immediately choose to open, close, or lock each individual door on the battlefield.

(7) SUCKER PUNCH

- Reveal if your fighter Seriously Injures an enemy or takes them Out of Action using a Reaction Attack.
- Your fighter gains +D3 bonus XP.

(8) WELL-PREPARED

- Discard this Sub-Plot if one of your fighters fails an Ammo check.
- Reveal at the end of the battle if this Sub-Plot has not been discarded – gain +D3 Rep.

(9) RELIABLE TECH

- Reveal during the Choose Crews step of the Pre-Battle Sequence.
- Your gang can only use weapons with the *Plentiful* trait in this battle.
- If any of your participating fighters lack a weapon with the *Plentiful* trait, they count as wielding a laspistol.
- If you win the scenario, gain 2D6x10 bonus credits in addition to any other rewards.

(10) SHOOT FOR THE HEAD

- Reveal if one of your fighters targets the enemy Gang Leader with a *Shoot (Basic)* action and Seriously Injures or takes them Out of Action.
- Gain D3 random Gang Tactics cards.

(JACK) EXPLOSIVE MESSAGE

- Reveal at the end of the battle if one of your fighters used grenades to Seriously Injure or take Out of Action at least three enemies.
- Gain D6x10 credits.

(QUEEN) DEAD EYE

- Reveal if one of your fighters makes an Improbable Shot and Seriously Injures or takes the target Out of Action.
 - ▶ *Improbable Shots: If a shot has no chance of hitting, roll D6 – on a 6, proceed to check Ballistic Skill while ignoring all modifiers. If passed, the Improbable Shot has landed.*
- The fighter gains +D3 bonus XP, and the gang gains +D3 bonus Rep.

(KING) BURNING WITH ENERGY

- Reveal in any End Phase if you took three or more enemies Out of Action using plasma-based weapons.
- Gain +1 random Gang Tactics card. This increases to +2 cards if the victims included a Gang Leader or Champion.

DRAMATIS PERSONAE

THE ARACHNOTEK GOLEM

(VAN SAAR HOUSE AGENT) – petition to hire

M	WS	BS	S	T	W	I	A	Ld	Cl	WP	Int
5"	3+	3+	5	5	3	3+	3	?	?	?	?

	RNG		ACC							
WEAPON	S	L	S	L	Str	AP	D	Am	Traits	
<i>Shock Claw</i>	-	E	-	-	S+1	-1	2	-	<i>Power, Shock, Melee</i>	
<i>"Hystrar" Energy Projector</i>	8"	16"	+1	-	5	-1	1	3+	<i>Rapid Fire (3), Shock, Reckless</i>	

EQUIPMENT

- Light Carapace Armour, Bio-Booster, Respirator

DRAMATIS PERSONAE RULES

- **Personal Style:** Dramatis Personae can only use the weapons and equipment options included on their profile – they can never be given other gear.

HOUSE AGENT RULES

- **Recruitment:** You may have a maximum of one House Agent in your gang at a time.
- **Petition:** House Agents must be petitioned for aid, rather than directly hired. Roll D6, add the gang's Reputation, and consult the below table:

D6+REP	OUTCOME
1-8	"Acknowledged." For 50 credits, the Golem can be hired for this battle.
9-15	"Conditional." For 100 credits, the Golem can be hired for this battle.
16+	"Illogical." The Golem cannot be hired for this battle.

- **"You Get What You Pay For":** Once recruited, House Agents can always be added to the crew, regardless of how many fighters the gang is allowed to bring to a scenario. They do not count towards the fighter limit.
- **Gang Rating:** House Agents increase the Gang Rating in the same way as any other fighter.

HOUSE LOYALTY

The Golem can only be hired by House Van Saar gangs.

SPECIAL RULES

Combined Consciousness: The Arachnotek Golem has no consciousness of its own; it relies on the minds and memories of others for a semblance of self-awareness.

When hired, the gang chooses one fighter (even one in Recovery) to loan their consciousness to the Golem.

The Golem replaces the donor in the gang for this battle. It may use the donor's skills, and all of the Golem's characteristics with a [?] are replaced the donor's.

Abominable Intelligence: If the gang loses its battle, the Golem coldly departs without relinquishing its borrowed mind. The donor changes their Leadership, Cool, Willpower, and Intelligence to 12+.

Seemingly Invulnerable: The Golem's 5+ armour save is never modified by a weapon's Armour Piercing value.

SKILLS

- **Catfall:** When the Golem jumps or falls, halve the distance for damage purposes (rounding up), then check Initiative – if passed, it remains Standing.
- **Clamber:** When the Golem climbs, it does not cost extra movement.
- **Cold and Calculating:** Once per round, the Golem can check Intelligence in place of Cool / Willpower.
- **Mental Mastery:** The fighter is immune to the Insanity condition and can Disrupt wyrd powers.
- **Rad-Phaged:** When resolving hits from the *Gas* or *Toxin* traits, roll two D6s and discard the highest.

If targeted by the *Rad-Phage* trait, roll D6 – on 4+, the Golem discards one Flesh Wound.

If the Pitch Black rules are in effect, the Golem always counts as having the Revealed condition.

LISBETH THE IRON ANGEL

(VAN SAAR BOUNTY HUNTER) – 315 credits hiring fee

M	WS	BS	S	T	W	I	A	Ld	CI	WP	Int
5"	4+	4+	5	4	3	4+	3	5+	5+	7+	6+

WEAPON	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
Servo-Arm	E	3"	-	+1	S	-	1	-	Versatile, Melee
Heavy Las Carbine	15"	30"	+1	-	4	-	1	4+	Rapid Fire (3), Twin-Linked, Plentiful
Rad Gun	-	T	-	-	2	-2	1	4+	Rad-Phage, Template

EQUIPMENT

- “Arachni-Rig” Servo Suit

DRAMATIS PERSONAE RULES

- **Personal Style:** Dramatis Personae can only use the weapons and equipment options included on their profile – they can never be given other gear.

BOUNTY HUNTER RULES

- **“You Get What You Pay For”:** Once recruited, Bounty Hunters can always be added to the crew, regardless of how many fighters the gang is allowed to bring to a scenario. They do not count towards the fighter limit.
- **“We’ll Get Our Bit...”:** A Bounty Hunter grants a gang the ability to earn some creds off the bodies of their enemies:
 - ▶ **Dead, Not Alive:** When an opponent’s fighter dies, the gang immediately claims half their value in credits, rounded up to the nearest 5.
 - ▶ **Claiming Bounties:** If the gang takes a Captive, immediately roll D6 – on 3+, there is an active warrant for this fighter, and the Bounty Hunter cuts the gang in – gain D6x10 credits reward.

After the battle, if **neither** of the above abilities were used, the Bounty Hunter decides to stick around – the gang may hire them for free in the next battle. Otherwise, they depart.

If **one** of the above abilities were used, roll D6 – on 1-3, the Bounty Hunter leaves; on 4-6, they stick around for the next battle, as above.

If **both** of the above abilities were used, the Bounty Hunter departs, happy with their payment.

- **Gang Rating:** Bounty Hunters increase the Gang Rating in the same way as any other fighter.

HOUSE LOYALTY

Lisbeth can only be hired by House Van Saar gangs.

SPECIAL RULES

Arachno-Cyberteknika Savant: Lisbeth ignores negative modifiers for moving through difficult terrain, and gains +2” movement when travelling vertically.

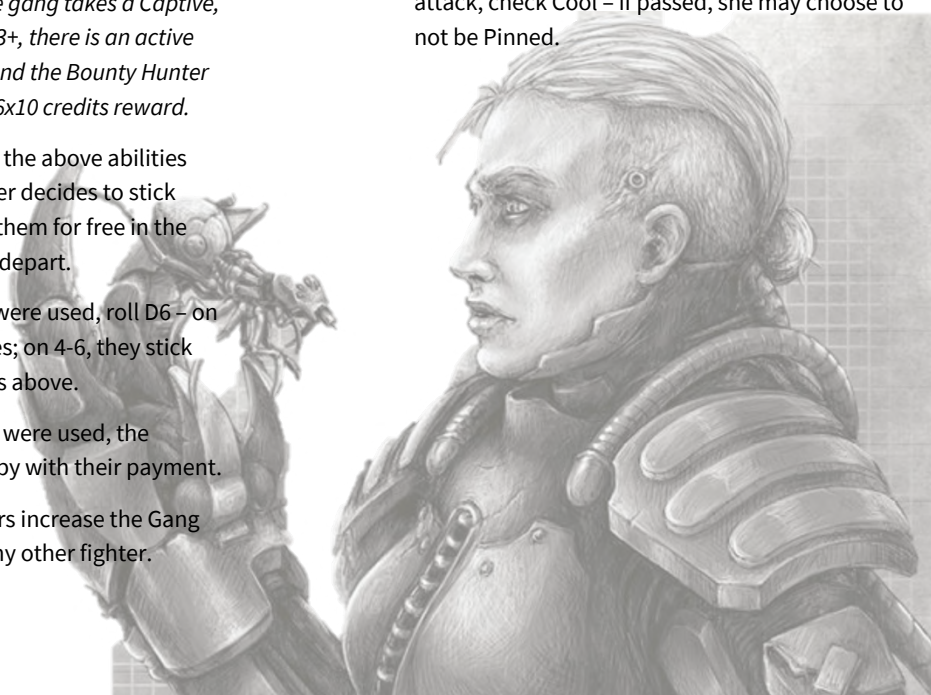
In addition, she may re-roll failed Initiative checks when seeing whether she will fall – and if she does fall, halves the distance for damage purposes (rounding up).

SKILLS

- **Bull Charge:** When Lisbeth makes close combat attacks following a successful *Charge (Double)* action, her *Melee* weapons gain +1 Strength and the *Knockback* trait.

This only applies to the free *Fight (Basic)* action gained from a charge – not to subsequent rounds of combat.

- **Nerves of Steel:** When Lisbeth is hit by a ranged attack, check Cool – if passed, she may choose to not be Pinned.



VON BUREN, THE ROGUE ARCHEOTEK

(VAN SAAR BOUNTY HUNTER) – 285 credits hiring fee

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

WEAPON	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
Rad Blade	-	E	-	-	S	-1	1	-	Rad-Phage, Backstab, Melee
Rad Gun	-	T	-	-	2	-2	1	4+	Rad-Phage, Plentiful, Template

EQUIPMENT

- Armoured Bodyglove, Bio-Booster, Filter Plugs, Light Carapace Armour, Medicae Kit, Photo-Goggles, Respirator

DRAMATIS PERSONAE RULES

- Personal Style:** Dramatis Personae can only use the weapons and equipment options included on their profile – they can never be given other gear.

BOUNTY HUNTER RULES

- “You Get What You Pay For”:** Once recruited, Bounty Hunters can always be added to the crew, regardless of how many fighters the gang is allowed to bring to a scenario. They do not count towards the fighter limit.
- “We’ll Get Our Bit...”:** A Bounty Hunter grants a gang the ability to earn some creds off the bodies of their enemies:
 - Dead, Not Alive:** When an opponent’s fighter dies, the gang immediately claims half their value in credits, rounded up to the nearest 5.
 - Claiming Bounties:** If the gang takes a Captive, immediately roll D6 – on 3+, there is an active warrant for this fighter, and the Bounty Hunter cuts the gang in – gain D6x10 credits reward.

After the battle, if **neither** of the above abilities were used, the Bounty Hunter decides to stick around – the gang may hire them for free in the next battle. Otherwise, they depart.

If **one** of the above abilities were used, roll D6 – on 1-3, the Bounty Hunter leaves; on 4-6, they stick around for the next battle, as above.

If **both** of the above abilities were used, the Bounty Hunter departs, happy with their payment.

- Gang Rating:** Bounty Hunters increase the Gang Rating in the same way as any other fighter.

HOUSE LOYALTY

Von Buren can only be hired by House Van Saar gangs.

SPECIAL RULES

Master of Cyberteknika: When hired, Von Buren may choose three items of Cyberteknika worth up to 200 credits, for free. This does not increase his value.

Heart of Iron: If targeted by the *Rad-Phage* trait, roll D6 as normal – however, on 3+, Von Buren discards one Flesh Wound.

Rogue Tinkerer: Von Buren’s Rad Gun gains the *Plentiful* trait.

SKILLS

- Cold and Calculating:** Once per round, Von Buren can check Intelligence in place of Cool or Willpower.
- Fast Shot:** Von Buren treats the *Shoot (Basic)* action as *Shoot (Simple)*.
- Gadgeteer:** At the start of the battle, Von Buren can choose to modify his Rad Gun – if so, it loses its *Plentiful* trait and gains one of the following instead: *Knockback*, *Pulverise*, *Rending*, or *Shock*.



CAWDOR

THE HOUSE OF FAITH

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HOUSE CAWDOR RULES

(1) CAWDOR CREED

A Cawdor fighter is either *Pious* or *Fanatical*:

PIOUS

- If this fighter rolls a natural double 1 when attempting to Rally, they may immediately re-roll.

FANATICAL

- If this fighter rolls a natural double 1 when checking Nerve, they may immediately re-roll.

(2) CAWDOR ALIGNMENT

House Cawdor walks a fine line with hive authorities due to their often-extreme interpretation of the Imperial Creed.

The gang's alignment is predetermined at its creation, depending on which Creed has the most followers:

- More Pious fighters: must be Law-Abiding.
- More Fanatical fighters: must be Outlaw.
- Equal Pious and Fanatical fighters: The Gang Leader's alignment breaks the tie.

(3) CHANGING ALIGNMENT

ALIGNMENT TESTS

- After a battle, attrition and new hires may change the balance of a gang's structure.
- A Cawdor gang must make an **Alignment Test** if the gang's majority Creed changes:
 - ▶ *The gang previously had more Pious fighters, but now has more Fanatical fighters.*
 - ▶ *The gang previously had more Fanatical fighters, but now has more Pious fighters.*
- The Gang Leader must check Willpower:
 - ▶ *Apply a +3 modifier if the Gang Leader is Pious and the gang is currently Law-Abiding.*
 - ▶ *Apply a +3 modifier if the Gang Leader is Fanatical and the gang is currently Outlaw.*
- If the test is failed, the gang switches alignment.
- If a gang switches to become Law-Abiding, any Outlaw Hangers-On or Hired Guns immediately leave.

FORCED CHANGE

- If a gang is ever comprised entirely of Pious fighters, it automatically becomes Law-Abiding.
- If a gang is ever comprised entirely of Fanatical fighters, it automatically becomes Outlaw.

(4) ARTICLES OF FAITH

- Cawdor gangs must choose a **Path of Faith** to follow, representing its personal ideology.
- The gang generates **Faith Dice** during play.
- These are used to try and invoke **Articles of Faith** – miraculous abilities from the God-Emperor.

CAWDOR GANG LIST

WORD-KEEPER

(GANG LEADER) - 100 credits

M	WS	BS	S	T	W	I	A	Ld	CI	WP	Int
5"	3+	4+	3	3	2	4+	2	4+	6+	5+	6+

EQUIPMENT

- The Word-Keeper may purchase any weapons or equipment from the *Word-Keeper Equipment List*.
- During a campaign, the Word-Keeper may purchase additional weapons and equipment from this list, the Trading Post, or the Black Market.
- The Word-Keeper can use any weapon.

SKILLS

- The Word-Keeper gains one Primary skill at recruitment, which costs no XP and does not increase their credit value.
- Primary Skills:** *Brawn, Combat, Leadership*.
- Secondary Skills:** *Ferocity, Shooting, Piety*.

CAWDOR CREED

Pious: A devout member of House Cawdor, this fighter adheres closely to the teachings of the Redemption, while dutifully denying the path of the fanatic.

- ▶ *If this fighter rolls a natural double 1 when attempting to Rally, they may immediately re-roll.*

SPECIAL RULES

Gang Leader: A House Cawdor gang must always include a single fighter with this special rule.

- During campaign play, this fighter may not retire – the only way out for a gang leader is death.
- If this fighter dies during a campaign (or is otherwise permanently lost), another fighter must be promoted to replace them, gaining the Gang Leader rule.

The Path We Follow: As the gang's leader, the Word-Keeper Priest must choose a particular Path of Faith for their gang to follow.

Gang Hierarchy (Leader): If the gang is Bottling, and this fighter passes their Cool check, all friendly Cawdor fighters within 12" automatically pass theirs.

In addition, during a campaign, this fighter can perform Post-Battle Actions.

Tools of the Trade: This fighter may take multiple equipment sets.

Group Activation (2): When this fighter activates, they may also activate two Ready fighters within 3" of their position, in addition to themselves.

This must be announced at the start of the activation, with chosen fighters clearly identified.

Activate the three fighters in any order, fully resolving each activation before proceeding to the next.

Note that a gang can only make **one** Group Activation per turn.

WORD-KEEPER EQUIPMENT LIST

PISTOLS	
• Hand Flamer.....	75
• Reclaimed Autopistol.....	5
• Stub Gun.....	5
– <i>Dum Dum Rounds</i>	+5
BASIC WEAPONS	
• Polearm / Autogun ▶▶.....	20
– <i>Master-Crafted</i>	+5
• Polearm / Blunderbuss (<i>Grape & Purgation Shot</i>) ▶▶.....	40
– <i>Master-Crafted</i>	+10
– <i>Emperor's Wrath Rounds</i>	+35
• Reclaimed Autogun.....	10
• Sawn-Off Shotgun (<i>Scatter Shot</i>).....	15
– <i>Solid Shot</i>	+10
SPECIAL WEAPONS	
• Combi-Weapon	
– <i>Autogun / Flamer</i>	110
• Flamer.....	130
• Long Rifle.....	30
– <i>Master-Crafted</i>	+5

CLOSE COMBAT WEAPONS	
• Axe	10
• Chain Glaive ▶▶.....	60
– <i>Master-Crafted</i>	+15
• Cleaver.....	20
• Fighting Knife.....	15
– <i>Master-Crafted</i>	+5
• Flail.....	20
• Greatsword ▶▶.....	40
– <i>Master-Crafted</i>	+10
• Heavy Club.....	15
• Maul.....	10
• Polearm ▶▶.....	30
• Two-Handed Axe ▶▶.....	25
– <i>Master-Crafted</i>	+5
• Two-Handed Hammer ▶▶.....	35
HEAVY WEAPONS	
• Heavy Crossbow (<i>Frag & Krak Shells</i>) ▶▶.....	125
• Heavy Flamer ▶▶.....	195
• Heavy Stubber ▶▶.....	130
ARMOUR	
• Flak Armour	10
• Gutterforged Cloak.....	15
• Mesh Armour.....	15
• Scrap Shield.....	15

GRENADES	
• Blasting Charges.....	35
• Choke Gas Grenades.....	50
• Frag Grenades.....	30
• Incendiary Charges.....	40
• Krak Grenades.....	45
• Smoke Grenades.....	15
PERSONAL EQUIPMENT	
• Bomb Delivery Rats.....	35
• Cult Icon.....	40
• Drop Rig.....	10
• Filter Plugs.....	10
• Photo-Goggles.....	35
• Respirator.....	15
• Skinblade.....	10
• Strip Kit.....	15
WEAPON ACCESSORIES	
• Mono-Sight (<i>Basic, Special & Heavy Weapons only</i>).....	35
EXOTIC BEASTS	
• 0-2 Sheen Birds.....	90

REDEMPTOR PRIEST

(GANG LEADER) - 100 credits

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

EQUIPMENT

- The Redemptor Priest may purchase any weapons or equipment from the *Redemptor Priest Equipment List*.
- During a campaign, the Redemptor Priest may purchase additional weapons and equipment from this list, the Trading Post, or the Black Market.
- The Redemptor Priest can use any weapon.

SKILLS

- The Redemptor Priest gains one Primary skill at recruitment, which costs no XP and does not increase their credit value.
- **Primary Skills:** *Combat, Leadership, Piety*.
- **Secondary Skills:** *Brawn, Ferocity, Shooting*.

CAWDOR CREED

Fanatical: A zealous follower of Redemptionist teachings, this fighter embodies the extreme beliefs of their cult, embracing the path of the fanatic.

- ▶ *If this fighter rolls a natural double 1 when checking Nerve, they may immediately re-roll.*

SPECIAL RULES

Gang Leader: A House Cawdor gang must always include a single fighter with this special rule.

- During campaign play, this fighter may not retire – the only way out for a gang leader is death.
- If this fighter dies during a campaign (or is otherwise permanently lost), another fighter must be promoted to replace them, gaining the Gang Leader rule.

The Path We Follow: As the gang's leader, the Redemptor Priest must choose a particular Path of Faith for their gang to follow.

Gang Hierarchy (Leader): If the gang is Bottling, and this fighter passes their Cool check, all friendly Cawdor fighters within 12" automatically pass theirs.

In addition, during a campaign, this fighter can perform Post-Battle Actions.

Tools of the Trade: This fighter may take multiple equipment sets.

Group Activation (2): When this fighter activates, they may also activate two Ready fighters within 3" of their position, in addition to themselves.

This must be announced at the start of the activation, with chosen fighters clearly identified.

Activate the three fighters in any order, fully resolving each activation before proceeding to the next.

Note that a gang can only make **one** Group Activation per turn.

REDEMTOR PRIEST EQUIPMENT LIST

PISTOLS	
• Autopistol.....	10
– Master-Crafted.....	+5
• Hand Flamer.....	75
• Stub Gun.....	5
– Dum Dum Rounds.....	+5
BASIC WEAPONS	
• Autogun.....	15
– Master-Crafted.....	+5
– Exterminator.....	+15
• Shotgun (Solid & Scatter Ammo).....	30
– Exterminator.....	+15
– Executioner Ammo.....	+35
– Inferno Ammo.....	+15
– Retributor Rounds.....	+20
SPECIAL WEAPONS	
• Fire Pike.....	140
• Grenade Launcher (Frag & Krak Grenades).....	65
– Photon Flash Grenades.....	+15
– Smoke Grenades.....	+15

CLOSE COMBAT WEAPONS	
• Chainaxe.....	30
– Exterminator.....	+15
– Master-Crafted.....	+5
• Chainsword.....	25
– Master-Crafted.....	+5
• Eviscerator ►►.....	90
– Master-Crafted.....	+20
• Fighting Knife.....	15
GRENADES	
• Blasting Charges.....	35
• Choke Gas Grenades.....	50
• Frag Grenades.....	30
• Incendiary Charges.....	40
• Krak Grenades.....	45
• Smoke Grenades.....	15
ARMOUR	
• Flak Armour.....	10
• Incombustible Hauberk.....	20
• Light Carapace Armour.....	80
• Mesh Armour.....	15

HEAVY WEAPONS	
• Heavy Flamer ►►.....	195
FIELD ARMOUR	
• Hexagrammatic Fetish.....	35
• Refractor Field.....	50
PERSONAL EQUIPMENT	
• Book of the Redemption.....	50
• Cult Icon.....	40
• Drop Rig.....	10
• Filter Plugs.....	10
• Photo-Goggles.....	35
• Pyromantic Mantle.....	45
• Respirator.....	15
• Skinblade.....	10
• Strip Kit.....	15
WEAPON ACCESSORIES	
• Infra-Sight (Any Ranged Weapon).....	35
• Mono-Sight (Basic, Special & Heavy Weapons only).....	35
EXOTIC BEASTS	
• 0-3 Cherub-Servitors.....	55
SERVO-SKULLS	
• Gun Skull.....	65
• Medi-Skull.....	80
• Sensor Skull.....	60

FIREBRAND

(CHAMPION) - 90 credits

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

EQUIPMENT

- A Firebrand may purchase any weapons or equipment from the *Firebrand Equipment List*.
- During a campaign, a Firebrand may purchase additional weapons and equipment from this list, the Trading Post, or the Black Market.
- A Firebrand can use any weapon.

SKILLS

- The Firebrand gains one Primary skill at recruitment, which costs no XP and does not increase their credit value.
- **Primary Skills:** *Brawn, Combat.*
- **Secondary Skills:** *Agility, Ferocity, Leadership, Piety.*

CAWDOR CREED

Pious: A devout member of House Cawdor, this fighter adheres closely to the teachings of the Redemption, while dutifully denying the path of the fanatic.

- *If this fighter rolls a natural double 1 when attempting to Rally, they may immediately re-roll.*

SPECIAL RULES

Gang Hierarchy (Champion): If the gang is Bottling, and this fighter passes their Cool check, all friendly Cawdor fighters within 6" automatically pass theirs.

In addition, during a campaign, this fighter can perform Post-Battle Actions.

Tools of the Trade: This fighter may take multiple equipment sets.

Group Activation (1): When this fighter activates, they may also activate one Ready fighter within 3" of their position, in addition to themselves.

This must be announced at the start of the activation, with the other chosen fighter clearly identified.

Activate the two fighters in any order, fully resolving each activation before proceeding to the next.

Note that a gang can only make **one** Group Activation per turn.

Righteous Warrior: Once per battle, when making a Threshold test to perform an Act of Faith, the Firebrand may choose to re-roll the Faith dice. If so, all dice must be re-rolled.

FIREBRAND EQUIPMENT LIST

PISTOLS	
• Hand Flamer.....	75
• Reclaimed Autopistol.....	5
• Stub Gun.....	5
– <i>Dum Dum Rounds</i>	+5
BASIC WEAPONS	
• Polearm / Autogun ▶▶.....	20
– <i>Master-Crafted</i>	+5
• Polearm / Blunderbuss (<i>Grape & Purgation Shot</i>) ▶▶.....	40
– <i>Master-Crafted</i>	+10
– <i>Emperor's Wrath Rounds</i>	+35
• Reclaimed Autogun.....	10
• Sawn-Off Shotgun (<i>Scatter Shot</i>).....	15
– <i>Solid Shot</i>	+10
SPECIAL WEAPONS	
• Combi-Weapon	
– <i>Autogun / Flamer</i>	110
• Flamer.....	130
• Long Rifle.....	30

CLOSE COMBAT WEAPONS	
• Axe	10
• Chain Glaive ▶▶.....	60
• Cleaver.....	20
• Fighting Knife.....	15
– <i>Master-Crafted</i>	+5
• Flail.....	20
• Greatsword ▶▶.....	40
– <i>Master-Crafted</i>	+10
• Heavy Club.....	15
• Maul.....	10
• Polearm ▶▶.....	30
• Two-Handed Axe ▶▶.....	25
• Two-Handed Hammer ▶▶.....	35
HEAVY WEAPONS	
• Heavy Crossbow (<i>Frag & Krak Shells</i>) ▶▶.....	125
• Heavy Flamer ▶▶.....	195
• Heavy Stubber ▶▶.....	130
ARMOUR	
• Flak Armour	10
• Gutterforged Cloak.....	15
• Scrap Shield.....	15

GRENADES	
• Blasting Charges.....	35
• Choke Gas Grenades.....	50
• Frag Grenades.....	30
• Incendiary Charges.....	40
• Krak Grenades.....	45
• Smoke Grenades.....	15
PERSONAL EQUIPMENT	
• Bomb Delivery Rats.....	35
• Cult Icon.....	40
• Drop Rig.....	10
• Filter Plugs.....	10
• Photo-Goggles.....	35
• Respirator.....	15
• Skinblade.....	10
• Strip Kit.....	15
WEAPON ACCESSORIES	
• Mono-Sight (<i>Basic, Special & Heavy Weapons only</i>).....	35
EXOTIC BEASTS	
• 0-2 Sheen Birds.....	90

DEACON

(CHAMPION) - 90 credits

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

EQUIPMENT

- A Deacon may purchase any weapons or equipment from the *Deacon Equipment List*.
- During a campaign, a Deacon may purchase additional weapons and equipment from this list, the Trading Post, or the Black Market.
- A Deacon can use any weapon.

SKILLS

- The Deacon gains one Primary skill at recruitment, which costs no XP and does not increase their credit value.
- **Primary Skills:** *Brawn, Combat, Piety*.
- **Secondary Skills:** *Agility, Ferocity, Leadership*

CAWDOR CREED

Fanatical: A zealous follower of Redemptionist teachings, this fighter embodies the extreme beliefs of their cult, embracing the path of the fanatic.

- *If this fighter rolls a natural double 1 when checking Nerve, they may immediately re-roll.*

SPECIAL RULES

Gang Hierarchy (Champion): If the gang is Bottling, and this fighter passes their Cool check, all friendly Cawdor fighters within 6" automatically pass theirs.

In addition, during a campaign, this fighter can perform Post-Battle Actions.

Tools of the Trade: This fighter may take multiple equipment sets.

Group Activation (1): When this fighter activates, they may also activate one Ready fighter within 3" of their position, in addition to themselves.

This must be announced at the start of the activation, with the other chosen fighter clearly identified.

Activate the two fighters in any order, fully resolving each activation before proceeding to the next.

Note that a gang can only make **one** Group Activation per turn.

Fanatical Fervour: Once per battle, the Deacon may double their Attacks following a successful a *Charge (Double)* action. If so, they suffer an additional -1 modifier to hit.

DEACON EQUIPMENT LIST

PISTOLS	
• Autopistol.....	10
– Master-Crafted.....	+5
• Hand Flamer.....	75
• Stub Gun.....	5
– Dum Dum Rounds.....	+5
BASIC WEAPONS	
• Autogun.....	15
– Master-Crafted.....	+5
– Exterminator.....	+15
• Shotgun (Solid & Scatter Ammo).....	30
– Exterminator.....	+15
– Executioner Ammo.....	+35
– Inferno Ammo.....	+15
– Retributor Rounds.....	+20
SPECIAL WEAPONS	
• Fire Pike.....	140
• Grenade Launcher (Frag & Krak Grenades).....	65
– Photon Flash Grenades.....	+15
– Smoke Grenades.....	+15

CLOSE COMBAT WEAPONS	
• Chainaxe.....	30
– Exterminator.....	+15
– Master-Crafted.....	+5
• Chainsword.....	25
• Eviscerator ►►.....	90
– Master-Crafted.....	+20
• Fighting Knife.....	15
GRENADES	
• Blasting Charges.....	35
• Choke Gas Grenades.....	50
• Frag Grenades.....	30
• Incendiary Charges.....	40
• Krak Grenades.....	45
• Smoke Grenades.....	15
ARMOUR	
• Flak Armour.....	10
• Incombustible Hauberk.....	20
• Mesh Armour.....	15

HEAVY WEAPONS	
• Heavy Flamer ►►.....	195
FIELD ARMOUR	
• Hexagrammatic Fetish.....	35
PERSONAL EQUIPMENT	
• Cult Icon.....	40
• Drop Rig.....	10
• Filter Plugs.....	10
• Photo-Goggles.....	35
• Pyromantic Mantle.....	45
• Respirator.....	15
• Skinblade.....	10
• Strip Kit.....	15
WEAPON ACCESSORIES	
• Infra-Sight (Any Ranged Weapon).....	35
• Mono-Sight (Basic, Special & Heavy Weapons only).....	35
EXOTIC BEASTS	
• 0-3 Cherub-Servitors.....	55
SERVO-SKULLS	
• Gun Skull.....	65

BRETHREN

(GANGER) - 45 credits

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

EQUIPMENT

- Brethren (and Brethren Specialists) may purchase any weapons or equipment from the *Brethren Equipment List*.
- During a campaign, a Brethren may purchase additional weapons from this list.
 - A Brethren can only use Pistols, Basic Weapons, and Close Combat Weapons.
 - A Brethren Specialist can also use Special Weapons.
- During a campaign, a Brethren may purchase additional equipment from this list, the Trading Post, or the Black Market.

CAWDOR CREED

Pious: A devout member of House Cawdor, this fighter adheres closely to the teachings of the Redemption, while dutifully denying the path of the fanatic.

- If this fighter rolls a natural double 1 when attempting to Rally, they may immediately re-roll.

SPECIAL RULES

Gang Fighter (Ganger): These fighters form the gang's backbone. The total number of Gang Leaders and Champions may **never** exceed the number of fighters with the *Gang Fighter (X)* rule.

Promotion (Brethren Specialist): When the gang is founded, one Ganger (either Brethren or Redemptionist) can be promoted to a Specialist.

In a campaign, additional Brethren may also be promoted through an Advancement.

A Brethren Specialist gains the following additional rules:

- Tools of the Trade:* This fighter may take multiple equipment sets.
- Specialist:* This fighter may spend XP to gain additional skills.

Devout Masses (Ganger): After choosing crews, the gang may add one additional Ganger with this special rule to the starting crew, even if this takes you above the size limit allowed by the scenario.

BRETHREN EQUIPMENT LIST

PISTOLS	
• Hand Flamer.....	75
• Reclaimed Autopistol.....	5
• Stub Gun.....	5
– <i>Dum Dum Rounds</i>	+5
BASIC WEAPONS	
• Polearm / Autogun ►►.....	20
• Polearm / Blunderbuss (<i>Grape & Purgation Shot</i>) ►►.....	40
– <i>Emperor's Wrath Rounds</i>	+35
• Reclaimed Autogun.....	10
• Sawn-Off Shotgun (<i>Scatter Shot</i>)....	15
SPECIAL WEAPONS	
• Combi-Weapon	
– <i>Autogun / Flamer</i>	110
• Flamer.....	130
• Long Rifle.....	30

CLOSE COMBAT WEAPONS	
• Axe	10
• Cleaver.....	20
• Fighting Knife.....	15
• Flail.....	20
• Greatsword ►►.....	40
• Heavy Club.....	15
• Maul.....	10
• Two-Handed Axe ►►.....	25
• Two-Handed Hammer ►►.....	35
ARMOUR	
• Flak Armour	10
• Gutterforged Cloak.....	15

GRENADES	
• Blasting Charges.....	35
• Frag Grenades.....	30
• Incendiary Charges.....	40
• Krak Grenades.....	45
PERSONAL EQUIPMENT	
• Bomb Delivery Rats.....	30
• Drop Rig.....	10
• Filter Plugs.....	10
• Photo-Goggles.....	35
• Respirator.....	15
• Skinblade.....	10
• Strip Kit.....	15
WEAPON ACCESSORIES	
• Mono-Sight (<i>Basic, Special & Heavy Weapons only</i>).....	35

REDEMPTIONIST

(GANGER) - 50 credits

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

EQUIPMENT

- Redemptionists (and Redemptionist Specialists) may purchase any weapons or equipment from the *Redemptionist Equipment List*.
- During a campaign, a Redemptionist may purchase additional weapons from this list.
 - A Redemptionist can only use Pistols, Basic Weapons, and Close Combat Weapons.
 - A Redemptionist Specialist can also use Special Weapons.
- During a campaign, a Redemptionist may purchase additional equipment from this list, the Trading Post, or the Black Market.

CAWDOR CREED

Fanatical: A zealous follower of Redemptionist teachings, this fighter embodies the extreme beliefs of their cult, embracing the path of the fanatic.

- If this fighter rolls a natural double 1 when checking Nerve, they may immediately re-roll.

SPECIAL RULES

Gang Fighter (Ganger): These fighters form the gang's backbone. The total number of Gang Leaders and Champions may **never** exceed the number of fighters with the *Gang Fighter (X)* rule.

Promotion (Redemptionist Specialist): When the gang is founded, one Ganger (either Brethren or Redemptionist) can be promoted to a Specialist.

In a campaign, additional Redemptionists may also be promoted through an Advancement.

A Redemptionist Specialist gains the following additional rules:

- Tools of the Trade:* This fighter may take multiple equipment sets.
- Specialist:* This fighter may spend XP to gain additional skills.

REDEMPTIONIST EQUIPMENT LIST

PISTOLS	
• Autopistol.....	10
• Hand Flamer.....	75
• Stub Gun.....	5
– <i>Dum Dum Rounds</i>	+5
BASIC WEAPONS	
• Autogun.....	15
– <i>Exterminator</i>	+15
• Shotgun (<i>Solid & Scatter Ammo</i>).....	30
– <i>Exterminator</i>	+15
– <i>Inferno Ammo</i>	+15
– <i>Retributor Rounds</i>	+20
SPECIAL WEAPONS	
• Combi-Weapon	
– <i>Autogun / Flamer</i>	110
• Fire Pike.....	140
• Grenade Launcher (<i>Frag & Krak Grenades</i>).....	65
– <i>Photon Flash Grenades</i>	+15
– <i>Smoke Grenades</i>	+15

CLOSE COMBAT WEAPONS	
• Chainaxe.....	30
– <i>Exterminator</i>	+15
• Eviscerator ►►.....	90
• Fighting Knife.....	15
GRENADES	
• Blasting Charges.....	35
• Frag Grenades.....	30
• Incendiary Grenades.....	40
• Krak Grenades.....	45
ARMOUR	
• Flak Armour.....	10
• Incombustible Hauberk.....	20
FIELD ARMOUR	
• Hexagrammatic Fetish.....	35

PERSONAL EQUIPMENT	
• Drop Rig.....	10
• Filter Plugs.....	10
• Photo-Goggles.....	35
• Pyromantic Mantle.....	45
• Respirator.....	15
• Skinblade.....	10
• Strip Kit.....	15
WEAPON ACCESSORIES	
• Mono-Sight (<i>Basic, Special & Heavy Weapons only</i>).....	35

BONEPICKER

(JUVE) - 20 credits

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

EQUIPMENT

- A Bonepicker may purchase any weapons or equipment from the *Bonepicker Equipment List*.
- During a campaign, a Bonepicker can only purchase additional weapons from this list.
- During a campaign, a Bonepicker may purchase additional equipment from this list, the Trading Post, or the Black Market.

CAWDOR CREED

Pious: A devout member of House Cawdor, this fighter adheres closely to the teachings of the Redemption, while dutifully denying the path of the fanatic.

- *If this fighter rolls a natural double 1 when attempting to Rally, they may immediately re-roll.*

SPECIAL RULES

Gang Fighter (Juve): These fighters form the gang's backbone. The total number of Gang Leaders and Champions may **never** exceed the number of fighters with the *Gang Fighter (X)* rule.

Promotion (Brethren or Redemptionist Specialist): Once a Bonepicker gains five Advancements, they can be promoted to a Brethren Specialist or a Redemption Specialist, if desired.

Their category is adjusted to Ganger and they gain all the rules and gear access of their new rank – but lose the *Promotion*, *Fast Learner* and *Gang Fighter (Juve)* rules.

Fast Learner: In a campaign, this fighter may improve a characteristic any number of times without its cost increasing.

Devout Masses (Juve): After choosing crews, the gang may add D3 additional Juves with this special rule to the starting crew, even if this takes you above the size limit allowed by the scenario.

BONEPICKER EQUIPMENT LIST

PISTOLS	
• Reclaimed Autopistol.....	5
• Stub Gun.....	5
– <i>Dum Dum Rounds</i>	+5
GRENADES	
• Blasting Charges.....	35
• Frag Grenades.....	30
• Incendiary Charges.....	45
• Krak Grenades.....	40

CLOSE COMBAT WEAPONS	
• Axe	10
• Cleaver.....	20
• Fighting Knife.....	15
• Flail.....	20
• Heavy Club.....	15
• Maul.....	10

ARMOUR	
• Flak Armour.....	10
• Gutterforged Cloak.....	15
PERSONAL EQUIPMENT	
• Bomb Delivery Rats.....	30
• Filter Plugs.....	10
• Skinblade.....	10
• Strip Kit.....	10

ZEALOT

(JUVE) - 40 credits

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

EQUIPMENT

- A Zealot may purchase any weapons or equipment from the *Zealot Equipment List*.
- During a campaign, a Zealot can only purchase additional weapons from this list.
- During a campaign, a Zealot may purchase additional equipment from this list, the Trading Post, or the Black Market.

CAWDOR CREED

Fanatical: A zealous follower of Redemptionist teachings, this fighter embodies the extreme beliefs of their cult, embracing the path of the fanatic.

- If this fighter rolls a natural double 1 when checking Nerve, they may immediately re-roll.

SPECIAL RULES

Gang Fighter (Juve): These fighters form the gang's backbone. The total number of Gang Leaders and Champions may **never** exceed the number of fighters with the *Gang Fighter (X)* rule.

Promotion (Redemptionist Specialist): Once a Zealot gains five Advancements, they can be promoted to a Redemption Specialist, if desired.

Their category is adjusted to Ganger and they gain all the rules and gear access of their new rank – but lose the *Promotion*, *Fast Learner* and *Gang Fighter (Juve)* rules.

Fast Learner: In a campaign, this fighter may improve a characteristic any number of times without its cost increasing.

ZEALOT EQUIPMENT LIST

PISTOLS	
• Autopistol.....	10
• Stub Gun.....	5
– Dum Dum Rounds.....	+5
GRENADES	
• Blasting Charges.....	35
• Frag Grenades.....	30
• Incendiary Charges.....	45
• Krak Grenades.....	40

CLOSE COMBAT WEAPONS	
• Eviscerator ►►.....	90
• Fighting Knife.....	15
• Two-Handed Axe ►►.....	25
– Exterminator.....	+15
• Two-Handed Hammer ►►.....	35
– Exterminator.....	+15
ARMOUR	
• Flak Armour.....	10
• Incombustible Hauberk.....	20

FIELD ARMOUR	
• Hexagrammatic Fetish.....	25
PERSONAL EQUIPMENT	
• Drop Rig.....	10
• Filter Plugs.....	10
• Pyromantic Mantle.....	45

CAWDOR SKILL ACCESS

	AGILITY	BRAWN	COMBAT	CUNNING	FEROCITY	LEADERSHIP	SHOOTING	SAVANT	PIETY
Word-Keeper	–	Primary	Primary	–	Secondary	Primary	Secondary	–	Secondary
Redemptor Priest	–	Secondary	Primary	–	Secondary	Primary	Secondary	–	Primary
Firebrand	Secondary	Primary	Primary	–	Secondary	Secondary	–	–	Secondary
Deacon	Secondary	Primary	Primary	–	Secondary	Secondary	–	–	Primary
Brethren	Secondary	Secondary	Primary	–	Primary	–	–	–	–
Redemptionist	–	Secondary	Primary	–	Primary	–	–	–	Secondary
Bonepicker	Secondary	–	Secondary	–	Primary	–	–	–	–
Zealot	–	–	Secondary	–	Primary	–	–	–	Secondary

CAWDOR ARTICLES OF FAITH

Faith: there is no greater weapon in the Imperium's arsenal!

If a Cawdor warrior believes strongly enough in themselves, their brothers, and the God-Emperor, something miraculous might happen... but should their faith falter, these divine gifts are just as easily taken away.

Articles of Faith are a collection of rules that apply to all Cawdor fighters.

Essentially, these are special abilities the gang can trigger by generating, and then gambling on Faith Dice.

There are four sets of Articles, determined by the gang's chosen Path of Faith.

PATHS OF FAITH

- While other Clan Houses see little difference in the varied followers of the Redemption, in truth there are a myriad of splinter faiths within House Cawdor.
- These divergent beliefs are represented by the four **Paths of Faith**: the Paths of the Faithful, the Fanatic, the Doomed, and the Redeemer.
- When the gang is first created, the Gang Leader must decide which Path of Faith to follow.
- This decision is permanent – unless the Gang Leader dies or is replaced. If this happens, their successor may revisit the decision and choose their own Path.
- Each Path has its own Articles of Faith and key benefits, reflecting that ideology.

GENERATING FAITH DICE

- Faith Dice are the resource used to attempt the miraculous Articles of Faith.
- In each End Phase, roll a D6 for every friendly Cawdor fighter on the battlefield who is not Seriously Injured or Broken – on 5+, a **Faith Die** is added to the pool.
- In addition, every Cawdor fighter can take the following action:

- **BESEECH THE GOD-EMPEROR (Double):** *The fighter works themselves into a holy frenzy, chanting prayers and flagellating themselves.*

They gain the Impassioned condition (mark this with a token, if possible):

- **IMPASSIONED:** *In the End Phase, roll three D6s for this fighter rather than one.*

- Faith Dice can be retained in the pool between rounds.
- However, there can never be more Faith Dice in the pool than friendly Cawdor fighters on the battlefield. If this is the case, discard the difference.
- Naturally, Chaos-Corrupted or Genestealer-Infected Cawdor gangs cannot generate Faith Dice or use Articles of Faith.

INVOKING ARTICLES OF FAITH

- A Cawdor fighter can use Faith Dice from the pool to try and invoke an Article of Faith.
- This must be declared at the start of their activation.
- Announce which Article of Faith will be attempted. Doing so does not cost an action, but does require at least one Faith Dice in the pool.
- The fighter then makes a **Threshold test**:
 - ▶ Choose how many Faith Dice to commit from the pool.
 - ▶ Roll these, and calculate their total score:
 - If the score is equal or higher than the Article of Faith's Threshold, a miracle has occurred! Resolve the Article.
 - If the score is lower than the Article's Threshold, nothing happens – the attempt is wasted.
- Once the Threshold test is made, no more dice can be committed to it!
- An Article of Faith affects only the invoking fighter and **lasts until the start of their next activation** (unless otherwise noted, in either case).
- Whether it succeeded or failed, the committed dice are discarded.

THE PATH OF THE FAITHFUL

This is the path followed by the great majority of House Cawdor – that of the Redemption, an extreme interpretation of the Imperial Creed that fills many with dread and fear.

GANG BENEFITS

- When generating Faith Dice, each Gang Leader and Champion may roll an additional D6, as long as they are not Seriously Injured or Broken.

ARTICLES OF FAITH

(1) "CONTEMPT SHALL BE MY ARMOUR!"

- **Threshold:** 4+
- **Passed:** This fighter, and all Cawdor fighters within 6" cannot be targeted by wyrd powers, and are immune to their effects.
- **Failed:** The fighter loses -1 Willpower for the rest of this battle.

(2) "LO, HIS GAZE DID ILLUMINATE THEM!"

- **Threshold:** 3+
- **Passed:** The fighter can attack through smoke clouds, ignores the rules for Pitch Black.

In addition, when hit by a weapon with the *Flash* trait, they gain a +1 modifier when checking Initiative to see if they gain the Blind condition.

- **Failed:** No effect.

(3) "THE WORD FELL UPON THEM, AND THEY WERE BROKEN BY IT..."

- **Threshold:** 5+
- **Passed:** Every enemy within 9" that has line of sight to this fighter must check Nerve.
- **Failed:** The fighter must check Nerve.

(4) "AND BY THEIR WORKS SHALL THEY BE KNOWN..."

- **Threshold:** 5+
- **Passed:** One enemy psyker within 12" that has line of sight to this fighter must check Leadership – if failed, they must roll for Perils of the Warp.
- **Failed:** No effect.

(5) "THE HEART OF THE HERETIC WAS EASILY COWED..."

- **Threshold:** 8+
- **Passed:** One enemy within 12" that has line of sight to this fighter must check Intelligence – if failed, they lose the Ready condition, if they had it.
- **Failed:** The fighter's activation ends immediately.

(6) "THOSE OF WARPED AND TWISTED LIMB SHALL BE DESPISED..."

- **Threshold:** 7+
- **Passed:** All Cawdor fighters within 6" who can drawn line of sight to this fighter (including the fighter themselves) may re-roll failed hits against Brutes, Chaos Spawn, Exotic Beasts, any pets, monsters, or critters, and fighters with mutations.
- **Failed:** No effect.

THE PATH OF THE FANATIC

Embodying the frenzy of faith that the Redemption is so well known for, this path is famously trod by well-known splinter groups such as the Red Walk, Disciples of the Burning Brand and the Children of the Blessed Day.

GANG BENEFITS

- When generating Faith Dice, each fighter who is currently Engaged with an enemy may roll an additional D6.

ARTICLES OF FAITH

(1) "LO, DID I SPREAD MY WINGS AND THE GOD-EMPEROR CARRIED ME ALOFT!"

- **Threshold:** 5+
- **Passed:** When leaping a gap, the fighter adds +3D6" to their movement; or when jumping to a lower level, they count the distance as D6+2" less. The intended movement must be declared.
- **Failed:** The fighter must resolve the declared movement without the benefit.

(2) "BY OUR PAIN SHALL HE JUDGE OUR WORTH..."

- **Threshold:** 3+
- **Passed:** The fighter counts as +3 Toughness – however, when the Article expires, they suffer a Flesh Wound.
- **Failed:** The fighter suffers a Flesh Wound.

(3) "WITHOUT THOUGHT, HE SMOTE THEM DOWN..."

- **Threshold:** 6+
- **Passed:** The fighter immediately takes a free *Charge (Double)* action – but also suffers a -2 modifier to hit for the rest of this round.
- **Failed:** The fighter suffers a -2 modifier to hit for the rest of the battle.

(4) "HIS FEET CARRIED HIM INTO THE FRAY..."

- **Threshold:** 2+
- **Passed:** The fighter immediately takes a free *Move (Simple)* action – but also suffers a Flesh Wound.
- **Failed:** The fighter suffers a Flesh Wound.

(5) "HE STOOD DEFIANT UPON THE MOUNTAIN..."

- **Threshold:** 5+
- **Passed:** When the fighter is hit by a ranged weapon, they do not become Pinned – but while this Article is in effect, they receive no benefit from partial cover and cannot make a *Take Cover (Basic)* action.
- **Failed:** No effect.

(6) "HE GAVE UNTO THEM THE EMPEROR'S MERCY..."

- **Special:** Declare this Article when an enemy makes a *Coup de Grace (Simple)* action against a friendly Cawdor fighter (instead of at the start of an activation, as would usually be the case).
- **Threshold:** 5+
- **Passed:** The fighter interrupts the enemy action, and resolves a free *Fight (Basic)* action against them – this may prevent the action altogether!
- **Failed:** No effect.

PATH OF THE DOOMED

Drawing upon the core beliefs of the Redemption, this path relishes in the death of all things. Bleakly renowned examples of its followers include the Forsaken Truth, the Scions of the Void, and the Cult of the True Resurrection.

GANG BENEFITS

- If the Gang Leader has been taken Out of Action, or if the gang has failed a Bottle Test, Faith Dice are generated on a 4+, rather than a 5+.

(1) "AND THE PEOPLE ROSE UP IN THEIR MULTITUDES TO AID HIM..."

- **Threshold:** 8+
- **Passed:** The fighter forfeits both actions this round. The gang may immediately deploy D3 additional fighters to the battlefield edge closest to the fighter, and at least 9" from any enemies.
- **Failed:** Randomly determine a non-participating fighter. They are immediately taken Captive by the opposing gang.

(2) "BY THE MANNER OF HIS DEATH DID THE EMPEROR JUDGE HIM!"

- **Threshold:** 5+
- **Passed:** The fighter takes a free *Move (Simple)* action. After resolving this, centre the Blast (5") template on them. Any fighter it touches suffers a Strength 3, AP 0, Damage 1 hit. The fighter then goes Out of Action.
- **Failed:** No effect.

(3) "AND IN THE GRACE OF THE EMPEROR, EVEN DEATH WAS DEFIED!"

- **Threshold:** 8+
- **Passed:** When rolling for injury, the fighter treats Serious Injury and Out of Action results as "No Effect." When this Article expires, the fighter automatically goes Out of Action.
- **Failed:** No effect.

(4) "AND IN HIS LIGHT THEY WERE STRUCK BLIND..."

- **Threshold:** 5+
- **Passed:** This fighter, and any others within 6", cannot make ranged attacks against targets further than 3" away from them – and cannot be targeted by ranged attacks from further than 3" away.
- **Failed:** No effect.

(5) "AND A RIVER OF BLOOD DID DROWN THEM..."

- **Threshold:** 11+
- **Passed:** In the End Phase of this round, count how many fighters from the gang have gone Out of Action. The enemy must add this score to the result of their own Bottle Test.
- **Failed:** No effect.

(6) "UPON A FORTRESS OF BONE SHALL MY STRENGTH BE BUILT!"

- **Threshold:** 6+
- **Passed:** The fighter gains Strength and Toughness equal to the number of friendly fighters with the *Gang Fighter (Ganger)* rule who have gone Out of Action (to a maximum of +3).
- **Failed:** The fighter reduces their Strength and Toughness to 1 for the rest of the battle.

PATH OF THE REDEEMER

Some faithful within the Redemption see it as their duty to purify the souls of the faithless – often with fire. The Red Redemption, the Followers of Klovis, and the Glorium Excrucium are such sinister examples of this ideology.

GANG BENEFITS

- When generating Faith Dice, roll one additional D6 for every friendly fighter who is currently Seriously Injured, or who has gone Out of Action.

(1) "EACH BLOW SHALL BARB MY ENEMY'S FLESH..."

- **Threshold:** 5+
- **Passed:** An enemy who declares a close combat attack against this fighter must first check Willpower – if failed, they suffer a Flesh Wound.
- **Failed:** No effect.

(2) "AND FLAME SHALL BURN AWAY THEIR SIN!"

- **Threshold:** 3+
- **Passed:** Any weapon the fighter has with the *Melee* or *Versatile* trait gains the *Blaze* trait.
- **Failed:** The fighter accidentally lights themselves on fire, becoming subject to the *Blaze* condition.

(3) "WITH IRON TEETH, SHALL THEY BE DEVoured..."

- **Threshold:** 5+
- **Passed:** The fighter may re-roll any Wound rolls when using a chain weapon (e.g. Chainsword, Chainaxe, Chainglaive, or Eviscerator).
- **Failed:** No effect.

(4) "AND AGONY BROUGHT THE UNBELIEVERS LOW..."

- **Threshold:** 7+
- **Passed:** Every enemy within 6" who has suffered a Flesh Wound and has line of sight to this fighter can only perform a single action this round.
- **Failed:** The fighter can only perform a single action this round.

(5) "IN HIS GAZE, THEY WERE FOUND WANTING..."

- **Threshold:** 9+
- **Passed:** The fighter takes the following action:
 - ▶ **JUDGE (Double):** Choose an enemy within 9". They must check Willpower – if failed, they cannot perform any actions in their next activation.
- **Failed:** No effect.

(6) “EVEN DEATH COULD NOT STAY HIS RIGHTEOUS WRATH!”

- **Threshold:** 7+
- **Passed:** If this fighter goes Out of Action, choose one enemy within 6” and in line of sight. They suffer a Strength 5, AP -1, Damage 2 hit.
- **Failed:** No effect.

DESIGNER’S NOTE: FORGING YOUR OWN PATH

In a campaign, you may choose not to follow any of these Paths of Faith – and instead forge your own.

This allows a Gang Leader to choose any four Articles of Faith to form the basis of the gang’s unique beliefs.

Note that this does allow players to create powerful combinations of Articles and so it is essential that the Arbitrator both grants permission, and reviews the decision.

To forge a custom Path of Faith:

Name the Path: This is an essential step that helps define the gang’s beliefs. Without it, players may simply choose what they feel is the best combination to use, and that should be avoided!

Choose Beliefs: Choose up to four different Articles of Faith from those listed previously.

Finally, note that taking the option of forging your own Path does mean your gang will not gain any of the benefits associated with the ‘formal’ Paths.

CAWDOR EXOTIC BEASTS, BRUTES, & HANGERS-ON

SHEEN BIRD

(EXOTIC BEAST) - 90 credits

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

WEAPON	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
Beak and Talons	-	E	-	-	S	-1	2	-	Rending, Melee

EXOTIC BEAST RULES

- **Joining a Fight:** If its owner participates in a battle, the Exotic Beast may also be included and does not count towards the gang's fighter limit (and so are not considered in Bottle Tests). If its owner is removed for any reason, the Exotic Beast is also removed.
- **Profile Restriction:** Exotic Beasts may never be issued new weapons or equipment – they can only use the ones included in their profile.
- **Activation:** When its owner activates (including as part of a Group Activation), all of their Exotic Beasts also activate. The activations can be resolved in any order.
- **Behaviour:** If an Exotic Beast ends its activation more than 3" away from their owner, it must make a Nerve check – if failed, it becomes Broken and immediately takes a free *Running for Cover* (Double) action.
 - ▶ An Exotic Beast flees towards its owner, rather than cover.
 - ▶ An Exotic Beast automatically Rallies if its activation ends within 3" of its owner (but does not gain XP).
- **Campaign Play:** Exotic Beasts gain XP and Lasting Injuries as normal, and roll Advancements on the *Ganger Advancement Table* (they can be promoted to Specialist). They can be taken Captive, and a Rescue Mission can be mounted for them as normal. Exotic Beasts cannot work Territories.

SKILLS

- A Sheen Bird has no skills at recruitment.
- **Primary Skills:** *Ferocity*.
- **Secondary Skills:** *Agility*.

SPECIAL RULES

Flight: A Sheen Bird ignores all terrain, moves freely between levels, and can never fall – but cannot ignore impassable terrain, and cannot end a move with its base overlapping an obstacle or another fighter's base.

Bate: The Sheen Bird always tries to charge an enemy – even if its owner does not want it to.

When the Sheen Bird's owner activates, they must check Willpower – if failed, the Sheen Bird resolves a *Charge* (Double) action towards the closest enemy.

Rake Away: At the end of the Sheen Bird's activation, its owner may check Willpower if they are either Standing and Active or Pinned.

If passed, the Sheen Bird resolves a free *Move* (Simple) action (or *Retreat* (Basic) action if Engaged), back towards its owner.

If failed, the Sheen Bird remains where it is.

CHERUB-SERVITOR

(EXOTIC BEAST) - 55 credits

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

EQUIPMENT

- A Cherub-Servitor carries no weapons and always makes unarmed attacks.

EXOTIC BEAST RULES

- **Joining a Fight:** If its owner participates in a battle, the Exotic Beast may also be included and does not count towards the gang's fighter limit (and so are not considered in Bottle Tests). If its owner is removed for any reason, the Exotic Beast is also removed.
- **Profile Restriction:** Exotic Beasts may never be issued new weapons or equipment – they can only use the ones included in their profile.
- **Activation:** When its owner activates (including as part of a Group Activation), all of their Exotic Beasts also activate. The activations can be resolved in any order.
- **Behaviour:** If an Exotic Beast ends its activation more than 3" away from their owner, it must make a Nerve check – if failed, it becomes Broken and immediately takes a free *Running for Cover (Double)* action.
 - ▶ *An Exotic Beast flees towards its owner, rather than cover.*
 - ▶ *An Exotic Beast automatically Rallies if its activation ends within 3" of its owner (but does not gain XP).*
- **Campaign Play:** Exotic Beasts gain XP and Lasting Injuries as normal, and roll Advancements on the *Ganger Advancement Table* (they can be promoted to Specialist). They can be taken Captive, and a Rescue Mission can be mounted for them as normal. Exotic Beasts cannot work Territories.

SKILLS

- A Cherub-Servitor has no skills at recruitment.
- **Primary Skills:** *Cunning*.
- **Secondary Skills:** *Agility*.

SPECIAL RULES

Flight: A Cherub-Servitor ignores all terrain, moves freely between levels, and can never fall – but cannot ignore impassable terrain, and cannot end a move with its base overlapping an obstacle or another fighter's base.

Preternatural Reflexes: A Cherub-Servitor has an armour save of 4+, which is never modified by Armour Piercing.

Bodyguard: If its owner is targeted by a ranged attack, any hits can be transferred to the Cherub-Servitor if it is within 2".

Focus of Faith: When generating Faith Dice, roll an additional D6 for every Cherub-Servitor on the battlefield that is not Seriously Injured or Broken.

Small Target: Quick and difficult to target, all ranged attacks against a Cherub-Servitor suffer an additional -1 modifier to hit.

Nimble: A Cherub-Servitor is never hit by Stray Shots.

STIG-SHAMBLER

(BRUTE) - 280 credits

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

WEAPON	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
Heavy Club	-	E	-	-	S	-	2	-	Concussion, Melee
Twinned Heavy Stubber	20"	40"	-	-1	4	-1	2	4+	Rapid Fire (3), Twin-Linked, Unwieldy
Heavy Flamer	-	T	-	-	5	-2	1	5+	Blaze, Unwieldy, Template

EQUIPMENT

- By default, a Stig-Shambler wields a *Heavy Club* and *Twinned Heavy Stubber*, and is equipped with *Flak Armour*.

ADDITIONAL OPTIONS

- Replace the *Heavy Stubber* with a *Heavy Flamer* (+70 credits).

BRUTE RULES

- Rep & Recruitment:** The maximum number of combined Brutes and Hangers-On a gang can recruit is determined by their Reputation:

REP	MAX
0-5	1
5-9	2
10-14	3
15-19	4
20-24	5
Each additional +5	+1

- Full Member:** Once recruited, Brutes are an accepted part of the gang. They may join a battle in the same way as any other fighter.
- Profile Restriction:** Brutes can only use and purchase the weapons and equipment options included on their profile.
- Campaign Play:** Brutes gain XP and Lasting Injuries as normal, and count as a Specialist for Advancements. They can be taken Captive, and a Rescue Mission can be mounted for them as normal. Brutes cannot work Territories.

SKILLS

- A Stig-Shambler has no skills at recruitment.
- Primary Skills:** *Brawn, Shooting.*
- Secondary Skills:** *Combat, Cunning.*

SPECIAL RULES

Intelligent Control: The Stig-Shambler may re-roll failed Leadership, Cool, Willpower, or Intelligence checks.

Move and Shoot: When attacking, the Stig-Shambler may choose to treat the usual *Shoot (Double)* action for *Unwieldy* weapons as *Shoot (Basic)*. If so, the attack suffers an additional -1 modifier to hit.

HIVE PREACHER

(HANGER-ON – CAWDOR ONLY) – 70 credits

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

WEAPON	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
Two-Handed Hammer	-	E	-	-1	S+1	-	3	-	Knockback, Unwieldy, Melee

EQUIPMENT

- The Hive Preacher wields a Two-Handed Hammer.

HANGER-ON RULES

- Rep & Recruitment:** The maximum number of combined Brutes and Hangers-On a gang can recruit is determined by their Reputation:

REP	MAX
0-5	1
5-9	2
10-14	3
15-19	4
20-24	5
Each additional +5	+1

- Support Role:** Generally, Hangers-On do not willingly participate in battles. However, if the gang has *Home Turf Advantage* in the scenario being played, roll D6 – on 4+, this fighter is unlucky enough to be hanging around when the fighting starts and must be included as part of the crew (and counting towards the gang's fighter limit).
- Profile Restriction:** Hangers-On can only use the weapons and equipment options included on their profile – they can never be given any other gear.
- Campaign Play:** Hangers-On do not gain XP or Advancements – and if they suffer a Lasting Injury (roll of 46+), they permanently depart the gang. However, they can be taken Captive, and a Rescue Mission can be mounted for them as normal. Hangers-On cannot work Territories.

RECRUITMENT LIMIT

- A gang can hire a maximum of one Hive Preacher.

SKILLS

- The Hive Preacher has the *Inspirational* skill at recruitment:
 - **INSPIRATIONAL:** If a friendly fighter within 6" checks Cool and fails, check the Hive Preacher's Leadership – if passed, the Cool check also counts as having succeeded.

SPECIAL RULES

Outlaw: Only Outlaw gangs can recruit the Hive Preacher.

Sermon: After resolving the Pre-Battle Sequence, roll D6 – add this many Faith Dice to the pool.

Part of the Crew: Unlike other Hangers-On, the Hive Preacher is treated like a regular member of the gang – they can be chosen (or randomly selected) to join the starting crew, just like any other Ganger.

However, as a Hanger-On, the Hive Preacher cannot gain XP or Advancements – and if they suffer a Lasting Injury that would amend their fighter card, they are removed from the Gang Roster as usual.

Roaring Faith: When generating Faith Dice, roll three D6s for the Hive Preacher if they are not Seriously Injured.

FLAGELLATOR

(HANGER-ON – CAWDOR ONLY) – 30 credits

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

	RNG	ACC								
WEAPON	S	L	S	L	Str	AP	D	Am	Traits	
Flail	-	E	-	+1	S+1	-	1	-	Entangle, Melee	

EQUIPMENT

- The Flagellator wields a Flail.

HANGER-ON RULES

- Rep & Recruitment:** The maximum number of combined Brutes and Hangers-On a gang can recruit is determined by their Reputation:

REP	MAX
0-5	1
5-9	2
10-14	3
15-19	4
20-24	5
Each additional +5	+1

- Support Role:** Generally, Hangers-On do not willingly participate in battles. However, if the gang has *Home Turf Advantage* in the scenario being played, roll D6 – on 4+, this fighter is unlucky enough to be hanging around when the fighting starts and must be included as part of the crew (and counting towards the gang's fighter limit).
- Profile Restriction:** Hangers-On can only use the weapons and equipment options included on their profile – they can never be given any other gear.
- Campaign Play:** Hangers-On do not gain XP or Advancements – and if they suffer a Lasting Injury (roll of 46+), they permanently depart the gang. However, they can be taken Captive, and a Rescue Mission can be mounted for them as normal. Hangers-On cannot work Territories.

RECRUITMENT LIMIT

- A gang can hire a maximum of one Flagellator.

SKILLS

- The Flagellator has the *Fearsome* skill at recruitment:
 - **FEARSOME:** If the Flagellator is targeted with a Charge (Double) action, the enemy must check Willpower after declaring it – if failed, they cannot move and their activation ends immediately.

SPECIAL RULES

Outlaw: Only Outlaw gangs can recruit the Flagellator.

Purification Through Pain: Prior to choosing the starting crew, the Flagellator can attempt to whip an injured fighter back into shape.

Choose one fighter in Recovery and check Toughness for them – if passed, they immediately leave Recovery.

The fighter may be chosen to participate in this battle; if so however, they begin with a Flesh Wound.

HOUSE CAWDOR ARMOURY

CLOSE COMBAT WEAPONS

WEAPON	RANGE		ACCURACY		Str	AP	D	Ammo	Traits
	S	L	S	L					
Axe	-	E	-	-	+1	-	1	-	Disarm, Melee
Beak & Talons (Sheen Bird)	-	E	-	-	S+1	-1	2	-	Rending, Melee
Chainaxe	-	E	-	+1	S+1	-1	1	-	Rending, Parry, Disarm, Melee
♦ Master-Crafted	-	E	-	+1	S+1	-1	1	-	Master-Crafted, Rending, Parry, Disarm, Melee
Chain Glaive ►►	E	2"	-1	-	S+2	-2	2	-	Unwieldy, Versatile, Melee
♦ Master-Crafted	E	2"	-1	-	S+2	-2	2	-	Master-Crafted, Unwieldy, Versatile, Melee
Chainsword	-	E	-	+1	S	-1	1	-	Parry, Rending, Melee
♦ Master-Crafted	-	E	-	+1	S	-1	1	-	Master-Crafted, Parry, Rending, Melee
♦ Exterminator	-	T	-	-	3	-1	1	*	Blaze, Single Shot, Template
Cleaver	-	E	-	-	S+1	-1	1	-	Disarm, Melee
Eviscerator ►►									
♦ Melee	E	1"	-	-	S+1	-1	1	-	Sever, Shred, Unwieldy, Versatile, Melee
♦ Ranged	-	T	-	-	3	-1	1	5+	Blaze, Scarce, Template
♦ Master-Crafted									Add "Master-Crafted" to both of the above
Fighting Knife	-	E	-	-	S	-1	1	-	Backstab, Melee
♦ Master-Crafted	-	E	-	-	S	-1	1	-	Master-Crafted, Backstab, Melee
Flail	-	E	-	-	S	-1	1	-	Entangle, Melee
Greatsword ►►	E	1"	-	+1	S+1	-1	1	-	Sever, Unwieldy, Versatile, Melee
♦ Master-Crafted	E	1"	-	+1	S+1	-1	1	-	Master-Crafted, Sever, Unwieldy, Versatile, Melee
Heavy Club	-	E	-	-	S	-	2	-	Concussion, Melee
Maul (Club)	-	E	-	-	S	+1	2	-	Melee
Polearm ►►	E	2"	-1	-	S+1	-	1	-	Unwieldy, Versatile, Melee
Power Hammer	-	E	-	-	S+1	-1	2	-	Power, Melee
Power Sword	-	E	-	-	S+2	-2	1	-	Power, Parry, Melee
Shock Baton	-	E	-	-	S	-	1	-	Shock, Parry, Melee
Shock Stave	E	2"	-	-	S+1	-	1	-	Shock, Versatile, Melee
Shock Whip	E	3"	-1	-	S+1	-	1	-	Shock, Versatile, Melee
Stiletto Knife	-	E	-	-	-	-	-	-	Toxin, Melee
Two-Handed Axe ►►	-	E	-	-1	S+2	-	2	-	Unwieldy, Melee
♦ Master-Crafted	-	E	-	-1	S+2	-	2	-	Master-Crafted, Unwieldy, Melee
♦ Exterminator	-	T	-	-	3	-1	1	*	Blaze, Single Shot, Template
Two-Handed Hammer ►►	-	E	-	-1	S+1	-	3	-	Knockback, Unwieldy, Melee
♦ Exterminator	-	T	-	-	3	-1	1	*	Blaze, Single Shot, Template

GRENADES

WEAPON	RANGE		ACCURACY		Str	AP	D	Ammo	Traits
	S	L	S	L					
Blasting Charge	-	Sx2	-	-	5	-1	2	5+	Blast (5"), Knockback, Grenade
Choke Gas Grenade	-	Sx3	-	-	-	-	-	5+	Blast (3"), Gas, Grenade
Frag Grenade	-	Sx3	-	-	3	-	1	4+	Blast (3"), Knockback, Grenade
Incendiary Charge	-	Sx3	-	-	3	-	1	5+	Blast (5"), Blaze, Grenade
Krak Grenade	-	Sx3	-	-1	6	-2	2	4+	Demolitions, Grenade
Smoke Grenade	-	Sx3	-	-	-	-	-	4+	Blast (3"), Smoke, Grenade

PISTOLS

WEAPON	RANGE		ACCURACY		Str	AP	D	Ammo	Traits
	S	L	S	L					
Autopistol	4"	12"	+1	-	3	-	1	4+	Rapid Fire (1), Sidearm
♦ Master-Crafted	4"	12"	+1	-	3	-	1	4+	Master-Crafted, Rapid Fire (1), Sidearm
Compact Autopistol (Gun Skull)	4"	12"	+1	-	2	-	1	4+	Rapid Fire (1), Scarce
Reclaimed Autopistol	4"	12"	+1	-	3	-	1	5+	Rapid Fire (1), Sidearm
Hand Flamer	-	T	-	-	3	-	1	5+	Blaze, Template
Stub Gun	6"	12"	+2	-	3	-	1	4+	Plentiful, Sidearm
♦ Dum Dum Rounds	5"	10"	+1	-	4	-	1	4+	Limited, Sidearm

SPECIAL WEAPONS

WEAPON	RANGE		ACCURACY		Str	AP	D	Ammo	Traits
	S	L	S	L					
Combi-Weapon									
♦ Autogun	8"	24"	+1	-	3	-	1	4+	Combi, Rapid Fire (1)
♦ Flamer	-	T	-	-	4	-1	1	5+	Combi, Blaze, Template
Fire Pike	-	T	-	-	4	-2	1	5+	Blaze, Rending, Template
Flamer	-	T	-	-	4	-1	1	5+	Blaze, Template
Grenade Launcher									
♦ Frag Grenades	6"	24"	-1	-	3	-	1	6+	Blast (3"), Knockback
♦ Krak Grenades	6"	24"	-1	-	6	-2	2	6+	
♦ Photon Flash Grenades	6"	24"	-	-	-	-	-	5+	Blast (5"), Flash
♦ Smoke Grenades	6"	24"	-1	-	-	-	-	4+	Blast (5"), Smoke
Long Rifle	24"	48"	-	+1	4	-1	1	4+	Knockback
♦ Master-Crafted	24"	48"	-	+1	4	-1	1	4+	Master-Crafted, Knockback

BASIC WEAPONS

WEAPON	RANGE		ACCURACY				Str	AP	D	Ammo	Traits
	S	L	S	L							
Autogun	8"	24"	+1	-	3	-	1			4+	Rapid Fire (1)
♦ Master-Crafted	8"	24"	+1	-	3	-	1			4+	Master-Crafted, Rapid Fire (1)
♦ Exterminator	-	T	-	-	3	-1	1			*	Blaze, Single Shot, Template
Combat Shotgun											
♦ Salvo Ammo	4"	12"	+1	-	4	-	2			4+	Rapid Fire (1), Knockback
♦ Shredder Ammo	-	T	-	-	2	-	1			4+	Scattershot, Template
Polearm / Autogun ►►											
♦ Polearm	E	2"	-1	-	S+1	-	1			-	Unwieldy, Versatile, Melee
♦ Autogun	8"	24"	+1	-	3	-	1			5+	Rapid Fire (1)
♦ Master-Crafted											Add "Master-Crafted" to both of the above
Polearm / Blunderbuss ►►											
♦ Polearm	E	2"	-1	-	S+1	-	1			-	Unwieldy, Versatile, Melee
♦ Blunderbuss											
– Grape Shot	-	T	-	-	2	-	1			6+	Scattershot, Plentiful
– Purgation Shot	-	T	-	-	3	-	1			6+	Blaze, Scarce
– Emperor's Wrath Rounds	8"	12"	-	-1	4	-1	2			4+	Knockback, Pulverise
♦ Master-Crafted											Add "Master-Crafted" to all of the above
Reclaimed Autogun	8"	24"	+1	-	3	-	1			5+	Rapid Fire (1)
Sawn-Off Shotgun											
♦ Scatter Shot	4"	8"	+2	-	2	-	1			4+	Scattershot, Plentiful
♦ Solid Shot	8"	16"	+1	-	4	-	2			4+	Knockback, Plentiful
Shotgun											
♦ Executioner Ammo	4"	16"	-1	+1	4	-2	2			6+	Knockback, Limited
♦ Inferno Ammo	4"	16"	+1	-	4	-	2			4+	Knockback, Limited
♦ Retributor Rounds	4"	16"	+1	-	4	-	1			5+	Blaze, Scattershot
♦ Scatter Ammo	4"	8"	+2	-	2	-	1			4+	Scattershot
♦ Solid Ammo	8"	16"	+1	-	4	-	2			4+	Knockback
♦ Exterminator	-	T	-	-	3	-1	1			*	Blaze, Single Shot, Template

HEAVY WEAPONS

WEAPON	RANGE		ACCURACY		Str	AP	D	Ammo	Traits
	S	L	S	L					
Heavy Crossbow ▶▶									
♦ <i>Frag Shell</i>	15"	30"	-	-1	4	-	1	4+	<i>Blast (5"), Knockback, Unwieldy</i>
♦ <i>Krak Shell</i>	15"	30"	-	-1	6	-2	2	6+	<i>Unwieldy</i>
Heavy Flamer ▶▶	-	T	-	-	5	-2	1	5+	<i>Blaze, Unwieldy, Template</i>
Heavy Stubber ▶▶	20"	40"	-	-1	4	-1	1	4+	<i>Rapid Fire (2), Unwieldy</i>
Twinned Heavy Stubber (Stig-Shambler) ▶▶	20"	40"	-	-1	4	-1	2	4+	<i>Rapid Fire (3), Twin-Linked, Unwieldy</i>

WEAPON ACCESSORIES

Accessories with a [★] cannot be fitted together on the same weapon.

INFRA-SIGHT [★]

- **FITTED TO:** Pistols, Basic Weapons, Special Weapons, Heavy Weapons
- **EFFECTS:** The weapon disregards the -1 modifier for partial cover, and treats full cover as partial. This ability does not stack with the *Trick Shot* skill.

The weapon ignores the effect of smoke clouds, and if the Pitch Black rules are in effect, the weapon can spot targets up to 12" away, instead of 3".

An infra-sight **cannot** be fitted to a weapon with the *Rapid Fire (X)*, *Blast (3")* or *Blast (5")* traits.

MONO-SIGHT [★]

- **FITTED TO:** Basic Weapons, Special Weapons, Heavy Weapons
- **EFFECTS:** If the fighter makes an *Aim (Basic)* action with this weapon, gain a +2 modifier to the hit roll instead of the usual +1.

ARMOUR

FLAK ARMOUR

- The wearer gains a 6+ armour save.
- Against weapons that use a Blast marker or Flame template, this increases to 5+.

GUTTERFORGED CLOAK

- Can be combined with other types of armour (except field armour).
- The wearer gains a 6+ armour save.
- Against environmental effects (such as Carnivorous Plants or Badzone Environments), this increases to 5+.

INCOMBUSTIBLE HAUBERK

- Can be combined with other types of armour (except field armour).
- When the wearer is hit by a weapon with the Blaze trait, roll D6 – on 5+, they do not roll to see if they are set on fire.
- If the wearer is subject to the Blaze condition and attempting to extinguish the flames, they gain a +1 modifier to their roll.

LIGHT CARAPACE ARMOUR

- The wearer gains a 4+ armour save.

MESH ARMOUR

- The wearer gains a 5+ armour save.

SCRAP SHIELD

- Can be combined with other types of armour (except field armour).
- The user increases their existing armour save by +1 against enemy Reaction attacks.

FIELD ARMOUR

HEXAGRAMMATIC FETISH

- When this item is first purchased, immediately roll D6:
 - ▶ 1: *The fetish is rubbish... though it can be sold on to the next unsuspecting rube. Discard this item and gain 3D6 credits.*
 - ▶ 2-5: *The fetish holds some power. If a psyker targets the wearer with a Wyrd Power (X) action, they suffer a -1 modifier to their Willpower check.*
 - ▶ 6: *The fetish has some real juice! It works as for (2-5) above, except the psyker suffers a -3 modifier.*

REFRACTOR FIELD

- If the wearer is hit by an attack, roll D6 – on 5+ the hit is disregarded.
- If this occurs, roll another D6 – on a 1, the field permanently burns out. Remove the refractor field from the fighter's card.

EQUIPMENT

BOOK OF THE REDEMPTION

- The owner can take the following action:
 - ▶ **WORDS OF WRATH (Basic):** *The reads aloud from the Book of the Redemption.*

Until the next End Phase, every friendly Cawdor fighter within 6" at the start of their activation may either:
 - *Re-roll the D3 when attempting a Charge (Double) action; or*
 - *Re-roll a single natural 1 when rolling to hit with an attack.*

BOMB DELIVERY RATS

- As long as the owner is equipped with one or more grenades, they can take the following action:
 - ▶ **PRIME BOMB RAT (Basic):** *Choose one of the fighter's available grenades, strap it to a rat, and deploy it anywhere in base contact.*

Check Ammo for the chosen grenade (exactly as if it was thrown).

Then, check Intelligence – if passed, move the rat 6". If failed, the rat Scatters 6".
- **RAT MOVEMENT:** Bomb delivery rats may ignore any terrain that is not impassable – they can climb freely, never fall, and may leap any gap of 2" or less (wider gaps are impassable). In addition, they may pass within 1" of other fighters, an exception to the norm.
- **RAT ACTIVATION:** Bomb delivery rats automatically activate at the end of the Priority Phase:
 - ▶ *If the owner is Standing and Active within 9", they check Intelligence – if passed, move the rat 6".*
 - ▶ *If the owner is Engaged; Seriously Injured; more than 9" away; or failed the Intelligence check, the rat Scatters 6", instead.*
- **DETONATION:** If a rat ends a move within 1" of any fighter (including a fellow rat), roll D6 – on 1, the grenade is a dud; otherwise, it detonates. Resolve the grenade's effects, then remove the rat from play.
- **TARGETING RATS:** Rats can be attacked normally, though with an additional -1 modifier to hit. If a rat is hit, roll D6 – on 4+, it detonates. Either way, remove it from play.

CULT ICON

- When using the *Group Activation (X)* rule, the owner increases (X) by +1.
- A gang can only ever purchase one Cult Icon.
- A Cult Icon can only be carried by a fighter with both the *Gang Hierarchy (X)* and *Group Activation (X)* rules.

DROP RIG

- If the owner is Active and within 1" of an edge, they can take the following action:
 - ▶ **DESCEND (Basic):** Move up to 3" horizontally, and up to 12" vertically. The fighter's vertical movement must be downwards – i.e. towards the ground.

FILTER PLUGS

- If the owner is hit by a weapon with the *Gas* trait, their Toughness counts as +1 when rolling to determine whether they are affected.
- This item is one-use only. After applying the above modifier, the filter plugs are removed.

PHOTO GOGGLES

- If the Pitch Black rules are in effect, the owner can spot enemies up to 12" away, rather than 3".
- The owner can see through smoke clouds.
- If the owner is hit by a Flash weapon, they count suffer a -1 modifier to Initiative when rolling to determine whether they become subject to the Blind condition.

PYROMANTIC MANTLE

- All of the owner's weapons with the *Melee* or *Versatile* trait also gain the *Blaze* trait.
- This effect is only active during the owner's activation (so it will not apply to Reaction Attacks, for example).

RESPIRATOR

- If the owner is hit by a weapon with the *Gas* trait, their Toughness counts as +2 when rolling to determine whether they are affected.

SKINBLADE

- If the owner is Captured after a battle, they can attempt to escape. Roll D6:
 - ▶ 1-2: The escape is unsuccessful.
 - ▶ 3-4: They successfully escape, though not without cost – roll for Lasting Injury.
 - ▶ 5-6: They successfully effect a legendarily dramatic escape – however, the skinblade is discarded.

STRIP KIT

- When the owner checks Intelligence to try and operate a door terminal, bypass a loot casket lock, or similar, they gain a +2 modifier.

CAWDOR TERRAIN

OBTAINING GANG TERRAIN

- The below terrain can be purchased from the **Trading Post** during the Post-Battle Sequence.
- Once purchased, the terrain is added to the gang's **Stash**, and can be fielded in any battle the gang participates in (unless noted otherwise).
- Once purchased, terrain is retained between battles, each time returning to the Stash.

PLACING GANG TERRAIN

- The owner of gang terrain places it on the battlefield **before** any fighters are deployed but **after** all other terrain has been set up.
- Gang terrain may be placed within its gang's deployment area; or if noted, in **no-man's-land** – that is, anywhere on the battlefield that is not a gang deployment zone.
- If gang terrain is marked **Defensive**, it can only be used if the gang is a defender in a scenario.
- If gang terrain is marked **Gang Relic**, it can be used as such in any scenario utilising that rule.

CAWDOR GANG TERRAIN

TERRAIN	COST	AVAILABILITY
1. Caged Heretic	40	Rare (9)
2. Divine Brazier	80	Common
3. Hive Incense	40	Rare (7)
4. Holy Relic	30	Rare (8)
5. Incendiary Trap	30	Common

(1) CAGED HERETIC

Transported in swaying Cawdor gangs often hang imprisoned heretics, mutants, or other unclean prisoners in swaying gibbets over the battlefield. Their piteous cries act to remind the unworthy of the price of opposing the Redemption.

- Place within the gang's deployment zone, or in no-man's-land, at least 6" from any enemies.
- Any fighter (except for those belonging to House Cawdor) ending a move within 6" of a Caged Heretic must check Nerve – if failed, they become Broken, and make a free *Running for Cover (Double)* action.
- Caged Heretics cannot be targeted by shooting. However, if hit by a Blast marker, roll D6 – on 1-2, the Caged Heretic is removed from play.
- Enemies in base contact with the Caged Heretic can take the following action:
 - **FREE PRISONER (Double):** Check either Strength or Intelligence – if passed, the cage is breached and the prisoner freed. Remove the Caged Heretic from play. The fighter responsible gains +D3 XP.

(2) DIVINE BRAZIER

Cawdor gangs often plant holy icons on the battlefield – hammered together from scrap, these nevertheless serve to inspire them. And also, more often than not, they are on fire.

- Place within the gang's deployment zone.
- If the Pitch Black rules are in effect, a fighter gains the Revealed condition while they are within 3" of the Divine Brazier.
- A fighter within 1" of a Divine Brazier can take the following action:
 - **IGNITE WEAPON (Simple):** Choose one of the fighter's weapons that has the Melee or Versatile trait. That weapon gains the Blaze trait for the remainder of this round.

(3) HIVE INCENSE

Cawdor gangs often burn holy censers or tapers of incense in their religious rites, following the example set by the Ministorum. Unlike that august body however, the incense burned by the Redemption is often far from 'holy'.

- Place within the gang's deployment zone, or in no-man's-land, at least 6" from any enemies.
- Hive Incense exudes a cloying cloud in a 3" radius. Ranged attacks made into, out of, or through this radius suffer an additional -1 modifier to hit.
- If a fighter begins their activation within 3" of Hive Incense, they must check Toughness – if failed, the direction of their first *Move (Simple)* action this round is determined by the Scatter die.
 - ▶ *Fighters can use equipment that protects against gas (such as filter plugs or a respirator) to modify their roll.*
 - ▶ *Fighters from House Cawdor are not affected by Hive Incense (though their Hangers-On, Hired Guns, and so forth are).*

(4) HOLY RELIC (GANG RELIC, DEFENSIVE)

Whether a battered, long-broken autopistol once wielded by a great "saint", or a shattered fragment of armour allegedly revealing the face of the God-Emperor himself, Cawdor warriors behold these sacred objects with a rapturous awe.

- Place within the gang's deployment zone.
- Cawdor fighters within 6" of a Holy Relic are filled with fervent zeal in their attempts to protect it, gaining a +1 modifier to both hit and wound.
- An enemy within 1" of a Gang Relic can take the following action:
 - ▶ **DEFILE RELIC (Double):** *The faithless villain despoils the holy artefact. The Gang Relic loses the above rules, and the fighter who defiled it gains +D3 XP. This action can only be taken once per game.*

(5) INCENDIARY TRAP

The gangs of House Cawdor often make crude incendiary traps that can douse an entire area in flame.

- Place within the gang's deployment zone, or in no-man's land.
- An Incendiary Trap is a **Hidden Trap**. Deploy six markers. Use some means to privately note which marker is the real Incendiary Trap.
- When an enemy moves within 2" of an Incendiary Trap, they must immediately halt and check Initiative.
- If passed, they complete their movement as normal.
- If failed, flip the Incendiary Trap marker – if the trap is false, discard the marker. If the trap is real, it immediately explodes!
- Every fighter within 5" suffers a Strength 2, AP -2, Damage 1 hit with the *Blaze* trait.

PETITIONING THE HOUSE

CAWDOR HOUSE FAVOURS

At the campaign Arbitrator's discretion, gangs can attempt to gain a House Favour. Usually, this occurs at the start of a campaign week, but can be at any point the Arbitrator deems appropriate.

In House Cawdor, favours represent the fanatical gaze of Clan nobles, spiritual guidance by one of the House's favoured orators, or even the interest of the Thane himself.

Be warned! While the gang's masters may bestow them gifts, they might also exact a price for those audacious enough to call upon them.

If a gang has an **Alliance**, or has petitioned a **House Agent** for aid in the upcoming battle, they may not seek a favour.

PETITIONING FOR FAVOUR

Before the game, after choosing your crew for the scenario, then **roll 2D6 and add +1 for every enemy gang in the campaign with a higher Gang Rating than you** (to a maximum of +3).

Determine the final score and immediately apply the result from the list.

(2) PENANCE!

The gang's faithless pleas for aid are disregarded and the roaring nobles command that a penance must be paid.

- Choose one fighter to pay the gang's atonement in blood.
- They are permanently removed from the gang, along with all their weapons and equipment.

(3-5) FLAGELLATION

The gang members whip themselves into a frenzy of faith and religious zeal, awaiting aid from on high that never comes.

- For the duration of this campaign week, the gang begins every battle with D6 Faith Dice in their pool.

(6-8) SCRAP SHIPMENT

The gang humbly receives a charitable shipment of cast-off weapons and wargear.

- Immediately gain 2D6x10 credits worth of weapons and equipment.
- These come from the *Brethren Equipment List* if the gang is Law-Abiding or the *Redemptionist Equipment List* if they are Outlaw.
- Any credits not spent immediately are lost.

(9-10) BLESSED OF CAWDOR

A 'chosen' one appears and takes command of the gang for a short time... before either dying, or learning their place.

- The gang gains a free Juve – uniquely, they have the *Gang Leader* rule.
- For the duration of this campaign week (or until the newcomer dies), the gang's actual leader loses the *Gang Leader* rule.

(11-12) A VISION OF THE GOD-EMPEROR

The gang is struck by an outburst of sudden, religious mania, speaking in tongues and flailing about in rapturous spasms.

- Roll D6 for each member of the gang:
 - ▶ 1: The fighter immediately goes into *Recovery*. However, they are cleared to return directly after the upcoming battle.
 - ▶ 2-5: The fighter gains +1 XP.
 - ▶ 6: The fighter gains +D6 XP.

(13+) THE DIVINE EXECUTIONER COMETH!

Ominous boot-treads sound down the darkened corridors. Behold with holy reverence as one of the Thane's own Executioners descends from hive city to aid the gang.

- For the duration of the campaign week, the gang can include a free House Agent without the need to petition one.

CAWDOR HOUSE AGENT

(HIRED GUN - HOUSE AGENT) – petition to hire

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

HOUSE AGENT RULES

- **Champion of the House:** When you hire a House Agent, choose one of the above profiles to use.
- **Agent Limit:** You may have a maximum of one House Agent in your gang at a time.
- **Recruitment:** House Agents are not hired in the usual way – instead, a gang must petition them before a battle. Roll D6 on the below table:

D6+REP	OUTCOME
1-5	The House heeds the gang's plea for aid and an Agent is dispatched. For 40 credits, they can be hired for this battle.
6-10	The House agrees to send an Agent to aid the gang, but it will cost them. For 80 credits, they can be hired for this battle.
11-15	The House feels the gang is capable of winning this fight alone. An Agent cannot be hired for this battle.
16+	The House is angered that such a notorious gang dares petition for more aid. An Agent cannot be hired for this battle – and the gang must pay a tithe of 2D6x10 credits to the House as punishment for making foolish requests.

- **“You Get What You Pay For”:** Once recruited, House Agents can always be added to the crew, regardless of how many fighters the gang is allowed to bring to a scenario. They do not count towards the fighter limit.
- **Campaign Play:** Hired Guns do not gain XP or Advancements, never gain Lasting Injuries, and cannot work Territories.

EQUIPMENT

- A House Agent is equipped with 150 credits worth of weapons and gear, chosen for free from the *Cawdor Word-Keeper Equipment List* (if Pious) or the *Redemptor Priest Equipment List* (if Outlaw).
- The value of the weapons and equipment increase the Gang's Rating.

SKILLS

- Once a House Agent's services are secured, choose an option for their skills:
 - ▶ *Gain three random skills.*
 - ▶ *Choose one skill, then gain one random skill.*
- Skills are drawn from *Brawn*, *Combat*, *Ferocity*, *Leadership*, *Tech*, or *Shooting*.

CAWDOR CREED

If the gang is Law-Abiding, the House Agent is **Pious**. If the gang is Outlaw, the House Agent is **Fanatical**.

SPECIAL RULES

Gang Hierarchy (Champion): If the gang is Bottling, and this fighter passes their Cool check, all friendly Cawdor fighters within 6" automatically pass theirs.

In addition, during a campaign, this fighter can perform Post-Battle Actions.

Group Activation (1): When this fighter activates, they may also activate one Ready fighter within 3" of their position, in addition to themselves.

This must be announced at the start of the activation, with the other chosen fighter clearly identified.

Activate the two fighters in any order, fully resolving each activation before proceeding to the next.

Note that a gang can only make **one** Group Activation per turn.

CAWDOR SUB-PLOTS

USING SUB-PLOTS

Sub-Plots are side missions a gang can pursue mid-battle – kept secret from the opponent until completed and rewarding extra credits, XP, Reputation, or Gang Tactics cards.

A House's fortunes are tied invisibly to those of its strongest gangs. Each gang leader is akin to a general in the House's armies – every victory granting the hidden masters more political capital to further their schemes.

As such, sometimes the House's nobles take a direct hand in matters – meddling in the gang's affairs, and sending them on errands, and pressing them into agendas where they can have the most impact. Gang leaders ignore these directives at their peril.

- Players should agree prior to the battle whether to use Sub-Plots. If so, a **deck of playing cards** is required. Each player privately draws one card, then consults their list of House Sub-Plots to see what secret assignment their gang has been given.
- Every **Joker** drawn must be shown to your opponent, then discarded. You must then privately draw **two** cards. If one of these is a Joker, do the same again.
- Once you complete a Sub-Plot, reveal it to your opponent, gain the rewards and apply the effects, then discard the card.

SUB-PLOTS TABLE

(ACE) TEST OF FAITH

- Reveal when your Gang Leader or one of your Champions is Seriously Injured or taken Out of Action.
- If that enemy is Seriously Injured or Out of Action by the end of this Action Phase, every fighter in your gang gains +1 XP.

(2) FIRES OF REDEMPTION

- Reveal if three or more enemies are simultaneously subject to the Blaze condition.
- Gain +1 random Gang Tactics card.

(3) FOLLY OF THE FAITHLESS

- Reveal at the start of the battle if the enemy gang includes any Psykers.
- For the duration of the battle, all Psykers suffer a -1 modifier to Willpower checks.
- For every Psyker the gang takes Out of Action, gain +D3 Rep.

(4) PURGE THEM ALL

- Reveal if three or more enemies are Seriously Injured or taken Out of Action by the gang in a single round.
- Gain +2 random Gang Tactics cards. This increases to +3 if the enemies were Seriously Injured or taken Out of Action by weapons with the *Blaze* trait.

(5) HYMN OF DEVOTION

- Reveal if two or more fighters made a successful Threshold test this round.
- Every enemy fighter suffers a -1 modifier to Cool checks until the end of the round.

(6) MARTYRDOM

- Reveal during the Choose Crews step of the Pre-Battle Sequence.
- Choose a fighter in the starting crew. They count as having no weapons, armour, or equipment in this battle.
- If they Seriously Injure or take an enemy Out of Action, they gain +D3 bonus XP. After doing so, if the fighter goes Out of Action, gain +2D3 Rep.

(7) RIGHTEOUS ARE THE FALLEN

- Reveal if you win the battle with three or fewer fighters Standing and Active.
- Gain +D3 Rep. This increases to +2D3 if you won with only a single fighter Standing and Active.

(8) IF IT DOESN'T HURT... IT DOESN'T COUNT!

- Reveal if your Gang Leader or Champion successfully Recovers from a Serious Injury.
- Gain +D3 Rep. This increases to +2D3 if this fighter goes on to successfully Recover a second time.

(9) MARCH TO THE GRAVE

- Reveal at the start of any round if the gang has failed a Bottle Test and your opponent has at least three times as many fighters on the battlefield as you.
- If you win the battle, gain +D3 bonus Rep.

(10) RITES OF DOOM

- Reveal at the start of any friendly activation if the gang has two or more fighters Engaged against a single Gang Leader or Champion.
- If that enemy is Out of Action by the end of the activation, gain +D3+1 Rep.

(JACK) WORD OF THE GOD-EMPEROR

- Reveal when your Gang Leader or Champion initiates a Group Activation.
- Until the start of their next activation, every fighter in that Group Activation gain a 3+ armour save that cannot be modified in any way.
- In addition, if these fighters perform a *Coup de Grace (Simple)* action, they gain +1 bonus XP and the gang gains +1 Rep.

(QUEEN) REIGN OF MADNESS

- Reveal when an enemy fails a Nerve test.
- For the remainder of the battle, any enemy that fails a Nerve test does not become Broken – instead, they gain the Insanity condition.

(KING) DIVINE POSSESSION

- Reveal when an enemy takes your Gang Leader or a Champion Out of Action.
- The fighter does not go Out of Action – instead, they regain one lost Wound.
- For the remainder of the battle, the fighter improves Weapon Skill and Strength by +2 (to a maximum of 2+ and 6).
- If the fighter is taken Out of Action again, roll twice for Lasting Injury and apply the worse result.

DRAMATIS PERSONAE

KLOVIS THE REDEEMER

(CAWDOR HOUSE AGENT) – petition to hire

M	WS	BS	S	T	W	I	A	Ld	CI	WP	Int
5"	3+	6+	3	3	3	3+	3	7+	5+	6+	8+

	RNG		ACC							
WEAPON	S	L	S	L	Str	AP	D	Am	Traits	
<i>Master-Crafted Eviscerator</i>										
– <i>Melee</i>	E	1"	-	-	S+1	-1	1	-	<i>Master-Crafted, Sever, Shred, Unwieldy, Versatile, Melee</i>	
– <i>Ranged</i>	-	T	-	-	3	-1	1	5+	<i>Blaze, Scarce, Template</i>	

EQUIPMENT

- Book of the Redemption, Flak Armour, Incombustible Hauberk, Pyromantic Mantle

DRAMATIS PERSONAE RULES

- **Personal Style:** Dramatis Personae can only use the weapons and equipment options included on their profile – they can never be given other gear.

HOUSE AGENT RULES

- **Recruitment:** You may have a maximum of one House Agent in your gang at a time.
- **Petition:** House Agents must be petitioned for aid, rather than directly hired. Roll D6, add the gang's Reputation, and consult the below table:

D6+REP	OUTCOME
1-8	The Redeemer hears the gang's cry for aid. For 100 credits, the gang hire him for this battle.
9-15	The Redeemer reluctantly agrees to aid. For 200 credits, the gang can hire him for this battle.
16+	The Redeemer dismisses the gang's feeble request for aid. He cannot be hired for this battle.

- **"You Get What You Pay For":** Once recruited, House Agents can always be added to the crew, regardless of how many fighters the gang is allowed to bring to a scenario. They do not count towards the fighter limit.
- **Gang Rating:** House Agents increase the Gang Rating in the same way as any other fighter.

HOUSE LOYALTY

Klovis the Redeemer (and Deacon Malakev) can only be hired by House Cawdor gangs.

SPECIAL RULES

Outlaw: Klovis the Redeemer can only be hired by Outlaw gangs.

Deacon Malakev: The Redeemer is always accompanied by Deacon Malakev (see over).

Fearsome Reputation: If an enemy wishes to make a *Fight (Basic)* or *Shoot (Basic)* action against the Redeemer, they must first check Willpower – if failed, they cannot proceed and their action is wasted.

Articles of Faith: When generating Faith Dice, roll three D6s for Klovis, instead of one. He follows the Path of the Redeemer.

SKILLS

- **Devotional Frenzy:** Declare this skill at the start of the Redeemer's activation, prior to any actions. Klovis gains +D3 Weapon Skill, Cool, Leadership, and Willpower (all rolled separately). At the end of his activation, he automatically loses 1 Wound.
- **Fearsome:** If the Redeemer is targeted with a *Charge (Double)* action, the enemy must check Willpower after declaring it – if failed, they cannot move and their activation ends immediately.
- **Restless Faith:** The Redeemer can come out of Recovery to participate in a battle. If so, he begins with one Flesh Wound.
- **True Grit:** When the Redeemer rolls for Injury with multiple dice, discard one of them; or, if he rolls for Injury with a single die, instead roll two and choose which result to apply.

DEACON MALAKEV

(CAWDOR UNIQUE) – automatically accompanies Klovis the Redeemer

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

EQUIPMENT

- Light Carapace Armour

DRAMATIS PERSONAE RULES

- **Personal Style:** Dramatis Personae can only use the weapons and equipment options included on their profile – they can never be given other gear.

SPECIAL RULES

Dedicated Follower: Deacon Malakev is utterly loyal to the Redeemer. He cannot be hired on his own – instead, when a gang hires Klovis the Redeemer, he is automatically accompanied by Deacon Malakev.

At the start of the battle, Malakev must be deployed within 3" of the Redeemer.

Bodyguard: If the Redeemer is hit by a ranged attack, the hit and all its effects can be transferred to Malakev if he is within 2" of the Redeemer.

Scribe: Malakev records the great deeds of the Redeemer's crusade through the underhive. At the end of a battle, if Malakev was not Seriously Injured, the gang gains +D3 Rep.

The Liber Excruciatu: This is the Redeemer's infamous book of tortures, carried and updated by Deacon Malakev to become a mighty tome.

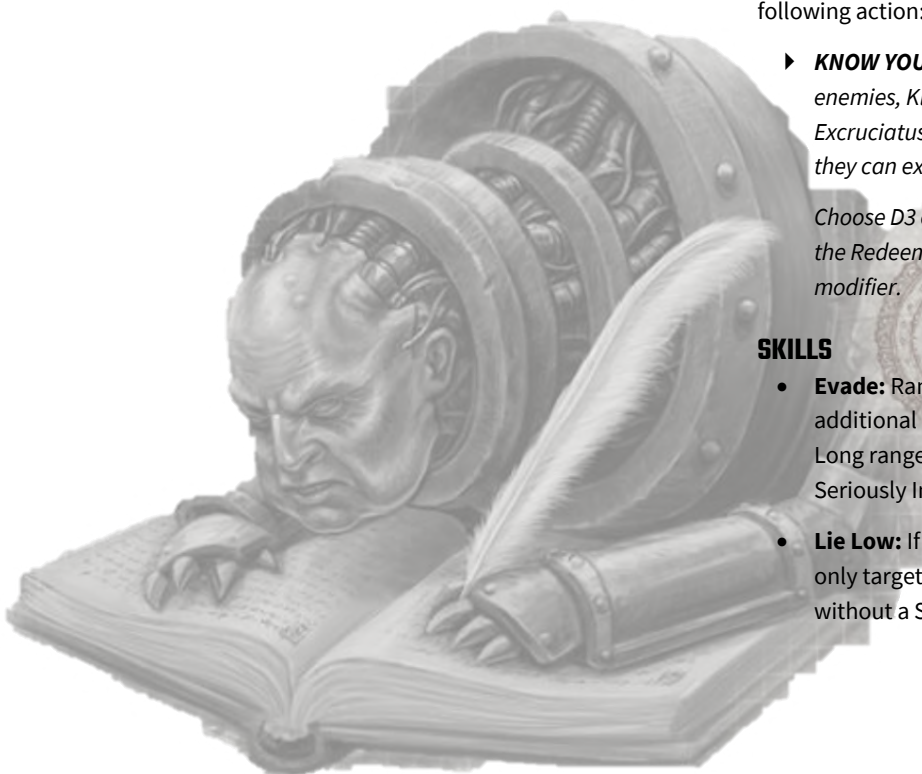
If the Redeemer is within 1" of Malakev, and both are Standing and Active, the Redeemer can take the following action:

- ▶ **KNOW YOUR FATE (Basic):** Fixing his gaze upon his enemies, Klovis reads aloud from the Liber Excruciatu, informing them of the many tortures they can expect.

Choose D3 enemies within 9" and in line of sight of the Redeemer. Each must check Nerve with a -1 modifier.

SKILLS

- **Evade:** Ranged attacks against Malakev suffer an additional -1 modifier to hit at Short range, or -2 at Long range (disregard this if Malakev is Engaged, Seriously Injured, or in cover).
- **Lie Low:** If Malakev is Prone, ranged attacks can only target him at Short range (any weapons without a Short range ignore this skill).



THE HEADSMAN, HOUSE CAWDOR EXECUTIONER

(CAWDOR BOUNTY HUNTER) – 210 credits hiring fee

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

WEAPON	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
Two-Handed Axe ▶▶	-	E	-	-1	S+2	-	2	-	Unwieldy, Melee

EQUIPMENT

- Light Carapace Armour, Stimm-Slug Stash

DRAMATIS PERSONAE RULES

- **Personal Style:** Dramatis Personae can only use the weapons and equipment options included on their profile – they can never be given other gear.

BOUNTY HUNTER RULES

- **“You Get What You Pay For”:** Once recruited, Bounty Hunters can always be added to the crew, regardless of how many fighters the gang is allowed to bring to a scenario. They do not count towards the fighter limit.
- **“We’ll Get Our Bit...”:** A Bounty Hunter grants a gang the ability to earn some creds off the bodies of their enemies:
 - ▶ **Dead, Not Alive:** When an opponent’s fighter dies, the gang immediately claims half their value in credits, rounded up to the nearest 5.
 - ▶ **Claiming Bounties:** If the gang takes a Captive, immediately roll D6 – on 3+, there is an active warrant for this fighter, and the Bounty Hunter cuts the gang in – gain D6x10 credits reward.

After the battle, if **neither** of the above abilities were used, the Bounty Hunter decides to stick around – the gang may hire them for free in the next battle. Otherwise, they depart.

If **one** of the above abilities were used, roll D6 – on 1-3, the Bounty Hunter leaves; on 4-6, they stick around for the next battle, as above.

If **both** of the above abilities were used, the Bounty Hunter departs, happy with their payment.

- **Gang Rating:** Bounty Hunters increase the Gang Rating in the same way as any other fighter.

HOUSE LOYALTY

The Headsman can only be hired by House Cawdor gangs.

SPECIAL RULES

Iconic Figure: The Headsman is an iconic figure that inspires both fear and fervour in members of House Cawdor. As such, he has the *Gang Hierarchy (Champion)* and *Group Activation (1)* rules.

Articles of Faith: The Headsman can generate Faith Dice as normal, and may perform Articles of Faith. He follows the Path of the Zealot.

SKILLS

- **Counter-Attack:** When the Headsman makes Reaction attacks, he may make an additional +1 for every one of the enemy’s attacks that failed to hit (whether they missed, were parried, or similar).
- **Fearsome:** If the Headsman is targeted with a *Charge (Double)* action, the enemy must check Willpower after declaring it – if failed, they cannot move and their activation ends immediately.
- **Inspirational:** If a friendly fighter within 6" checks Cool and fails, check the Headsman’s Leadership – if passed, the Cool check also counts as having succeeded.
- **Reign of Blows:** The Headsman treats the *Fight (Basic)* action as *Fight (Simple)*.

RATTUS TATTERSKIN

(CAWDOR HIVE SCUM) – 90 credits hiring fee

M	WS	BS	S	T	W	I	A	Ld	CI	WP	Int
5"	4+	4+	3	3	1	4+	1	8+	5+	6+	9+

	RNG		ACC							
WEAPON	S	L	S	L	Str	AP	D	Am	Traits	
Heavy Stubber	20"	40"	-	-1	4	-1	1	4+	Rapid Fire (2), Unwieldy	

EQUIPMENT

- Flak Armour

DRAMATIS PERSONAE RULES

- Personal Style:** Dramatis Personae can only use the weapons and equipment options included on their profile – they can never be given other gear.

HIVE SCUM RULES

- Recruitment:** Gangs may recruit up to five Hive Scum prior to a battle. Hive Scum are retained for a single battle – they depart afterwards, unless re-hired.
- “You Get What You Pay For”:** Once recruited, Hive Scum can always be added to the crew, regardless of how many fighters the gang is allowed to bring to a scenario. They do not count towards the fighter limit.
- Gang Rating:** Hive Scum increase the Gang Rating in the same way as any other fighter.
- Campaign Play:** Hive Scum do not gain XP or Advancements, never gain Lasting Injuries, and cannot work Territories.

HOUSE LOYALTY

Rattus can only be hired by House Cawdor gangs.

SPECIAL RULES

Questionable Morals: The law is a vague concept to Rattus. He can be hired by both Law-Abiding and Outlaw gangs.

Articles of Faith: Rattus can generate Faith Dice as normal, and may perform Articles of Faith. He follows the Path of the Doomed.

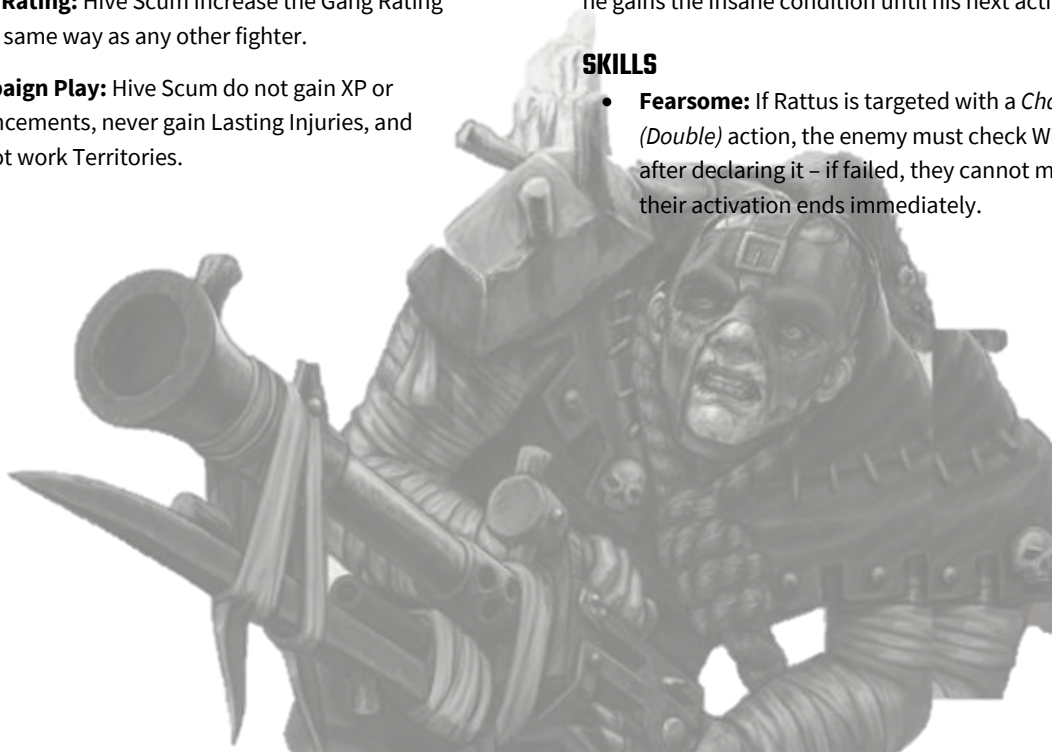
My Little Friends: Rattus is infested with rats that nip at his enemies... and whisper the will of the Rat-Emperor into his ears.

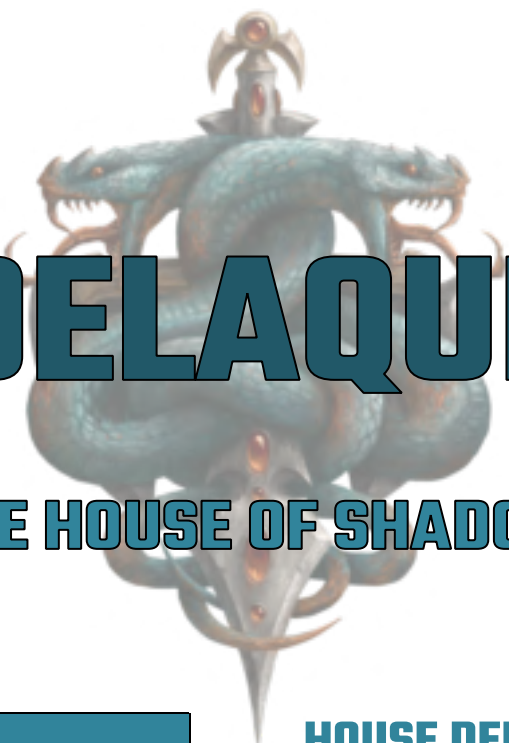
Enemies who end their activation in base contact with Rattus automatically suffer D6 Strength 1, AP 0, Damage 1 hits.

Each time Rattus activates, check Willpower – if failed, he gains the Insane condition until his next activation.

SKILLS

- Fearsome:** If Rattus is targeted with a *Charge (Double)* action, the enemy must check Willpower after declaring it – if failed, they cannot move and their activation ends immediately.





DELAQUE

THE HOUSE OF SHADOW

CONTENTS

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HOUSE DELAQUE RULES

PSYCHOTERIC WHISPERS

Delaque have a unique set of short-ranged wyrd powers called **Psychoteric Whispers**, drawn from the categories of Madness, Delusion, and Darkness.

PSYCHOTERIC CHOIR

Psychoteric Choir: When a Delaque fighter uses a Psychoteric Whisper wyrd power, every gang member who is Standing and Active within 3”:

- *Increases that power’s range by +1”.*
- *Applies a cumulative -1 modifier to the target’s Intelligence check.*

In both cases, this modifier is to a maximum of 3.

DELAQUE GANG LIST

MASTER OF SHADOW

(GANG LEADER) - 100 credits

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

EQUIPMENT

- The Master of Shadow may purchase any weapons or equipment from the *Master of Shadow Equipment List*.
- During a campaign, the Master of Shadow may purchase additional weapons and equipment from this list, the Trading Post, or the Black Market.
- The Master of Shadow can use any weapon.

SKILLS

- The Master of Shadow gains one Primary skill at recruitment, which costs no XP and does not increase their credit value.
- Primary Skills:** *Agility, Cunning, Leadership.*
- Secondary Skills:** *Savant, Shooting, Obfuscation.*

PSYCHOTERIC WHISPERS

The Master of Shadow can be upgraded with the following rules at recruitment (+30 credits) – or through an Advance (-7 XP):

- Psychoteric Mastery:** The fighter is a Psyker – choose a Psychoteric Whispers discipline (Madness, Delusion, or Darkness) and gain one wyrd power from that list.

During campaign play, this fighter can pay -6 XP to gain a random wyrd power from their discipline, or -9 XP to choose one.
- Unsanctioned Psyker:** If this fighter is taken Out of Action, the enemy gang receives a bounty of D3x10 credits. If Captured and sold to the Guilders, they are worth their full value.

SPECIAL RULES

Gang Leader: A House Delaque gang must always include a single fighter with this special rule.

- During campaign play, this fighter may not retire – the only way out for a gang leader is death.
- If this fighter dies during a campaign (or is otherwise permanently lost), another fighter must be promoted to replace them, gaining the Gang Leader rule.

Gang Hierarchy (Leader): If the gang is Bottling, and this fighter passes their Cool check, all friendly Delaque fighters within 12" automatically pass theirs.

In addition, during a campaign, this fighter can perform Post-Battle Actions.

Tools of the Trade: This fighter may take multiple equipment sets.

Group Activation (2): When this fighter activates, they may also activate two Ready fighters within 3" of their position, in addition to themselves.

This must be announced at the start of the activation, with chosen fighters clearly identified.

Activate the three fighters in any order, fully resolving each activation before proceeding to the next.

Note that a gang can only make **one** Group Activation per turn.

Psychoteric Choir: When a Delaque fighter uses a Psychoteric Whisper wyrd power, every gang member who is Standing and Active within 3":

- *Increases that power's range by +1".*
- *Applies a cumulative -1 modifier to the target's Intelligence check.*

In both cases, this modifier is to a maximum of 3.

MASTER OF SHADOW EQUIPMENT LIST

PISTOLS	
• Autopistol.....	5
– Master-Crafted.....	+5
• Flechette Pistol (<i>Solid & Fleshbane Ammo</i>).....	30
– Master-Crafted.....	+10
• Grav Pistol.....	90
– Master-Crafted.....	+20
• Hand Flamer.....	75
• Laspistol.....	10
– Master-Crafted.....	+5
• Plasma Pistol.....	50
• Stub Gun.....	5
– Dum Dum Rounds.....	+5
• Web Pistol.....	80
BASIC WEAPONS	
• Autogun.....	15
– Master-Crafted.....	+5
• Lasgun.....	15
– Master-Crafted.....	+5
• Shotgun (<i>Solid & Scatter Ammo</i>)....	30
– Executioner Ammo.....	+20
• Throwing Knives.....	10
SPECIAL WEAPONS	
• Flamer.....	140
• Grav Gun.....	120
– Master-Crafted.....	+25
• Long Rifle.....	30
– Master-Crafted.....	+5
• Meltagun.....	135
• Plasma Gun.....	100
• Web Gun.....	115

CLOSE COMBAT WEAPONS	
• Digi Laser.....	25
• Shock Stave.....	25
– Master-Crafted.....	+5
• Stiletto Knife.....	20
– Master-Crafted.....	+5
• Web Gauntlet.....	35
HEAVY WEAPONS	
• Heavy Flamer ►►.....	195
GRENADES	
• Choke Gas Grenades.....	50
• Photon Flash Grenades.....	15
• Scare Gas Grenades.....	40
• Smoke Grenades.....	15
• Stun Grenades.....	10
ARMOUR	
• Flak Armour.....	10
• Light Carapace Armour.....	80
• Mesh Armour.....	15

PERSONAL EQUIPMENT	
• Armoured Undersuit.....	25
• Bio-Scanner.....	30
• Cameleoline Cloak.....	35
• Filter Plugs.....	10
• Grapnel Launcher.....	25
• Photo-Goggles.....	20
• Respirator.....	15
• Skinblade.....	10
• Web Solvent.....	20
WEAPON ACCESSORIES	
• Gunshroud (<i>Basic Weapons</i>).....	10
• Infra-Sight (<i>Pistols, Basic, Special & Heavy Weapons</i>).....	35
• Mono-Sight (<i>Basic, Special & Heavy Weapons</i>).....	35
• Suspensor (<i>Heavy Weapons</i>)....	60
EXOTIC BEASTS	
• 0-3 Cephalopod Spektor.....	100

PHANTOM

(CHAMPION) - 85 credits

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

EQUIPMENT

- A Phantom may purchase any weapons or equipment from the *Phantom Equipment List*.
- During a campaign, a Phantom may purchase additional weapons and equipment from this list, the Trading Post, or the Black Market.
- A Phantom can use any weapon.

SKILLS

- A Phantom gains one Primary skill at recruitment, which costs no XP and does not increase their credit value.
- **Primary Skills:** *Cunning, Savant, Obfuscation.*
- **Secondary Skills:** *Agility, Leadership, Shooting.*

PSYCHOTERIC WHISPERS

A Phantom can be upgraded with the following rules at recruitment (+30 credits) – or through an Advance (-7 XP):

- **Psychoteric Mastery:** The fighter is a Psyker – choose a Psychoteric Whispers discipline (Madness, Delusion, or Darkness) and gain one wyrd power from that list.

During campaign play, this fighter can pay -6 XP to gain a random wyrd power from their discipline, or -9 XP to choose one.
- **Unsanctioned Psyker:** If this fighter is taken Out of Action, the enemy gang receives a bounty of D3x10 credits. If Captured and sold to the Guilders, they are worth their full value.

SPECIAL RULES

Gang Hierarchy (Champion): If the gang is Bottling, and this fighter passes their Cool check, all friendly Delaue fighters within 6" automatically pass theirs.

In addition, during a campaign, this fighter can perform Post-Battle Actions.

Tools of the Trade: This fighter may take multiple equipment sets.

Group Activation (1): When this fighter activates, they may also activate one Ready fighter within 3" of their position, in addition to themselves.

This must be announced at the start of the activation, with the other chosen fighter clearly identified.

Activate the two fighters in any order, fully resolving each activation before proceeding to the next.

Note that a gang can only make **one** Group Activation per turn.

Psychoteric Choir: When a Delaue fighter uses a Psychoteric Whisper wyrd power, every gang member who is Standing and Active within 3":

- ▶ *Increases that power's range by +1".*
- ▶ *Applies a cumulative -1 modifier to the target's Intelligence check.*

In both cases, this modifier is to a maximum of 3.

PHANTOM EQUIPMENT LIST

PISTOLS	
• Autopistol.....	5
• Flechette Pistol (<i>Solid & Fleshbane Ammo</i>).....	30
– <i>Master-Crafted</i>	+10
• Grav Pistol.....	90
• Hand Flamer.....	75
• Laspistol.....	10
– <i>Master-Crafted</i>	+5
• Plasma Pistol.....	50
• Stub Gun.....	5
– <i>Dum Dum Rounds</i>	+5
• Web Pistol.....	80
BASIC WEAPONS	
• Autogun.....	15
• Lasgun.....	15
– <i>Master-Crafted</i>	+5
• Shotgun (<i>Solid & Scatter Ammo</i>)....	30
– <i>Executioner Ammo</i>	+20
• Throwing Knives.....	10
SPECIAL WEAPONS	
• Flamer.....	140
• Grav Gun.....	120
• Long Rifle.....	30
– <i>Master-Crafted</i>	+5
• Meltagun.....	135
• Plasma Gun.....	100
• Web Gun.....	115

CLOSE COMBAT WEAPONS	
• Digi Laser.....	25
• Shock Stave.....	25
• Stiletto Knife.....	20
– <i>Master-Crafted</i>	+5
• Web Gauntlet.....	35
HEAVY WEAPONS	
• Heavy Flamer ►►.....	195
GRENADES	
• Choke Gas Grenades.....	50
• Photon Flash Grenades.....	15
• Scare Gas Grenades.....	40
• Smoke Grenades.....	15
• Stun Grenades.....	10
ARMOUR	
• Flak Armour.....	10
• Mesh Armour.....	15

PERSONAL EQUIPMENT	
• Armoured Undersuit.....	25
• Bio-Scanner.....	30
• Cameleoline Cloak.....	35
• Filter Plugs.....	10
• Grapnel Launcher.....	25
• Photo-Goggles.....	20
• Respirator.....	15
• Skinblade.....	10
• Web Solvent.....	20
WEAPON ACCESSORIES	
• Gunshroud (<i>Basic Weapons</i>).....	10
• Infra-Sight (<i>Pistols, Basic, Special & Heavy Weapons</i>).....	35
• Mono-Sight (<i>Basic, Special & Heavy Weapons</i>).....	35
• Suspensor (<i>Heavy Weapons</i>)....	60
EXOTIC BEASTS	
• 0-3 Cephalopod Spektor.....	100

NACHT-GHUL

(CHAMPION) - 110 credits

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

EQUIPMENT

- A Nacht-Ghul may purchase any weapons or equipment from the *Nacht-Ghul Equipment List*.
- During a campaign, a Nacht-Ghul may purchase additional weapons and equipment from this list, the Trading Post, or the Black Market.
- A Nacht-Ghul can use any weapon from the *Nacht-Ghul Equipment List* – but can only use Pistols, Basic Weapons, and Close Combat Weapons from the Trading Post or Black Market.

SKILLS

- A Nacht-Ghul gains one Primary skill at recruitment, which costs no XP and does not increase their credit value.
- **Primary Skills:** *Agility, Cunning.*
- **Secondary Skills:** *Leadership, Shooting, Obfuscation*

PSYCHOTERIC WHISPERS

A Nacht-Ghul can be upgraded with the following rules at recruitment (+30 credits) – or through an Advance (-7 XP):

- **Psychotic Mastery:** The fighter is a Psyker – choose a Psychotic Whispers discipline (Madness, Delusion, or Darkness) and gain one wyrd power from that list.

During campaign play, this fighter can pay -6 XP to gain a random wyrd power from their discipline, or -9 XP to choose one.
- **Unsanctioned Psyker:** If this fighter is taken Out of Action, the enemy gang receives a bounty of D3x10 credits. If Captured and sold to the Guilders, they are worth their full value.

SPECIAL RULES

Gang Hierarchy (Champion): If the gang is Bottling, and this fighter passes their Cool check, all friendly Delaue fighters within 6" automatically pass theirs.

In addition, during a campaign, this fighter can perform Post-Battle Actions.

Tools of the Trade: This fighter may take multiple equipment sets.

Psychotic Choir: When a Delaue fighter uses a Psychotic Whisper wyrd power, every gang member who is Standing and Active within 3":

- ▶ *Increases that power's range by +1".*
- ▶ *Applies a cumulative -1 modifier to the target's Intelligence check.*

In both cases, this modifier is to a maximum of 3.

From the Shadows: During deployment, set a Nacht-Ghul aside instead of placing them.

Immediately before the start of the first round, deploy them anywhere on the battlefield that is not visible to or within 6" of any enemies.

If multiple players have fighters with this ability, take turns deploying them (roll off to see who goes first).

NACHT-GHUL EQUIPMENT LIST

PISTOLS	
• Autopistol.....	5
• Flechette Pistol (<i>Solid & Fleshbane Ammo</i>).....	30
– <i>Master-Crafted</i>	+10
• Laspistol.....	10
– <i>Master-Crafted</i>	+5
BASIC WEAPONS	
• Throwing Knives.....	10
ARMOUR	
• Flak Armour.....	10
• Mesh Armour.....	15

CLOSE COMBAT WEAPONS	
• Digi Laser.....	25
• Serpent's Fangs ►►.....	90
• Shivver Sword.....	70
• Stiletto Knife.....	20
– <i>Master-Crafted</i>	+5
GRENADES	
• Choke Gas Grenades.....	50
• Photon Flash Grenades.....	15
• Scare Gas Grenades.....	40
• Smoke Grenades.....	15
• Stun Grenades.....	10
EXOTIC BEASTS	
• 0-3 Cephalopod Spektor.....	100

PERSONAL EQUIPMENT	
• Armoured Undersuit.....	25
• Bio-Scanner.....	30
• Cameleoline Cloak.....	35
• Filter Plugs.....	10
• Grapnel Launcher.....	25
• Photo-Goggles.....	20
• Respirator.....	15
• Skinblade.....	10
• Web Solvent.....	20
WEAPON ACCESSORIES	
• Gunshroud (<i>Pistols & Basic Weapons</i>).....	10
• Infra-Sight (<i>Pistols, Basic & Special Weapons</i>).....	35

PSY-GHEIST

(PROSPECT) - 60 credits

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

EQUIPMENT

- A Psy-Gheist may purchase any weapons or equipment from the *Psy-Gheist Equipment List*.
- During a campaign, a Psy-Gheist may purchase additional weapons and equipment from this list, the Trading Post, or the Black Market.
- A Psy-Gheist can use any weapons from the *Psy-Gheist Equipment List* – but can only use Pistols and Close Combat Weapons from the Trading Post or Black Market.

SPECIAL RULES

Gang Fighter (Prospect): These fighters form the gang's backbone. The total number of Gang Leaders and Champions may **never** exceed the number of fighters with the *Gang Fighter (X)* rule.

Tools of the Trade: This fighter may take multiple equipment sets.

Promotion (Champion): Once a Psy-Gheist gains five Advancements, they can be promoted to a Phantom or Nacht-Ghul, if desired.

Their category is adjusted to Champion and they gain all the rules and gear access of their new rank – but lose the *Promotion*, *Hot-Headed*, *Fast Learner* and *Gang Fighter (Prospect)* rules.

When promoted, an appropriate model should be used to represent their new rank and category.

Hot-headed: Prospects have much to prove, often acting on impulse in the hopes of impressing their superiors; as such, older and wiser fighters expect them to be short-lived.

If a Prospect is Seriously Injured or taken Out of Action, friendly fighters within 3" do not need to check Nerve unless they are also a Prospect.

Fast Learner: In a campaign, this fighter may improve a characteristic any number of times without its cost increasing.

Psychotic Mastery: The fighter is a Psyker – choose a Psychotic Whispers discipline at recruitment (Madness, Delusion, or Darkness) and gain one wyrd power from that list.

During campaign play, this fighter can pay -6 XP to gain a random wyrd power from their discipline, or -9 XP to choose one.

Unsanctioned Psyker: If this fighter is taken Out of Action, the enemy gang receives a bounty of D3x10 credits. If Captured and sold to the Guilders, they are worth their full value.

Psychotic Choir: When a Delaquer fighter uses a Psychotic Whisper wyrd power, every gang member who is Standing and Active within 3":

- ▶ *Increases that power's range by +1".*
- ▶ *Applies a cumulative -1 modifier to the target's Intelligence check.*

In both cases, this modifier is to a maximum of 3.

WYRD POWERS

A Psy-Gheist can purchase additional wyrd powers at recruitment, chosen from their selected Psychotic Whispers discipline for +30 credits each.

Note that wyrd powers can only be purchased in this way at recruitment – during campaign play, new powers can only be gained as Advancements.

PSY-GHEIST EQUIPMENT LIST

BASIC WEAPONS	
• Throwing Knives.....	10
PISTOLS	
• Autopistol.....	5
• Laspistol.....	10
• Stub Gun.....	5
– <i>Dum Dum Rounds</i>	+5
ARMOUR	
• Flak Armour.....	10
• Hazard Suit.....	10

CLOSE COMBAT WEAPONS	
• Digi-Laser.....	25
• Stiletto Knife.....	20
GRENADES	
• Scare Gas Grenades.....	40
• Smoke Grenades.....	15
• Stun Grenades.....	10
EXOTIC BEASTS	
• 0-3 Cephalopod Spektor.....	100
• 0-2 Psychoteric Wyrms.....	70

PERSONAL EQUIPMENT	
• Filter Plugs.....	15
• Photo-Goggles.....	35
• Psychomancer's Harness.....	15
• Respirator.....	15
• Skinblade.....	10
WEAPON ACCESSORIES	
• Gunshroud (<i>Pistols</i> & <i>Basic Weapons</i>).....	10
• Infra-Sight (<i>Pistols, Basic</i> & <i>Special Weapons</i>).....	35

GHOST

(GANGER) - 40 credits

M	WS	BS	S	T	W	I	A	Ld	CI	WP	Int
5"	4+	4+	3	3	1	4+	1	7+	6+	7+	7+

EQUIPMENT

- Ghosts (and Ghost Specialists) may purchase any weapons or equipment from the *Ghost Equipment List*.
- During a campaign, a Ghost may purchase additional weapons from this list.
 - ▶ *A Ghost can only use Pistols, Basic Weapons, and Close Combat Weapons.*
 - ▶ *A Ghost Specialist can use any weapon.*
- During a campaign, a Ghost may purchase additional equipment from this list, the Trading Post, or the Black Market.

SPECIAL RULES

Gang Fighter (Ganger): These fighters form the gang's backbone. The total number of Gang Leaders and Champions may **never** exceed the number of fighters with the *Gang Fighter (X)* rule.

Promotion (Ghost Specialist): When the gang is founded, one Ghost can be promoted to a Ghost Specialist.

In a campaign, additional Ghosts may also be promoted through an Advancement.

A Ghost Specialist gains the following additional rules:

- Tools of the Trade:* This fighter may take multiple equipment sets.

Specialist: This fighter may spend XP to gain additional skills.

Psychoteric Choir: When a Delaque fighter uses a Psychoteric Whisper wyrd power, every gang member who is Standing and Active within 3":

- ▶ *Increases that power's range by +1".*
- ▶ *Applies a cumulative -1 modifier to the target's Intelligence check.*

In both cases, this modifier is to a maximum of 3.

GHOST EQUIPMENT LIST

PISTOLS	
• Autopistol.....	5
• Flechette Pistol (<i>Solid & Fleshbane Ammo</i>).....	30
• Grav Pistol.....	90
• Hand Flamer.....	75
• Laspistol.....	10
• Plasma Pistol.....	50
• Stub Gun.....	5
– <i>Dum Dum Rounds</i>	+5
• Web Pistol.....	80
BASIC WEAPONS	
• Autogun.....	15
• Lasgun.....	15
• Shotgun (<i>Solid & Scatter Ammo</i>)....	30
• Throwing Knives.....	10

CLOSE COMBAT WEAPONS	
• Shock Stave.....	25
• Stiletto Knife.....	20
• Web Gauntlet.....	35
GRENADES	
• Choke Gas Grenades.....	50
• Photon Flash Grenades.....	15
• Scare Gas Grenades.....	40
• Smoke Grenades.....	15
• Stun Grenades.....	10
SPECIAL WEAPONS	
• Flamer.....	140
• Grav Gun.....	120
• Long Rifle.....	30
• Meltagun.....	135
• Plasma Gun.....	100
• Web Gun.....	115

PERSONAL EQUIPMENT	
• Bio-Scanner.....	30
• Filter Plugs.....	10
• Grapnel Launcher.....	25
• Photo-Goggles.....	20
• Respirator.....	15
• Skinblade.....	10
• Web Solvent.....	20
WEAPON ACCESSORIES	
• Gunshroud (<i>Pistols & Basic Weapons</i>).....	10
• Infra-Sight (<i>Pistols, Basic, Special & Heavy Weapons</i>).....	35
• Mono-Sight (<i>Basic, Special & Heavy Weapons</i>).....	35
ARMOUR	
• Flak Armour.....	10
• Mesh Armour.....	15

SHADOW

(JUVE) - 25 credits

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

EQUIPMENT

- A Shadow may purchase any weapons or equipment from the *Shadow Equipment List*.
- During a campaign, a Shadow can only purchase additional weapons from this list.
- During a campaign, a Ghost may purchase additional equipment from this list, the Trading Post, or the Black Market.

SPECIAL RULES

Gang Fighter (Juve): These fighters form the gang's backbone. The total number of Gang Leaders and Champions may **never** exceed the number of fighters with the *Gang Fighter (X)* rule.

Promotion (Ghost Specialist): Once a Shadow gains five Advancements, they can be promoted to a Ghost Specialist, if desired.

Their category is adjusted to Ganger and they gain all the rules and gear access of their new rank – but lose the *Promotion*, *Fast Learner* and *Gang Fighter (Juve)* rules.

Fast Learner: In a campaign, this fighter may improve a characteristic any number of times without its cost increasing.

Psychoteric Choir: When a Delaquerie fighter uses a Psychoteric Whisper wyrd power, every gang member who is Standing and Active within 3":

- Increases that power's range by +1".
- Applies a cumulative -1 modifier to the target's Intelligence check.

In both cases, this modifier is to a maximum of 3.

SHADOW EQUIPMENT LIST

PISTOLS	
• Autopistol.....	5
• Flechette Pistol (<i>Solid & Fleshbane Ammo</i>).....	30
• Hand Flamer.....	75
• Laspistol.....	10
• Stub Gun.....	5
• Web Pistol.....	80
BASIC WEAPONS	
• Throwing Knives.....	10

CLOSE COMBAT WEAPONS	
• Shock Stave.....	25
• Stiletto Knife.....	20
• Web Gauntlet.....	35
GRENADES	
• Scare Gas Grenades.....	40
• Smoke Grenades.....	15
• Stun Grenades.....	10
ARMOUR	
• Flak Armour.....	10
• Mesh Armour.....	15

PERSONAL EQUIPMENT	
• Filter Plugs.....	10
• Photo-Goggles.....	20
• Respirator.....	15
• Skinblade.....	10
WEAPON ACCESSORIES	
• Gunshroud (<i>Pistols & Basic Weapons</i>).....	10
• Infra-Sight (<i>Pistols, Basic, & Special Weapons</i>).....	35

DELAQUE SKILL ACCESS

	AGILITY	BRAWN	COMBAT	CUNNING	FEROCITY	LEADERSHIP	SHOOTING	SAVANT	OBFUSCATION
Master of Shadow	Primary	–	–	Primary	–	Primary	Secondary	Secondary	Secondary
Phantom	Secondary	–	–	Primary	–	Secondary	Secondary	Primary	Primary
Nacht-Ghul	Primary	–	–	Primary	–	Secondary	Secondary	–	Secondary
Psy-Gheist	Secondary	–	–	Primary	–	–	–	Secondary	–
Ghost Specialist	Secondary	–	Secondary	Primary	–	–	–	Primary	–
Shadow	Secondary	–	–	Primary	–	–	–	Secondary	–

DELAQUE PSYCHOTERIC WHISPERS

Psychoteric Whispers are unique, short-ranged psychic abilities possessed by certain members of House Delaque.

USING PSYCHOTERIC WHISPERS

- Psychoteric Whispers are **wyrd powers** and follow those rules.
- A Master of Shadow or Phantom can be upgraded to use Psychoteric Whispers – either at recruitment, or through a later Advancement.
- A Psy-Gheist automatically comes with the ability to use Psychoteric Whispers, and can purchase additional powers at recruitment.
- Once a fighter gains the ability to use Psychoteric Whispers, they must select one of the three disciplines and choose a **wyrd power** from that list.

MADNESS

Those skilled in the psychic mastery of fear and insanity can make victims of their whispers lose all rational thought. At its most simple, it instils panic and indecisiveness – but a skilled user can make victims feel like the world is breaking down around them until only a realm of darkness and terror remains... one from which there is no escape.

(1) EXISTENTIAL BARRAGE (*Simple*)

- Target an enemy within 1". They must check Intelligence – if failed, they become Broken.
- They immediately make a free *Running for Cover (Double)* action. Afterwards, any other enemies within 5" of the target's position must check Nerve – if failed, they become Broken.

(2) TERRIBLE TRUTHS (*Basic*)

- Target an enemy within 3". They must check Intelligence – if failed, they gain the Insanity condition.

(3) PSYCHOTERIC LURE (*Basic*)

- Target an enemy with the Ready condition within 3".
- When play switches back to the enemy gang, this target must be activated.
- The target cannot perform a Group Activation when next activated.

(4) CYCLOPEAN GAZE (*Double*)

- Target an enemy with the Ready condition within 1". They immediately lose the Ready condition.

(5) CRAVEN HOWL (*Basic, Continuous Effect*)

- While this power is maintained, enemy fighters within 5" cannot attempt to Rally.

(6) UNREMEMBERABLE UTTERANCE (*Simple, Continuous Effect*)

- While this power is maintained, enemy fighters who activate within 3" treat all actions as (*Double*).

DELUSION

Reality is a mutable substance – eyes and ears can betray their owners, once-trusted allies seem like enemies, and even a victim's own flesh can be turned against them, their minds transforming phantasmal horrors into terrible reality.

(1) SPATIAL PSYCHOSIS (*Simple*)

- Target a Standing and Active enemy within 12". They immediately become Pinned.
 - ▶ *If they are within 0.5" of an edge, this can cause them to fall.*

(2) SEEN UNSEEN (*Basic, Continuous Effect*)

- Target an enemy within 3". While this power is maintained, the target treats every fighter on the battlefield as an enemy, including their own allies.
- Therefore, any rules or abilities (special, unique, or otherwise) that affect friendly fighters do not apply to the target – they have no friendly fighters.

(3) GHOST AND SHADOW (*Basic*)

- Target an enemy within 10". Turn them to face any direction.

(4) DECEITFUL THOUGHTS (*Double*)

- Target an enemy within 5". They must check Intelligence – if failed, you may make a free *Move (Simple)* action for them.
- This may not be used to send them over an edge, into dangerous terrain, or any other area of the battlefield harmful to them.

(5) SUICIDAL EMBRACE (*Basic*)

- Target an enemy within 3". They must check Intelligence – if failed, randomly select one of their weapons with the *Melee* trait.
- The target resolves an automatic hit against themselves with this weapon.
- If the target has no weapons with the *Melee* trait, they resolve an automatic, unarmed attack against themselves.

(6) OPPROBRIOUS CURSE (*Simple*)

- Target an enemy within 3". They must check Toughness – if failed, they suffer a *Flesh Wound*.

DARKNESS

The dark is a powerful ally for those who know how to shape it. Shadows are plentiful in the underhive, and those with the power to do so can wrap themselves in darkness, using it to conceal themselves in the open or bring down a blinding void upon their enemies.

(1) CACOPHONY OF SILENCE (*Double, Continuous Effect*)

- While this power is maintained, every enemy within 5" must re-roll successful rolls to hit when attacking with a ranged weapon.

(2) PENUMBRAL MIRROR (*Basic*)

- Target an enemy and a friendly fighter, both within 5" of the psyker.
- Move the friendly target to any point within 5" of the enemy target (including making them Engaged, if desired).

(3) A PERFECT VOID (*Basic, Continuous Effect*)

- While this power is maintained, the psyker counts as being in full cover to any enemy within 10".

(4) ETERNAL SLUMBER (*Double*)

- All Seriously Injured enemies within 3" automatically go Out of Action.

(5) CLOAK OF WHISPERS (*Basic, Continuous Effect*)

- While this power is maintained, no friendly Delaquer fighter within 3" can be targeted or affected by an enemy Gang Tactics card.
- This includes the psyker themselves.

(6) SIGHT BLIGHT (*Simple, Continuous Effect*)

- While this power is maintained, every enemy within 5" counts as being affected by the Pitch Black rules.
- This means they have a sight range of 3" and cannot make a *Shoot (Basic)* or *Charge (Double)* action against any target further than this.
- The enemy can still use any equipment they have that mitigates the effects of darkness (such as Photo-Goggles).

DELAQUE EXOTIC BEASTS, BRUTES, & HANGERS-ON

CEPHALOPOD SPEKTOR

(EXOTIC BEAST) - 100 credits

M	WS	BS	S	T	W	I	A	Ld	CI	WP	Int
5"	4+	5+	3	3	1	3+	1	7+	5+	6+	4+

WEAPON	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
<i>Shock Tendrils</i>	E	2"	-	-	S+1	-	1	-	<i>Shock, Versatile, Melee</i>

EXOTIC BEAST RULES

- **Joining a Fight:** If its owner participates in a battle, the Exotic Beast may also be included and does not count towards the gang's fighter limit (and so are not considered in Bottle Tests). If its owner is removed for any reason, the Exotic Beast is also removed.
- **Profile Restriction:** Exotic Beasts may never be issued new weapons or equipment – they can only use the ones included in their profile.
- **Activation:** When its owner activates (including as part of a Group Activation), all of their Exotic Beasts also activate. The activations can be resolved in any order.
- **Behaviour:** If an Exotic Beast ends its activation more than 3" away from their owner, it must make a Nerve check – if failed, it becomes Broken and immediately takes a free *Running for Cover (Double)* action.
 - ▶ *An Exotic Beast flees towards its owner, rather than cover.*
 - ▶ *An Exotic Beast automatically Rallies if its activation ends within 3" of its owner (but does not gain XP).*
- **Campaign Play:** Exotic Beasts gain XP and Lasting Injuries as normal, and roll Advancements on the *Ganger Advancement Table* (they can be promoted to Specialist). They can be taken Captive, and a Rescue Mission can be mounted for them as normal. Exotic Beasts cannot work Territories.

SKILLS

- A Cephalopod Spektor has no skills at recruitment.
- **Primary Skills:** *Cunning*.
- **Secondary Skills:** *Agility*.

SPECIAL RULES

Flight: A Cephalopod Spektor ignores all terrain, may move freely between levels, and can never fall – however, it may not ignore impassable terrain, nor end a move overlapping an obstacle or another fighter.

Sensor Array: If a Cephalopod Spektor is within 3" of its owner when they check Intelligence, roll an additional D6, then choose one to discard.

Threat Response: If the Cephalopod Spektor's owner is taken Out of Action, before removing the Spektor itself, all enemies within D6" suffer an automatic Strength 1, AP 0, Damage 1 hit with the *Seismic* trait.

Watchdog: If the Sneak Attack rules are in effect and the Cephalopod Spektor's owner is acting as a Sentry, they gain a +1 modifier when trying to spot attackers, and can attempt to spot attackers that are not within their vision arc.

PSYCHOTERIC WYRM

(EXOTIC BEAST) - 70 credits

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

	RNG		ACC							
WEAPON	S	L	S	L	Str	AP	D	Am	Traits	
<i>Ferocious Jaws</i>	E	2"	-	-	S+1	-	1	-	<i>Shock, Versatile, Melee</i>	

EXOTIC BEAST RULES

- **Joining a Fight:** If its owner participates in a battle, the Exotic Beast may also be included and does not count towards the gang's fighter limit (and so are not considered in Bottle Tests). If its owner is removed for any reason, the Exotic Beast is also removed.
- **Profile Restriction:** Exotic Beasts may never be issued new weapons or equipment – they can only use the ones included in their profile.
- **Activation:** When its owner activates (including as part of a Group Activation), all of their Exotic Beasts also activate. The activations can be resolved in any order.
- **Behaviour:** If an Exotic Beast ends its activation more than 12" away from their owner, it must make a Nerve check – if failed, it becomes Broken and immediately takes a free *Running for Cover* (Double) action.
 - ▶ *An Exotic Beast flees towards its owner, rather than cover.*
 - ▶ *An Exotic Beast automatically Rallies if its activation ends within 12" of its owner (but does not gain XP).*
- **Campaign Play:** Exotic Beasts gain XP and Lasting Injuries as normal, and roll Advancements on the *Ganger Advancement Table* (they can be promoted to Specialist). They can be taken Captive, and a Rescue Mission can be mounted for them as normal. Exotic Beasts cannot work Territories.

SKILLS

- A Psychoteric Wurm has no skills at recruitment.
- **Primary Skills:** *Cunning*.
- **Secondary Skills:** *Secondary*.

SPECIAL RULES

Long Leash: Unlike other Exotic Beasts, a Psychoteric Wurm only checks Nerve if it is more than 12" from its owner, rather than the usual 3".

Psychoteric Node: If a Delaque psyker uses a wyrd power, they can channel it through a Psychoteric Wurm they own – this means that the effects of the wyrd power are resolved based on the position of the Psychoteric Wurm, rather than its owner.

To do this, the Wurm must be within 12" and not Engaged or Seriously Injured.

Effectively, line of sight, distance, range, and so forth are all measured from the Psychoteric Wurm, rather than the fighter actually using this wyrd power.

Burrowing: The Psychoteric Wurm can move freely below impassable terrain if it has the movement to do so – but may not end a move on or within it.

PISCEAN SPEKTOR

(BRUTE) - 205 credits

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

WEAPON	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
Paired Psychomantic Claws	6"	18"	+2	-	5	-3	1	5+	Impale, Drag, Scarce

EQUIPMENT

- A Piscean Spektor wields *Paired Psychomantic Claws*.
- Equipped with *Light Carapace Armour*.

ADDITIONAL OPTIONS

- Upgrade the *Harpoon Launcher* to either a *Heavy Bolter* (+50 credits), a *Heavy Flamer* (+85 credits) or a *Heavy Stubber* (+20 credits).
- Replace *Light Carapace Armour* with *Heavy Carapace Armour*: +20 credits.
- Equip a *Mono-Sight*: +25 credits.

BRUTE RULES

- Rep & Recruitment:** The maximum number of combined Brutes and Hangers-On a gang can recruit is determined by their Reputation:

REP	MAX
0-5	1
5-9	2
10-14	3
15-19	4
20-24	5
Each additional +5	+1

- Full Member:** Once recruited, Brutes are an accepted part of the gang. They may join a battle in the same way as any other fighter.
- Profile Restriction:** Brutes can only use and purchase the weapons and equipment options included on their profile – they can never be given any other gear.
- Campaign Play:** Brutes gain XP and Lasting Injuries as normal, and count as a Specialist for Advancements. They can be taken Captive, and a Rescue Mission can be mounted for them as normal. Brutes cannot work Territories.

SKILLS

- A Piscean Spektor comes with the *Fearsome* skill at recruitment:
 - **FEARSOME:** If the Piscean is targeted with a *Charge (Double)* action, the enemy must check Willpower after declaring it – if failed, they cannot move and their activation ends immediately.
- Primary Skills:** *Ferocity*.
- Secondary Skills:** *Brawn, Combat*.

SPECIAL RULES

Flight: A Cephalopod Spektor ignores all terrain, may move freely between levels, and can never fall – however, it may not ignore impassable terrain, nor end a move overlapping an obstacle or another fighter.

Psychotic Mastery: The Piscean Spektor is a Psyker – choose a Psychotic Whispers discipline at recruitment (Madness, Delusion, or Darkness) and gain one wyrd power from that list.

During campaign play, this fighter can pay -6 XP to gain a random wyrd power from their discipline, or -9 XP to choose one.

Unsanctioned Psyker: If this fighter is taken Out of Action, the enemy gang receives a bounty of D3x10 credits. If Captured and sold to the Guilders, they are worth their full value.

WYRD POWERS

A Piscean Spektor can purchase additional wyrd powers at recruitment, chosen from their selected Psychotic Whispers discipline for +30 credits each.

Note that wyrd powers can only be purchased in this way at recruitment – during campaign play, new powers can only be gained as Advancements.

PSYCHOTERIC THRALL

(HANGER-ON – DELAQUE ONLY) – 90 credits

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

WEAPON	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
Autogun	8"	24"	+1	-	3	-	1	4+	Rapid Fire (1)
Lasgun	18"	24"	+1	-	3	-	1	2+	Plentiful
Shotgun									
– Scatter Rounds	4"	8"	+2	-	2	-	1	4+	Scattershot
– Solid Rounds	8"	16"	+1	-	4	-	2	4+	Knockback
Fighting Knife	-	E	-	-	S	-1	1	-	Backstab, Melee

EQUIPMENT

- A Psychoteric Thrall wields either an *Autogun*, a *Lasgun*, or a *Shotgun* (Solid & Scatter Rounds).
- The Thrall also wields a *Fighting Knife*.

HANGER-ON RULES

- Rep & Recruitment:** The maximum number of combined Brutes and Hangers-On a gang can recruit is determined by their Reputation:

REP	MAX
0-5	1
5-9	2
10-14	3
15-19	4
20-24	5
Each additional +5	+1

- Support Role:** Generally, Hangers-On do not willingly participate in battles. However, if the gang has *Home Turf Advantage* in the scenario being played, roll D6 – on 4+, this fighter is unlucky enough to be hanging around when the fighting starts and must be included as part of the crew (and counting towards the gang's fighter limit).
- Profile Restriction:** Hangers-On can only use the weapons and equipment options included on their profile – they can never be given any other gear.
- Campaign Play:** Hangers-On do not gain XP or Advancements – and if they suffer a Lasting Injury (roll of 46+), they permanently depart the gang. However, they can be taken Captive, and a Rescue Mission can be mounted for them as normal. Hangers-On cannot work Territories.

RECRUITMENT LIMIT

- A gang can hire a maximum of one Psychoteric Thrall.

SKILLS

- A Psychoteric Thrall comes with the *Evade* skill at recruitment:
 - **EVADE:** An enemy targeting the Thrall with a ranged attack suffers an additional -1 modifier to hit at Short range, or -2 at Long range (does not apply if the Thrall is Engaged, Seriously Injured, or in cover).

SPECIAL RULES

Psychoteric Echo: If a Delaque psyker uses a wyrd power, they can channel it through the Psychoteric Thrall – this means that the effects of the wyrd power are resolved based on the position of the Psychoteric Thrall, rather than its owner.

To do this, the Thrall must be within 12" and not Engaged or Seriously Injured.

Effectively, line of sight, distance, range, and so forth are all measured from the Psychoteric Thrall, rather than the fighter actually using this wyrd power.

Disturbingly Familiar: When recruiting a Psychoteric Thrall, decide their House of origin (Goliath, Escher, Orlock, Van Saar, or Cawdor).

Enemies suffer a -1 modifier to Leadership and Cool while within 6" of the Thrall. This increases to -2 if the enemy is from the Thrall's House of origin.

Part of the Crew: Unlike other Hangers-On, the Thrall is treated like a regular member of the gang – they can be chosen (or randomly selected) to join the starting crew, just like any other Ganger.

SPYKER

(HANGER-ON – DELAQUE ONLY) – 90 credits

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

EQUIPMENT

- None.

HANGER-ON RULES

- **Rep & Recruitment:** The maximum number of combined Brutes and Hangers-On a gang can recruit is determined by their Reputation:

REP	MAX
0-5	1
5-9	2
10-14	3
15-19	4
20-24	5
Each additional +5	+1

- **Support Role:** Generally, Hangers-On do not willingly participate in battles. However, if the gang has *Home Turf Advantage* in the scenario being played, roll D6 – on 4+, this fighter is unlucky enough to be hanging around when the fighting starts and must be included as part of the crew (and counting towards the gang's fighter limit).
- **Profile Restriction:** Hangers-On can only use the weapons and equipment options included on their profile – they can never be given any other gear.
- **Campaign Play:** Hangers-On do not gain XP or Advancements – and if they suffer a Lasting Injury (roll of 46+), they permanently depart the gang. However, they can be taken Captive, and a Rescue Mission can be mounted for them as normal. Hangers-On cannot work Territories.

RECRUITMENT LIMIT

- A gang can hire a maximum of two Spykers.

SKILLS

- A Spyker has no skills at recruitment.

SPECIAL RULES

Flight: A Spyker ignores all terrain, may move freely between levels, and can never fall – however, it may not ignore impassable terrain, nor end a move overlapping an obstacle or another fighter.

Part of the Crew: Unlike other Hangers-On, the Spyker is treated like a regular member of the gang –they can be chosen (or randomly selected) to join the starting crew, just like any other Ganger.

Unsanctioned Psyker: If this fighter is taken Out of Action, the enemy gang receives a bounty of D3x10 credits. If Captured and sold to the Guilders, they are worth their full value.

WYRD POWERS

A Spyker knows all three of the following wyrd powers:

- **Psychic Scream (Basic):** All enemies within 3" must check Nerve with a -1 modifier – any that fail become Broken.
- **Psychic Assault (Basic):** Target an enemy within 18" – they must check Willpower.
If failed, they lose 1 Wound and become Pinned. If passed, they become Pinned.
- **Force Blast (Basic):** All enemies within 3" are pushed D3" directly away.
If this would take them over an edge, they stop there and check Initiative – if failed, they fall, otherwise they are Pinned.
If they hit an obstacle, they are Pinned and suffer a hit with Strength equal to the distance pushed.

HOUSE DELAQUE ARMOURY

CLOSE COMBAT WEAPONS

WEAPON	RANGE		ACCURACY		Str	AP	D	Ammo	Traits
	S	L	S	L					
Digi-Laser	E	3"	-	-	1	-	1	-	<i>Digi, Versatile, Melee</i>
Ferocious Jaws (Psychoteric Wyrn)	-	E	-	-	S	-1	1	-	<i>Rending, Melee</i>
Fighting Knife	-	E	-	-	S	-1	1	-	<i>Backstab, Melee</i>
Paired Psychomantic Claws	E	3"	-	-	S+1	*	1	-	<i>Paired, Phase, Shock, Melee</i>
Serpent's Fangs ►►	-	E	-	-	S+2	*	1	-	<i>Paired, Phase, Rending, Melee</i>
Shivver Sword	-	E	-	+1	S+1	-1	1	-	<i>Sever, Power, Parry, Melee</i>
Shock Stave	E	2"	-	-	S+1	-	1	-	<i>Shock, Versatile, Melee</i>
♦ <i>Master-Crafted</i>	E	2"	-	-	S+1	-	1	-	<i>Master-Crafted, Shock, Versatile, Melee</i>
Shock Tendrils (Cephalopod Spektor)	E	2"	-	-	S+1	-	1	-	<i>Shock, Versatile, Melee</i>
Stiletto Knife	-	E	-	-	-	-	-	-	<i>Toxin, Melee</i>
♦ <i>Master-Crafted</i>	-	E	-	-	-	-	-	-	<i>Master-Crafted, Toxin, Melee</i>
Web Gauntlet	-	E	-	+1	3	-	-	-	<i>Web, Backstab, Melee</i>

GRENADES

WEAPON	RANGE		ACCURACY		Str	AP	D	Ammo	Traits
	S	L	S	L					
Choke Gas Grenades	-	Sx3	-	-	-	-	-	5+	<i>Blast (3"), Gas, Grenade</i>
Frag Grenade	-	Sx3	-	-	3	-	1	4+	<i>Blast (3"), Knockback, Grenade</i>
Krak Grenade	-	Sx3	-	-1	6	-2	2	4+	<i>Demolitions, Grenade</i>
Photon Flash Grenade	-	Sx3	-	-	-	-	-	5+	<i>Blast (5"), Flash, Grenade</i>
Scare Gas Grenade	-	Sx3	-	-	-	-	-	6+	<i>Blast (3"), Fear, Gas, Grenade</i>
Smoke Grenade	-	Sx3	-	-	-	-	-	4+	<i>Blast (3"), Smoke, Grenade</i>
Stun Grenade	-	Sx3	-	-	2	-1	1	4+	<i>Blast (3"), Concussion, Grenade</i>

PISTOLS

WEAPON	RANGE		ACCURACY					Ammo	Traits
	S	L	S	L	Str	AP	D		
Autopistol	4"	12"	+1	-	3	-	1	4+	Rapid Fire (1), Sidearm
♦ Master-Crafted	4"	12"	+1	-	3	-	1	4+	Master-Crafted, Rapid Fire (1), Sidearm
Flechette Pistol									
♦ Fleshbane Ammo	4"	12"	-	-	-	-	-	6+	Rapid Fire (1), Silent, Toxin, Scarce, Sidearm
♦ Solid Ammo	4"	12"	+1	-	3	-	1	4+	Rapid Fire (1), Silent, Sidearm
♦ Master-Crafted									Add "Master-Crafted" to both the above
Grav Pistol	6"	12"	+1	-	*	-1	2	5+	Blast (3"), Concussion, Graviton Pulse
♦ Master-Crafted	6"	12"	+1	-	*	-1	2	5+	Master-Crafted, Blast (3"), Concussion, Graviton Pulse
Hand Flamer	-	T	-	-	3	-	1	5+	Blaze, Template
Laspistol	8"	12"	+1	-	3	-	1	2+	Plentiful, Sidearm
♦ Master-Crafted	8"	12"	+1	-	3	-	1	2+	Master-Crafted, Plentiful, Sidearm
Plasma Pistol									
♦ Low	6"	12"	+2	-	5	-1	2	5+	Scarce, Sidearm
♦ Maximal	6"	12"	+1	-	7	-2	3	5+	Unstable, Scarce, Sidearm
Stub Gun	6"	12"	+2	-	3	-	1	4+	Plentiful, Sidearm
♦ Dum Dum Rounds	5"	10"	+1	-	4	-	1	4+	Limited, Sidearm
Web Pistol	-	T	-	-	4	-	-	6+	Web, Silent, Template

BASIC WEAPONS

WEAPON	RANGE		ACCURACY					Ammo	Traits
	S	L	S	L	Str	AP	D		
Autogun	8"	24"	+1	-	3	-	1	4+	Rapid Fire (1)
♦ Master-Crafted	8"	24"	+1	-	3	-	1	4+	Master-Crafted, Rapid Fire (1)
Shotgun									
♦ Executioner Ammo	4"	16"	-1	+1	4	-2	2	6+	Knockback, Limited
♦ Scatter Ammo	4"	8"	+2	-	2	-	1	4+	Scattershot
♦ Solid Ammo	8"	16"	+1	-	4	-	2	4+	Knockback
Lasgun	18"	24"	+1	-	3	-	1	2+	Plentiful
♦ Master-Crafted	18"	24"	+1	-	3	-	1	2+	Master-Crafted, Plentiful
Throwing Knives	Sx2"	Sx4"	-	-1	S	-1	-	5+	Toxin, Silent, Scarce

SPECIAL WEAPONS

WEAPON	RANGE		ACCURACY		Str	AP	D	Ammo	Traits
	S	L	S	L					
Flamer	-	T	-	-	4	-1	1	5+	<i>Blaze, Template</i>
Grav Gun	9"	18"	+1	-	*	-1	2	5+	<i>Blast (3"), Concussion, Graviton Pulse</i>
♦ <i>Master-Crafted</i>	9"	18"	+1	-	*	-1	2	5+	<i>Master-Crafted, Blast (3"), Concussion, Graviton Pulse</i>
Long Rifle	24"	48"	-	+1	4	-1	1	4+	<i>Knockback</i>
♦ <i>Master-Crafted</i>	24"	48"	-	+1	4	-1	1	4+	<i>Master-Crafted, Knockback</i>
Meltagun	6"	12"	+1	-	8	-4	3	4+	<i>Melta, Scarce</i>
Plasma Gun									
♦ <i>Low</i>	12"	24"	+2	-	5	-1	2	5+	<i>Rapid Fire (1), Scarce</i>
♦ <i>Maximal</i>	12"	24"	+1	-	7	-2	3	5+	<i>Unstable, Scarce</i>
Web Gun	-	T	-	-	5	-	-	5+	<i>Web, Silent, Template</i>

HEAVY WEAPONS

WEAPON	RANGE		ACCURACY		Str	AP	D	Ammo	Traits
	S	L	S	L					
Heavy Flamer ►►	-	T	-	-	5	-2	1	5+	<i>Blaze, Unwieldy, Template</i>

WEAPON ACCESSORIES

Accessories with a [★] cannot be fitted together on the same weapon.

GUNSHROUD

- **FITTED TO:** Autopistol, Reclaimed Autopistol, Bolt Pistol, Laspistol, Las Sub-Carbine, Stub Gun; all Basic Weapons; Long Rifle, Sniper Rifle
- **EFFECTS:** The weapon gains the *Silent* trait.

INFRA-SIGHT [★]

- **FITTED TO:** Pistols, Basic Weapons, Special Weapons, Heavy Weapons
- **EFFECTS:** The weapon disregards the -1 modifier for partial cover, and treats full cover as partial. This ability does not stack with the *Trick Shot* skill.

The weapon ignores the effect of smoke clouds.

If the Pitch Black rules are in effect, the weapon can spot targets up to 12" away, instead of 3".

An infra-sight **cannot** be fitted to a weapon with the *Rapid Fire (X)*, *Blast (3")* or *Blast (5")* traits.

MONO-SIGHT [★]

- **FITTED TO:** Basic Weapons, Special Weapons, Heavy Weapons
- **EFFECTS:** If the fighter makes an *Aim (Basic)* action with this weapon, gain a +2 modifier to the hit roll instead of the usual +1.

SUSPENSOR

- **FITTED TO:** *Heavy Weapons*
- **EFFECTS:** Attacking with this heavy weapon becomes a *(Basic)* action rather than *(Double)*.

ARMOUR

FLAK ARMOUR

- The wearer gains a 6+ armour save.
- Against weapons that use a Blast marker or Flame template, this increases to 5+.

LIGHT CARAPACE ARMOUR

- The wearer gains a 4+ armour save.

MESH ARMOUR

- The wearer gains a 5+ armour save.

EQUIPMENT

ARMoured UNDERSUIT

- An armoured undersuit can be worn in conjunction with armour, or on its own.
- If worn in conjunction with armour, the wearer improves their armour save by +1.
- If worn alone, the wearer gains a 6+ armour save.

BIO-SCANNER

- If the Sneak Attack rules are in effect and the owner is acting as a Sentry, they gain a +1 modifier when rolling to spot an attacker.
- The owner can attempt to spot an attacker who is not within their vision arc.

CAMELEOLINE CLOAK

- If the user did not move during their activation, any ranged attacks targeting them suffer a -2 modifier to hit until the user's next activation.

FILTER PLUGS

- If the owner is hit by a weapon with the *Gas* trait, their Toughness counts as +1 when rolling to determine whether they are affected.
- This item is one-use only. After applying the above modifier, the filter plugs are removed.

GRAPNEL LAUNCHER

- The user can take the following action:
 - ▶ **GRAPNEL (Double):** *Move up to 12" in a straight line, in any direction, including vertically. This may not be through any terrain.*

PHOTO GOGGLES

- If the Pitch Black rules are in effect, the owner can spot enemies up to 12" away, rather than 3".
- The owner can see through smoke clouds.
- If the owner is hit by a Flash weapon, they count suffer a -1 modifier to Initiative when rolling to determine whether they become subject to the Blind condition.

PSYCHOMANCER'S HARNESS

- The user gains +2" Movement.
- The user is automatically equipped with the *Paired Psychomantic Claws* close combat weapon.
- This does count against the user's weapon limit, so this means they can carry another two weapons.
- Neither of these weapons can have the *Unwieldy* trait or require two hands to wield (as shown by the ►► symbol).

RESPIRATOR

- If the owner is hit by a weapon with the *Gas* trait, their Toughness counts as +2 when rolling to determine whether they are affected.

SKINBLADE

- If the fighter is Captured after a battle, they can attempt to escape – roll D6.
 - ▶ *On 1-2, they are unsuccessful and become a Captive.*
 - ▶ *On 3-4, they escape but must roll for Lasting Injury.*
 - ▶ *On 5-6, they escape effortlessly.*
- If a fighter escapes, their skinblade is removed.

WEB SOLVENT

- If the user has the Webbed condition when attempting Recovery, roll an additional Injury die and choose one to discard.
- This ability also applies if the user is assisting a friendly fighter with the Webbed condition who is attempting Recovery.

DELAQUE TERRAIN

OBTAINING GANG TERRAIN

- The below terrain can be purchased from the **Trading Post** during the Post-Battle Sequence.
- Once purchased, the terrain is added to the gang's **Stash**, and can be fielded in any battle the gang participates in (unless noted otherwise).
- Once purchased, terrain is retained between battles, each time returning to the Stash.

PLACING GANG TERRAIN

- The owner of gang terrain places it on the battlefield **before** any fighters are deployed but **after** all other terrain has been set up.
- Gang terrain may be placed within its gang's deployment area; or if noted, in **no-man's-land** – that is, anywhere on the battlefield that is not a gang deployment zone.
- If gang terrain is marked **Defensive**, it can only be used if the gang is a defender in a scenario.
- If gang terrain is marked **Gang Relic**, it can be used as such in any scenario utilising that rule.

DELAQUE GANG TERRAIN

TERRAIN	COST	AVAILABILITY
1. Euclidian Artefact	90	Rare (9)
2. Shadow Veil	50	Rare (9)
3. Sightblind Trap	40	Rare (11)
4. Web Trap	80	Rare (11)
5. Whisperbox	60	Rare (10)

(1) EUCLIDIAN ARTEFACT (GANG RELIC, DEFENSIVE)

This strange sculpture has particular significance to the House – some believe there are secrets hidden within its abstract angles and impossible shapes; others, that it represent the strange alien gods the Delaque worship.

- Place in the gang's deployment zone.
- Friendly Delaque fighters within 6" of the Euclidean Artefact count as being in full cover.

(2) SHADOW VEIL

These devices absorb photo-radiation to lower the ambient light in an area, making it more comfortable for the Delaque.

- Place within the gang's deployment zone, or in no-man's land.
- The area in a 3" radius around the Shadow Veil counts as being subject to the Pitch Black rules to any fighters within it.
- In addition, this radius effectively blocks the line of sight of fighters not within it.
- The Shadow Veil can be attacked (noting it is within an area of Pitch Black). It is Toughness 4, Wounds 1. If destroyed, remove it from play – the Pitch Black effect is cancelled.
 - ▶ If destroyed, the Shadow Veil is not removed from the Gang Roster and can be reused.

(3) SIGHTBLIND TRAP

These disguised devices emit intensive bursts of light and sound to confuse and disorientate the enemy.

- Place within the gang's deployment zone, or in no-man's land.
- A Sightblind Trap is a **Hidden Trap**. Deploy six markers. Use some means to privately note which marker is the real Sightblind Trap.
- When an enemy moves within 2" of a Sightblind Trap marker, they must immediately halt. The marker is flipped – if the trap is false, discard it. If the trap is real, it immediately triggers!
- Every fighter within 5" is automatically affected by the Blind condition.

(4) WEB TRAP

These useful traps unleash a shower of binding webs – perfect for capturing prey wandering into Delaque territory.

- Place within the gang's deployment zone, or in no-man's land.
- A Web Trap is a **Hidden Trap**. Deploy six markers. Use some means to privately note which marker is the real Web Trap.
- When an enemy moves within 2" of a Web Trap marker, they must immediately halt and check Initiative – if failed, the marker is flipped.
- If the trap is false, discard it. If the trap is real, it immediately triggers! Every fighter within 5" suffers an automatic Strength 5, AP -2 hit with the *Web* trait.

(5) WHISPERBOX

Delaque gangs are often accompanied into battle by faint whispers and barely-heard, unnerving curses. This is not supernatural, but the result of hidden infiltrators installing small vox-casters known as whisperboxes.

- Place within the gang's deployment zone, or in no-man's land.
- Enemies within 8" of a Whisperbox suffer a -1 modifier to Cool checks.
- An enemy in base contact with a Whisperbox can take the following action:
 - ▶ **SMASH THE BOX (Basic):** Check Intelligence with a -3 modifier – if passed, the Whisperbox is found and destroyed.

PETITIONING THE HOUSE

DELAQUE HOUSE FAVOURS

At the campaign Arbitrator's discretion, gangs can attempt to gain a House Favour. Usually, this occurs at the start of a campaign week, but can be at any point the Arbitrator deems appropriate.

In House Delaque, favours represent the impenetrable interests of shadowy Clan nobles, unlooked-for help from above, or even the Star Chamber itself offering some mysterious and sinister form of assistance to a gang.

Be warned! While the gang's masters may bestow them gifts, they might also exact a price for those audacious enough to call upon them.

If a gang has an **Alliance**, or has petitioned a **House Agent** for aid in the upcoming battle, they may not seek a favour.

PETITIONING FOR FAVOUR

Before the game, after choosing your crew for the scenario, then **roll 2D6 and add +1 for every enemy gang in the campaign with a higher Gang Rating than you** (to a maximum of +3).

Determine the final score and immediately apply the result from the list.

(2) DISAPPEARED

The temperature drops. The dim lights flicker. The Star Chamber's wrath is felt.

- Choose one fighter to step outside and vanish.
- They are permanently removed from the gang, along with all their weapons and equipment.

(3-5) QUESTIONABLE INFORMATION

Is this information the truth? Is there such a thing?

- During the Pre-Battle Sequence, when rolling for the scenario, the gang can roll 3D6 (rather than the usual 2D6) and choose one die to discard.

(6-8) TOOLS OF SUBTERFUGE

Suddenly, an unmarked shipment of House weapons and wargear is there.

- Immediately gain 2D6x10 credits worth of weapons and equipment from the *Ghost Equipment List*.
- Any credits not spent immediately are lost.

(9-10) A NEW BONDING

Unlooked-for, a new recruit materialises on the gang's doorstep.

- The gang gains a free Ghost, who comes with up to 60 credits of weapons and gear for free.

(11-12) ANCIENT MEMORIES

A psychoteric memory stone is gifted to the gang, and any member may tap into its stored wisdom.

- Any number of fighters in the gang may use the stone.
- Roll D6 for each – on 2-5, they gain +1 XP. On 6, they gain +D6 XP.
- However, on a 1, they go into Recovery as the ancient memories overwhelm them.

(13+) AGENT OF THE STAR CHAMBER

As the Silent Ones will it.

- For the rest of the campaign week, the gang gains a free House Agent.

DELAQUE HOUSE AGENT

(HIRED GUN - HOUSE AGENT) – petition to hire

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

HOUSE AGENT RULES

- **Champion of the House:** When you hire a House Agent, choose one of the above profiles to use.
- **Agent Limit:** You may have a maximum of one House Agent in your gang at a time.
- **Recruitment:** House Agents are not hired in the usual way – instead, a gang must petition them before a battle. Roll D6 on the below table:

D6+REP	OUTCOME
1-5	The House heeds the gang's plea for aid and an Agent is dispatched. For 40 credits, they can be hired for this battle.
6-10	The House agrees to send an Agent to aid the gang, but it will cost them. For 80 credits, they can be hired for this battle.
11-15	The House feels the gang is capable of winning this fight alone. An Agent cannot be hired for this battle.
16+	The House is angered that such a notorious gang dares petition for more aid. An Agent cannot be hired for this battle – and the gang must pay a tithe of 2D6x10 credits to the House as punishment for making foolish requests.

- **“You Get What You Pay For”:** Once recruited, House Agents can always be added to the crew, regardless of how many fighters the gang is allowed to bring to a scenario. They do not count towards the fighter limit.
- **Campaign Play:** Hired Guns do not gain XP or Advancements, never gain Lasting Injuries, and cannot work Territories.

EQUIPMENT

- A House Agent is equipped with 150 credits worth of weapons and gear, chosen for free from the *Delaque Master of Shadow Equipment List*.
- The value of the weapons and equipment increase the Gang's Rating.

SKILLS

- Once a House Agent's services are secured, choose an option for their skills:
 - ▶ Gain three random skills.
 - ▶ Choose one skill, then gain one random skill.
- Skills are drawn from *Brawn, Combat, Ferocity, Leadership, Obfuscation* or *Shooting*.

PSYCHOTERIC WHISPERS

- For a cost of +30 credits, a House Agent may be upgraded to a psyker, gaining both of the following rules:
 - ▶ **Psychoteric Mastery:** Choose a Psychoteric Whispers discipline (*Madness, Delusion, or Darkness*). Gain one wyrd power from that list.
 - ▶ **Unsanctioned Psyker:** If the Agent is taken Out of Action, the enemy gang receives a bounty of D3x10 credits. If Captured and sold to the Guilders, they are worth their full value.

SPECIAL RULES

Gang Hierarchy (Champion): If the gang is Bottling, and this fighter passes their Cool check, all friendly Delaque fighters within 6" automatically pass theirs.

In addition, during a campaign, this fighter can perform Post-Battle Actions.

Group Activation (1): When this fighter activates, they may also activate one Ready fighter within 3" of their position, in addition to themselves. Activate the two fighters in any order, fully resolving each activation before proceeding to the next.

A gang can only make **one** Group Activation per turn.

Psychoteric Choir: When a Delaque fighter uses a Psychoteric Whisper wyrd power, every gang member who is Standing and Active within 3":

- ▶ Increases that power's range by +1".
- ▶ Applies a cumulative -1 modifier to the target's Intelligence check.
- ▶ In both cases, this modifier is to a maximum of 3.

DELAQUE SUB-PLOTS

USING SUB-PLOTS

Sub-Plots are side missions a gang can pursue mid-battle – kept secret from the opponent until completed and rewarding extra credits, XP, Reputation, or Gang Tactics cards.

A House's fortunes are tied invisibly to those of its strongest gangs. Each gang leader is akin to a general in the House's armies – every victory granting the hidden masters more political capital to further their schemes.

As such, sometimes the House's nobles take a direct hand in matters – meddling in the gang's affairs, and sending them on errands, and pressing them into agendas where they can have the most impact. Gang leaders ignore these directives at their peril.

- Players should agree prior to the battle whether to use Sub-Plots. If so, a **deck of playing cards** is required. Each player privately draws one card, then consults their list of House Sub-Plots to see what secret assignment their gang has been given.
- Every **Joker** drawn must be shown to your opponent, then discarded. You must then privately draw **two** cards. If one of these is a Joker, do the same again.
- Once you complete a Sub-Plot, reveal it to your opponent, gain the rewards and apply the effects, then discard the card.

SUB-PLOTS TABLE

(ACE) HOST OF SHADOWS

- Reveal at the beginning of a round where you have one or more fighters within 6" of each battlefield corner **and** not within any enemies' line of sight.
- At the end of the round, if these fighters are still in place and not Seriously Injured, gain D6x10 credits.

(2) AN UNKIND WORD

- Reveal when a Gang Leader or Champion who is within 1" of an enemy Gang Leader or Champion takes the following action:
 - ▶ **CLEVER INSULT (Basic):** The target must check Intelligence – if passed, your fighter gains +D3 XP. If failed, your fighter gains +1 XP.

(3) FIVE SMALL SECRETS

- Reveal when you activate a fighter. They may immediately take the following action:
 - ▶ **HIDE RECORDING DEVICE (Basic):** Place a marker beside the fighter's base.
- Once a fighter takes this action, no other fighters can take it.
- At the end of the battle, if this fighter placed five devices (at least 6" apart) and did not go Out of Action, gain 2D6x10 credits.

(4) SILENT FOOTSTEPS

- Reveal if one of your fighters Engages an enemy while not within their line of sight – or the line of sight of any other enemy.
- At the end of the round, if your fighter is not Out of Action, gain +1 random Gang Tactics card.

(5) EYES IN THE DARK

- Reveal if the Pitch Black rules are in effect, or come into effect during the battle.
- If you win the battle without any of your fighters ever gaining the Revealed condition, every participating fighter gains +D3 bonus XP.

(6) WHISPERS AND LIES

- Reveal when a fighter within 1" of a Seriously Injured enemy takes the following action:
 - ▶ **PLANT LIE (Basic):** Place a marker beside the target, representing a whispered mistruth.
- At the end of any round, if there are three enemies with a marker, freely choose +1 Gang Tactics card.

(7) CRAVEN IS THE COWARD

- Reveal if three or more enemies are currently Broken, and there are no enemies within 6" of your fighters.
- Gain D6x10 credits. This increases to 3D6x10 credits if every enemy is currently Broken.

(8) FOLLOW THE LEADER

- Secretly choose an enemy fighter at the start of the battle. If the enemy Gang Leader is participating, you must choose them. Note your choice down.
- Reveal and identify the target in the End Phase, if you have a fighter within 6" and line of sight of them.
- If you achieve this for three consecutive turns, gain 2D6x10 credits.

(9) A DARK MIRROR

- Reveal after an enemy completes their activation, if you have a fighter within 18" and line of sight of them.
- Your fighter must take exactly the same action(s) the enemy did (though need not use the same weapons or attack the same target).
- In each subsequent round, your fighter must activate after the chosen enemy and copy their actions.
- If they achieve this for three consecutive rounds, they gain +D3 XP. This increases to +D6 XP if they achieve this for the rest of the battle.

(10) DEAD OF NIGHT

- When the battle begins, secretly make a note of a number between 6 and 12.
- Reveal when the round matches the number picked.
- In this round, if no enemies can draw line of sight to any of your fighters, gain +1 random Gang Tactics card.

(JACK) NO WITNESSES

- Reveal if your fighter takes an enemy Out of Action when neither are within line of sight of any other fighters.
- Place a marker in the targeted enemy's final location, representing their prone body. Fighters can move this marker in the same way as a loot casket.
- At the end of the game, if there are no enemies within 1" of the marker, gain D6x10 credits.

(QUEEN) HIVE GHOSTS

- Reveal when one of your fighters who previously recovered from being Seriously Injured takes an enemy Out of Action.
- That fighter gains +D3 bonus XP. This increases to +D6 bonus XP if, after eliminating the target, they remain out of enemy line of sight for the rest of the battle.

(KING) MEMORY FADES TO MYTH

- Secretly choose one of your fighters at the start of the battle. Note your choice down.
- During the battle, make a note each time an enemy is Seriously Injured or taken Out of Action within this fighter's line of sight.
- Reveal at the end of the battle if this fighter is still on the battlefield.
- If the fighter witnessed three enemies become Seriously Injured or go Out of Action, gain D6x10 credits. This increases to 3D6x10 credits if they witnessed five enemies.

DRAMATIS PERSONAE

SERVANT OF THE SILENT ONES

(DELAQUE HOUSE AGENT) – petition to hire

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

WEAPON	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
<i>Electro-Tendrils</i>	E	4"	-	-	S+1	-	1	-	<i>Shock, Parry, Versatile, Melee</i>
<i>Subsonic Wail</i>	-	T	-	-	2	-3	1	-	<i>Seismic, Template</i>

EQUIPMENT

- Bio-Scanner, Heavy Carapace Armour, Respirator

DRAMATIS PERSONAE RULES

- Personal Style:** Dramatis Personae can only use the weapons and equipment options included on their profile – they can never be given other gear.

HOUSE AGENT RULES

- Recruitment:** You may have a maximum of one House Agent in your gang at a time.
- Petition:** House Agents must be petitioned for aid, rather than directly hired. Roll D6, add the gang's Reputation, and consult the below table:

D6+REP	OUTCOME
1-8	Unlooked-for, the Servant materialises. For 100 credits, it can be hired for this battle.
9-15	The Servant hears the gang's petition. For 200 credits, it can be hired for this battle.
16+	There is no sign of the Servant. It cannot be hired for this battle.

- "You Get What You Pay For":** Once recruited, House Agents can always be added to the crew, regardless of how many fighters the gang is allowed to bring to a scenario. They do not count towards the fighter limit.
- Gang Rating:** House Agents increase the Gang Rating in the same way as any other fighter.

HOUSE LOYALTY

The Servant of the Silent Ones can only be hired by House Delaque gangs.

SPECIAL RULES

Psychoteric Echo Chamber: Once per round, immediately after a friendly Delaque psyker within 12" takes a *Wyrd Power (X)* action, the Servant may perform the same action for free. This does not count as activating the Servant.

Gang Hierarchy (Champion): If the gang is Bottling, and the Servant passes its Cool check, all friendly Delaque fighters within 6" automatically pass theirs.

Group Activation (1): When the Servant activates, it may also activate one Ready fighter within 3" of their position, in addition to itself.

Activate these two in any order, fully resolving each activation before proceeding to the next.

A gang can only make **one** Group Activation per turn.

SKILLS

- Infiltrate:** During deployment, set the Servant aside instead of placing it.

Before the first round, deploy it anywhere on the battlefield that is not visible to or within 6" of any enemies.
- Clamber:** When the Servant climbs, it does not cost extra movement. It treats every vertical surface as a ladder.
- Sprint:** If the Servant takes two consecutive *Move (Simple)* actions on its turn, the distance for the second is doubled.

CALTHYXIS, THE GHOST OF PRIMUS

(DELAQUE BOUNTY HUNTER) – 195 credits hiring fee

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

WEAPON	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
Whisperblade	-	E	-	+1	-	-1	-	-	Toxin, Melee
Auto-Needler	6"	12"	+2	-	-	-1	-	4+	Rapid Fire (2), Toxin

EQUIPMENT

- Armoured Undersuit, Mesh Armour, Respirator

DRAMATIS PERSONAE RULES

- Personal Style:** Dramatis Personae can only use the weapons and equipment options included on their profile – they can never be given other gear.

BOUNTY HUNTER RULES

- “You Get What You Pay For”:** Once recruited, a Bounty Hunter does not count towards the gang’s fighter limit for a scenario .
- “We’ll Get Our Bit...”:** The Bounty Hunter’s gang can earn creds off the bodies of their enemies:
 - Dead, Not Alive:** When an opponent’s fighter dies, the gang immediately claims half their value in credits, rounded up to the nearest 5.
 - Claiming Bounties:** Roll D6 when the gang takes a Captive – on 3+, the gang is cut in on an active warrant – gain D6x10 credits.

After the battle, if **neither** of these abilities were used, the Bounty Hunter remains with the gang.

If **one** ability was used, roll D6 – on 1-3, the Bounty Hunter leaves; on 4-6, they remain with the gang.

If **both** abilities were used, the Bounty Hunter departs, happy with their payment.

- Gang Rating:** Bounty Hunters increase the Gang Rating in the same way as any other fighter.
- Campaign Play:** Bounty Hunters do not gain XP or Advancements, never gain Lasting Injuries, and cannot work Territories.

HOUSE LOYALTY

Calthyxis can only be hired by House Delaque gangs.

SPECIAL RULES

Face of a Killer: Calthyxis has centuries of memories and talents. At the start of a battle, he chooses two additional skills from the *Agility*, *Brawn*, *Combat*, *Cunning*, *Ferocity*, *Shooting*, or *Obfuscation* sets.

Psychoteric Choir: When a Delaque fighter uses a Psychoteric Whisper wyrd power, every gang member who is Standing and Active within 3”:

- Increases that power’s range by +1”.
- Applies a cumulative -1 modifier to the target’s Intelligence check.

In both cases, this modifier is to a maximum of 3.

SKILLS

Faceless: This skill is in effect from the start of each round until the fighter activates. Enemies who declare a ranged attack against Calthyxis (or place a Blast marker touching him) must check Willpower – if failed, they may select a different target, otherwise the action is wasted.

- Infiltrate:** During deployment, set Calthyxis aside instead of placing him.

Before the first round, deploy him anywhere on the battlefield that is not visible to or within 6” of any enemies.

- Overwatch:** If Calthyxis is Standing and Active with the Ready condition, he can interrupt a visible enemy’s action – declare this when the enemy announces their action, but before they carry it out.

Calthyxis loses his Ready condition and resolves a *Shoot (Basic)* action against the target. If they are Pinned or Seriously Injured, their activation ends immediately, their action unresolved.

YAGELOTH, THE MASTER OF WHISPERS

(DELAQUE BOUNTY HUNTER) – 120 credits hiring fee

M	WS	BS	S	T	W	I	A	Ld	CI	WP	Int
5"	3+	4+	3	3	2	4+	2	7+	4+	4+	5+

WEAPON	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
Psychoteric Blade	-	E	-	+1	-	-2	-	-	Phase, Parry, Toxin, Melee

EQUIPMENT

- Mesh Armour, Respirator

DRAMATIS PERSONAE RULES

- **Personal Style:** Dramatis Personae can only use the weapons and equipment options included on their profile – they can never be given other gear.

BOUNTY HUNTER RULES

- **“You Get What You Pay For”:** Once recruited, Bounty Hunters can always be added to the crew, regardless of how many fighters the gang is allowed to bring to a scenario. They do not count towards the fighter limit.
- **Gang Rating:** Bounty Hunters increase the Gang Rating in the same way as any other fighter.
- **Campaign Play:** Bounty Hunters do not gain XP or Advancements, never gain Lasting Injuries, and cannot work Territories.

HOUSE LOYALTY

Yageloth can only be hired by House Delaque gangs.

SPECIAL RULES

Envoy of the Silent Ones: Unlike other Bounty Hunters, Yageloth does not have the “Dead, Not Alive,” “Claiming Bounties,” or “We’ll Get Our Bit” rules.

Creature of Shadows: Yageloth is no longer fully human – perhaps not even fully corporeal. Attacks without a Strength characteristic have no effect upon him.

Enemy Unknown: If Yageloth suffers a Serious Injury, remove him from the battlefield – in the End Phase, place him within 5” of a friendly fighter, at least 1” from any enemies, as if the Serious Injury had not occurred.

Master of Whispers: At recruitment, Yageloth chooses five wyrd powers chosen from across the Madness, Delusion, and Darkness disciplines.

Unsanctioned Psyker: If this fighter is taken Out of Action, the enemy gang receives a bounty of D3x10 credits. If Captured and sold to the Guilders, they are worth their full value.

Psychoteric Choir: When a Delaque fighter uses a Psychoteric Whisper wyrd power, every gang member who is Standing and Active within 3”:

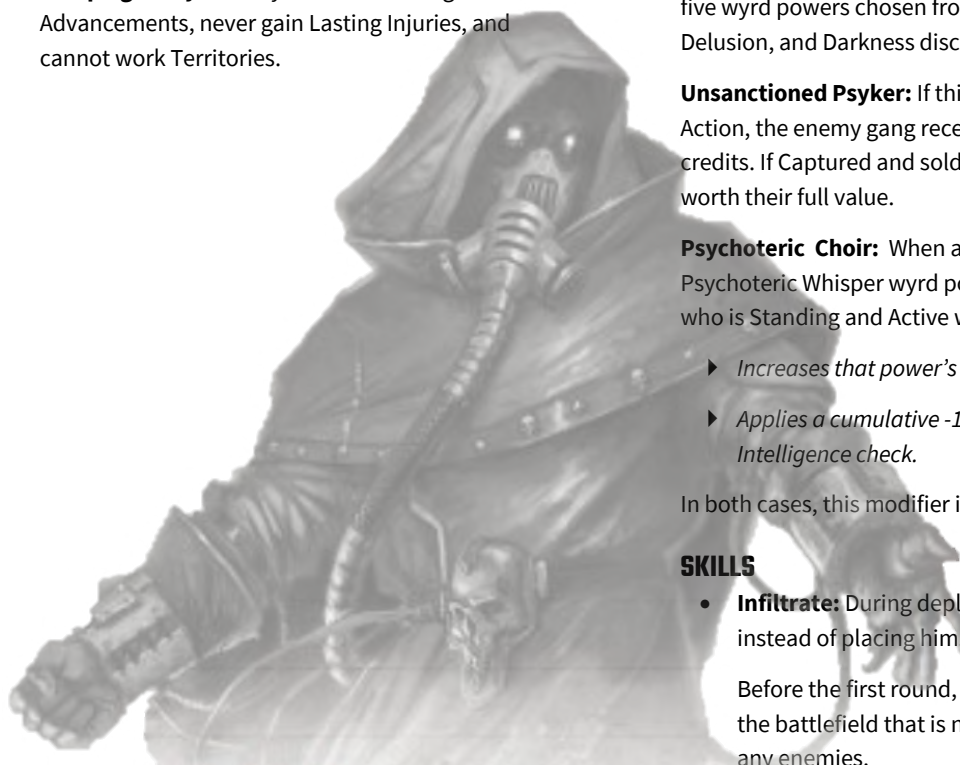
- ▶ Increases that power’s range by +1”.
- ▶ Applies a cumulative -1 modifier to the target’s Intelligence check.

In both cases, this modifier is to a maximum of 3.

SKILLS

- **Infiltrate:** During deployment, set Yageloth aside instead of placing him.

Before the first round, deploy him anywhere on the battlefield that is not visible to or within 6” of any enemies.



PALANITE ENFORCERS

THE HAND OF LAW



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PALANITE ENFORCERS RULES

GANG COMPOSITION

The Palanite Enforcers maintain a militaristic structure very different to the average gang rabble that infests the Underhive.

As such, at gang creation:

- If the Gang Leader is a **Palanite Captain**, the gang must include at least two Patrolmen.
- If the Gang Leader is a **Subjugator Captain**, the gang must include at least two Subjugators.

ENFORCER ARMOURY

A Palanite Enforcer gang has only two equipment lists: the *Enforcer Equipment List* and the *Subjugator Equipment List*.

Every fighter in the gang, regardless of rank, uses one of these two lists and has access to all the gear within it.

Note that the gang can still purchase and equip weapons and equipment from the Trading Post and Black Market.

ENFORCERS IN THE DOMINION CAMPAIGN

Palanite Enforcer gangs can join a Dominion Campaign, but there are a few key differences in the way they work compared to other gangs.

(1) UNIQUE TERRITORY

- Enforcers do not occupy and control Territories like other gangs.
- Instead, they begin a campaign in control of a single territory: the **Palanite Precinct**.

PALANITE PRECINCT

Fortress, prison, and execution ground – the precinct is the brutal authority of Lord Helmwar stamped boldly into the underhive’s heart for all to see.

► TERRITORY BOON

- Generate D6x10 credits for income.
- If an enemy gang assaults the Palanite Precinct and wins the battle, they gain +5 Rep.

(2) THE OCCUPATION PHASE

If a Palanite Enforcers gang wins a battle with a nominated, unoccupied Territory as the stake, instead of taking control of it, they choose one of the following:

- **Police Territory:** In a series of shock assaults and raids, the Enforcers shut down criminal enterprises and flush out troublemakers throughout the Territory:
 - *Gain D3+1 Reputation.*
 - *The gang counts as having control of the Territory – but can never use its Boons.*
- **Grant Territory:** Choose another gang participating in the campaign – they gain control of the Territory.

(3) THE TAKEOVER PHASE

- If a Palanite Enforcers gang challenges a gang for control of a Territory and wins the ensuing battle, they must choose to **Police** or **Grant** that Territory, as above.
- If a Palanite Enforcers gang is challenged, the enemy gang is assumed to be launching a bold assault against the Palanite Precinct Territory:
 - *The battle takes place inside the precinct, and automatically uses Zone Mortalis terrain.*
 - *The Palanite Enforcers gang sets up all tiles, barricades, terrain, and doors (choosing whether they are locked or unlocked – the Enforcers themselves always treat precinct doors as unlocked).*
 - *Though the challenger cannot take control of this Territory, they do gain benefits if they win, while the Enforcers will suffer negative effects.*
- The Palanite Enforcers automatically gain the “Home Turf Advantage” rule:
 - **HOME TURF ADVANTAGE:** *The Enforcers take Bottle Tests on 2D6, discarding the highest score, and gain a +1 modifier when attempting to Rally.*

When choosing crews, the defender must roll D6 for every Hanger-On they have – on 4+, that Hanger-On must be included in the crew (an exception to the usual Random Selection rules).

(4) UNIQUE TRIUMPH

Palanite Enforcer gangs cannot gain the Dominator Triumph; instead, they can reach for the following unique Triumph:

- **PEACEMAKER:** Awarded if no other gang can be awarded the Dominator Triumph (that is, because multiple gangs are tied on Territories).

PALANITE ENFORCERS GANG LIST

PALANITE CAPTAIN

(GANG LEADER) - 140 credits

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

EQUIPMENT

- The Palanite Captain comes equipped with a **Stub Gun**, **Magnacles**, **Flak Armour**, and an **Armoured Undersuit** at recruitment.
- The Palanite Captain may additionally purchase any weapons or equipment from the *Enforcer Equipment List*.
- During a campaign, the Palanite Captain may be given additional weapons and equipment purchased from this list; the Trading Post; or the Black Market.
- The Palanite Captain has no weapon restrictions – all types are available.

SKILLS

- The Palanite Captain gains one Primary skill at recruitment, which costs no XP and does not increase their credit value.
- Primary Skills:** *Brawn, Shooting, Palanite Drill.*
- Secondary Skills:** *Ferocity, Leadership.*

SPECIAL RULES

Gang Leader: A Palanite Enforcers gang must always include a single fighter with this special rule.

- During campaign play, this fighter may not retire – the only way out for a gang leader is death.
- If this fighter dies during a campaign (or is otherwise permanently lost), another fighter must be promoted to replace them, gaining the Gang Leader rule.

Gang Hierarchy (Leader): If the gang is Bottling, and this fighter passes their Cool check, all friendly Enforcer fighters within 12" automatically pass theirs.

In addition, during a campaign, this fighter can perform Post-Battle Actions.

Tools of the Trade: This fighter may take multiple equipment sets.

Group Activation (2): When this fighter activates, they may also activate two Ready fighters within 3" of their position, in addition to themselves.

This must be announced at the start of the activation, with chosen fighters clearly identified.

Activate the three fighters in any order, fully resolving each activation before proceeding to the next.

Note that a gang can only make **one** Group Activation per turn.

SUBJUGATOR CAPTAIN

(GANG LEADER) - 150 credits

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

EQUIPMENT

- The Subjugator Captain comes equipped with a **Stub Gun**, **Magnacles**, **Layered Flak Armour**, and an **Armoured Undersuit** at recruitment.
- The Subjugator Captain may additionally purchase any weapons or equipment from the *Subjugator Equipment List*.
- During a campaign, the Subjugator Captain may be given additional weapons and equipment purchased from this list; the Trading Post; or the Black Market.
- The Subjugator Captain has no weapon restrictions – all types are available.

SKILLS

- The Subjugator Captain gains one Primary skill at recruitment, which costs no XP and does not increase their credit value.
- Primary Skills:** *Brawn, Shooting, Palanite Drill*.
- Secondary Skills:** *Ferocity, Leadership*.

SPECIAL RULES

Gang Leader: A Palanite Enforcers gang must always include a single fighter with this special rule.

- During campaign play, this fighter may not retire – the only way out for a gang leader is death.
- If this fighter dies during a campaign (or is otherwise permanently lost), another fighter must be promoted to replace them, gaining the Gang Leader rule.

Gang Hierarchy (Leader): If the gang is Bottling, and this fighter passes their Cool check, all friendly Enforcer fighters within 12" automatically pass theirs.

In addition, during a campaign, this fighter can perform Post-Battle Actions.

Tools of the Trade: This fighter may take multiple equipment sets.

Group Activation (2): When this fighter activates, they may also activate two Ready fighters within 3" of their position, in addition to themselves.

This must be announced at the start of the activation, with chosen fighters clearly identified.

Activate the three fighters in any order, fully resolving each activation before proceeding to the next.

Note that a gang can only make **one** Group Activation per turn.

PALANITE SERGEANT

(CHAMPION) - 100 credits

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

EQUIPMENT

- The Palanite Sergeant comes equipped with a **Stub Gun**, **Magnacles**, **Flak Armour**, and an **Armoured Undersuit** at recruitment.
- The Palanite Sergeant may additionally purchase any weapons or equipment from the *Enforcer Equipment List*.
- During a campaign, the Palanite Sergeant may be given additional weapons and equipment purchased from this list; the Trading Post; or the Black Market.
- The Palanite Sergeant has no weapon restrictions – all types are available.

SKILLS

- The Palanite Sergeant gains one Primary skill at recruitment, which costs no XP and does not increase their credit value.
- Primary Skills:** *Cunning, Shooting, Palanite Drill.*
- Secondary Skills:** *Brawn, Ferocity, Leadership.*

SPECIAL RULES

Gang Hierarchy (Champion): If the gang is Bottling, and this fighter passes their Cool check, all friendly Enforcer fighters within 6" automatically pass theirs.

In addition, during a campaign, this fighter can perform Post-Battle Actions.

Tools of the Trade: This fighter may take multiple equipment sets.

Group Activation (1): When this fighter activates, they may also activate one Ready fighter within 3" of their position, in addition to themselves.

This must be announced at the start of the activation, with the other chosen fighter clearly identified.

Activate the two fighters in any order, fully resolving each activation before proceeding to the next.

Note that a gang can only make **one** Group Activation per turn.

SUBJUGATOR SERGEANT

(CHAMPION) - 110 credits

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

EQUIPMENT

- The Subjugator Sergeant comes equipped with a **Stub Gun**, **Magnacles**, **Layered Flak Armour**, and an **Armoured Undersuit** at recruitment.
- The Subjugator Sergeant may additionally purchase any weapons or equipment from the *Subjugator Equipment List*.
- During a campaign, the Subjugator Sergeant may be given additional weapons and equipment purchased from this list; the Trading Post; or the Black Market.
- The Subjugator Sergeant has no weapon restrictions – all types are available.

SKILLS

- The Subjugator Sergeant gains one Primary skill at recruitment, which costs no XP and does not increase their credit value.
- Primary Skills:** *Cunning, Shooting, Palanite Drill*.
- Secondary Skills:** *Brawn, Ferocity, Leadership*.

SPECIAL RULES

Gang Hierarchy (Champion): If the gang is Bottling, and this fighter passes their Cool check, all friendly Delaqua fighters within 6" automatically pass theirs.

In addition, during a campaign, this fighter can perform Post-Battle Actions.

Tools of the Trade: This fighter may take multiple equipment sets.

Group Activation (1): When this fighter activates, they may also activate one Ready fighter within 3" of their position, in addition to themselves.

This must be announced at the start of the activation, with the other chosen fighter clearly identified.

Activate the two fighters in any order, fully resolving each activation before proceeding to the next.

Note that a gang can only make **one** Group Activation per turn.

PATROLMAN

(GANGER) - 70 credits

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

EQUIPMENT

- The Patrolman comes equipped with a **Stub Gun**, **Magnacles**, **Flak Armour**, and an **Armoured Undersuit** at recruitment.
- The Patrolman may additionally purchase any weapons or equipment from the *Enforcer Equipment List*.
- During a campaign, the Patrolman may be given additional equipment (but not weapons) purchased from the Trading Post or Black Market.

SPECIAL RULES

Gang Fighter (Ganger): These fighters form the gang's backbone. The total number of Gang Leaders and Champions may **never** exceed the number of fighters with the *Gang Fighter (X)* rule.

HOUSE RULE:

Promotion (Patrolman Specialist): When the gang is founded, one Patrolman can be promoted to a Patrolman Specialist.

In a campaign, additional Patrolmen may also be promoted through an Advancement.

A Patrolman Specialist gains the following additional rules:

- *Tools of the Trade:* This fighter may take multiple equipment sets.
- *Special Weapons:* This fighter may equip Special Weapons from the Trading Post and Black Market.
- *Specialist:* This fighter may spend XP to gain additional skills.

SUBJUGATOR

(GANGER) - 80 credits

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

EQUIPMENT

- The Subjugator comes equipped with a **Stub Gun**, **Magnacles**, **Layered Flak Armour**, and an **Armoured Undersuit** at recruitment.
- The Subjugator may additionally purchase any weapons or equipment from the *Subjugator Equipment List*.
- During a campaign, the Subjugator may be given additional equipment (but not weapons) purchased from the Trading Post or Black Market.

SPECIAL RULES

Gang Fighter (Ganger): These fighters form the gang's backbone. The total number of Gang Leaders and Champions may **never** exceed the number of fighters with the *Gang Fighter (X)* rule.

HOUSE RULE:

Promotion (Subjugator Specialist): When the gang is founded, one Subjugator can be promoted to a Subjugator Specialist.

In a campaign, additional Subjugators may also be promoted through an Advancement.

A Subjugator Specialist gains the following additional rules:

- Tools of the Trade:* This fighter may take multiple equipment sets.
- Special Weapons:* This fighter may equip Special Weapons from the Trading Post and Black Market.
- Specialist:* This fighter may spend XP to gain additional skills.

ROOKIE

(JUVE) - no credits to recruit – special circumstances apply

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

EQUIPMENT

- A Rookie comes equipped with a **Stub Gun**, **Magnacles**, **Flak Armour**, and an **Armoured Undersuit** at recruitment.
- A Rookie may additionally purchase any Pistols, Basic Weapons, Close Combat Weapons, or equipment from the *Enforcer Equipment List*.
- During a campaign, the Rookie may be given additional equipment (but not weapons) purchased from the Trading Post or Black Market.

RECRUITMENT

- Rookies cannot be recruited into the gang through normal means.
- Instead, after a battle where the gang deleted any dead or retiring fighters from the Gang Roster, it may immediately recruit one free Rookie.
- The gang may only recruit one free Rookie after each battle, regardless of how many fighters they lost from it.

HOUSE RULE: A Rookie increases the Gang Rating by +50.

SPECIAL RULES

Gang Fighter (Juve): These fighters form the gang's backbone. The total number of Gang Leaders and Champions may **never** exceed the number of fighters with the *Gang Fighter (X)* rule.

Promotion (Patrolman or Subjugator): Once a Rookie gains five Advancements, they can be promoted to either a Patrolman or Subjugator, if desired.

Their category is adjusted to Ganger and they gain all the rules and gear access of their new rank – but lose the *Promotion*, *Fast Learner* and *Gang Fighter (Juve)* rules.

Fast Learner: In a campaign, this fighter may improve a characteristic any number of times without its cost increasing.

PALANITE ENFORCER SKILL ACCESS

	AGILITY	BRAWN	COMBAT	CUNNING	FEROCITY	LEADERSHIP	SHOOTING	SAVANT	PALANITE DRILL
Captain	–	Primary	–	–	Secondary	Secondary	Primary	–	Primary
Sergeant	–	Secondary	–	Primary	Secondary	Secondary	Primary	–	Primary
Patrolman	–	Secondary	–	–	Secondary	–	Primary	–	Primary
Subjugator	–	Secondary	–	–	Secondary	–	Primary	–	Primary
Rookie	Secondary	–	–	–	–	–	Secondary	–	Primary

ENFORCER EQUIPMENT LIST

PISTOLS	
• Autopistol.....	10
– Fragmentation Rounds.....	+10
– Manstopper Rounds.....	+10
• Stub Gun	5
– Dum Dum Rounds.....	+5
BASIC WEAPONS	
• Enforcer Boltgun.....	50
– Penetrator Rounds.....	+20
• Enforcer Shotgun (Salvo & Shredder Rounds).....	60
SPECIAL WEAPONS	
• Concussion Carbine.....	30
• Sniper Rifle.....	35

CLOSE COMBAT WEAPONS	
• Shock Stave.....	25
• Shock Baton.....	30
GRENADES	
• Choke Gas Grenades.....	50
• Frag Grenades.....	30
• Photon Flash Grenades.....	15
• Smoke Grenades.....	30
• Choke Gas Grenades.....	50
ARMOUR	
• Hardened Flak.....	20

PERSONAL EQUIPMENT	
• Bio-Booster.....	35
• Bio-Scanner.....	20
• Drop Rig.....	10
• Lock Punch.....	10
• Photo-Lumens.....	15
• Respirator.....	15
• Stimm-Slug Stash.....	30
WEAPON ACCESSORIES	
• Infra-Sight (Pistols, Basic, & Special Weapons).....	40
EXOTIC BEASTS	
• 0-2 Hardcase Cyber-Mastiff.....	70

SUBJUGATOR EQUIPMENT LIST

PISTOLS	
• Autopistol.....	10
– Fragmentation Rounds.....	+10
– Manstopper Rounds.....	+10
• Stub Gun	5
– Dum Dum Rounds.....	+5
BASIC WEAPONS	
• Subjugation Grenade Launcher (Frag & Stun Grenades).....	50
– Choke Gas Grenades.....	30
– Krak Grenades.....	35
– Photon Flash Grenades.....	15
– Scare Gas Grenades.....	40
– Smoke Grenades.....	15

HEAVY WEAPONS	
• Heavy Concussion Ram ►.....	70
• SLHG-Pattern Assault Ram ►.....	90
CLOSE COMBAT WEAPONS	
• Shock Stave.....	25
• Shock Baton.....	30
• Vigilance-Pattern Assault Shield	40
GRENADES	
• Choke Gas Grenades.....	50
• Frag Grenades.....	30
• Photon Flash Grenades.....	15
• Smoke Grenades.....	15
• Stun Grenades.....	15

PERSONAL EQUIPMENT	
• Bio-Booster.....	35
• Bio-Scanner.....	20
• Drop Rig.....	10
• Lock Punch.....	10
• Photo-Lumens.....	15
• Respirator.....	15
• Stimm-Slug Stash.....	30
WEAPON ACCESSORIES	
• Infra-Sight (Pistols, Basic, & Special Weapons).....	40
ARMOUR	
• Hardened Layered Flak.....	30
EXOTIC BEASTS	
• 0-2 Hardcase Cyber-Mastiff.....	70

PALANITE ENFORCERS EXOTIC BEASTS

HARDCASE CYBER-MASTIFF

(EXOTIC BEAST) - 70 credits

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

WEAPON	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
Shock Bite	-	E	-	-	S	-1	1	-	Shock, Rending, Melee

EQUIPMENT

Hardcase hide (counts as Light Carapace Armour and Respirator).

EXOTIC BEAST RULES

- **Joining a Fight:** If its owner participates in a battle, the Exotic Beast may also be included and does not count towards the gang's fighter limit (and so are not considered in Bottle Tests). If its owner is removed for any reason, the Exotic Beast is also removed.
- **Profile Restriction:** Exotic Beasts may never be issued new weapons or equipment – they can only use the ones included in their profile.
- **Activation:** When its owner activates (including as part of a Group Activation), all of their Exotic Beasts also activate. The activations can be resolved in any order.
- **Behaviour:** If an Exotic Beast ends its activation more than 3" away from their owner, it must make a Nerve check – if failed, it becomes Broken and immediately takes a free *Running for Cover* (Double) action.
 - ▶ An Exotic Beast flees towards its owner, rather than cover.
 - ▶ An Exotic Beast automatically Rallies if its activation ends within 3" of its owner (but does not gain XP).
- **Campaign Play:** Exotic Beasts gain XP and Lasting Injuries as normal, and roll Advancements on the *Ganger Advancement Table* (they can be promoted to Specialist). They can be taken Captive, and a Rescue Mission can be mounted for them as normal. Exotic Beasts cannot work Territories.

SKILLS

- A Hardcase Cyber-Mastiff comes with the *Threat Response* skill:

▶ **Threat Response:** To use this skill, the Cyber-Mastiff must be Standing and Active and have the Ready condition.

When an enemy completes a Charge (Double) action within 6" of them, the cyber-mastiff may discard their Ready condition to target that enemy with a Charge (Double) action of their own.

The cyber-mastiff's action is fully resolved first. If the enemy survives, they may then resolve their own.

- **Primary Skills:** Brawn.
- **Secondary Skills:** Ferocity.

SPECIAL RULES

Tenacious: Hardcase Cyber-Mastiffs are renowned for their tenacity. If the Cyber-Mastiff is taken Out of Action, do not immediately remove it from play if it has not yet activated.

Once the Cyber-Mastiff completes its activation this round, remove it from play.

Faithful Protector: The Cyber-Mastiff's owner is immune to the *Coup de Grace* (Simple) action if it is Active or Engaged within 3".

Takedown: If the Cyber-Mastiff's owner is Engaged, and it is activated within 6" of them, the Cyber-Mastiff may immediately be moved into base contact with any enemy they are currently Engaged with. This is a free action.

PALANITE ENFORCERS ARMOURY

CLOSE COMBAT WEAPONS

WEAPON	RANGE		ACCURACY				D	Ammo	Traits
	S	L	S	L	Str	AP			
Shock Baton	-	E	-	-	S	-	1	-	Shock, Parry, Melee
Shock Stave	E	2"	-	-	S+1	-	1	-	Shock, Versatile, Melee
Vigilance-Pattern Assault Shield	-	E	-	-	S	-	1	-	Shield, Knockback, Melee

GRENADES

WEAPON	RANGE		ACCURACY				D	Ammo	Traits
	S	L	S	L	Str	AP			
Choke Gas Grenade	-	Sx3	-	-	-	-	-	5+	Blast (3"), Gas, Grenade
Frag Grenade	-	Sx3	-	-	3	-	1	4+	Blast (3"), Knockback, Grenade
Photon Flash Grenade	-	Sx3	-	-	-	-	-	5+	Blast (5"), Flash, Grenade
Scare Gas Grenade	-	Sx3	-	-	-	-	-	6+	Blast (3"), Fear, Gas, Grenade
Smoke Grenade	-	Sx3	-	-	-	-	-	4+	Blast (3"), Smoke, Grenade

PISTOLS

WEAPON	RANGE		ACCURACY				D	Ammo	Traits
	S	L	S	L	Str	AP			
Autopistol	4"	12"	+1	-	3	-	1	4+	Rapid Fire (1), Sidearm
♦ Fragmentation Rounds	4"	12"	+1	-	3	-1	1	4+	Rapid Fire (1), Limited, Sidearm
♦ Manstopper Rounds	4"	12"	+1	-	4	-	1	4+	Rapid Fire (1), Limited Sidearm
Stub Gun	6"	12"	+2	-	3	-	1	4+	Plentiful, Sidearm
♦ Dum Dum Rounds	5"	10"	+1	-	4	-	1	4+	Limited, Sidearm

BASIC WEAPONS

WEAPON	RANGE		ACCURACY				Str	AP	D	Ammo	Traits
	S	L	S	L							
Enforcer Boltgun	12"	24"	+1	-	4	-1	2	4+			Rapid Fire (1)
♦ Penetrator Rounds	12"	24"	+1	-	4	-2	2	4+			Rapid Fire (1), Rending, Unstable
Enforcer Shotgun											
♦ Salvo Rounds	4"	12"	+1	-	4	-	2	4+			Rapid Fire (1), Knockback
♦ Shredder Rounds	-	T	-	-	2	-	1	4+			Scattershot, Template
Subjugation Grenade Launcher											
♦ Choke Gas Grenades	6"	24"	-1	-	-	-	-	5+			Blast (3"), Gas, Limited
♦ Frag Grenades	6"	24"	-1	-	3	-	1	4+			Blast (3"), Knockback
♦ Krak Grenades	6"	24"	-1	-	6	-2	2	6+			
♦ 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+			Blast (5"), Smoke
♦ Stun Grenades	6"	24"	-	-	3	-	1	4+			Concussion

SPECIAL WEAPONS

WEAPON	RANGE		ACCURACY				Str	AP	D	Ammo	Traits
	S	L	S	L							
Concussion Carbine	9"	18"	+1	-	3	-1	1	4+			Blast (3"), Concussion, Knockback, Seismic
Sniper Rifle	24"	48"	-	+1	4	-1	1	4+			Knockback, Rending

HEAVY WEAPONS

WEAPON	RANGE		ACCURACY				Str	AP	D	Ammo	Traits
	S	L	S	L							
Heavy Concussion Ram ►►	15"	30"	+1	-	4	-1	1	4+			Blast (3"), Concussion, Knockback, Seismic
SLHG-Pattern "Sledgehammer" ►►											
♦ Assault Ram	E	2"	-	-	S+2	-1	2	-			Knockback, Pulverise, Versatile, Melee
♦ Auxiliary Grenade Launcher											
— Choke Gas Grenades	6"	24"	-1	-	-	-	-	5+			Blast (3"), Gas, Limited
— Frag Grenades	6"	24"	-1	-	3	-	1	6+			Blast (3"), Knockback

WEAPON ACCESSORIES

Accessories with a [★] cannot be fitted together on the same weapon.

INFRA-SIGHT [★]

- **FITTED TO:** Pistols, Basic Weapons, Special Weapons, Heavy Weapons
- **EFFECTS:** The weapon disregards the -1 modifier for partial cover, and treats full cover as partial. This ability does not stack with the *Trick Shot* skill.

The weapon ignores the effect of smoke clouds.

If the Pitch Black rules are in effect, the weapon can spot targets up to 12" away, instead of 3".

An infra-sight **cannot** be fitted to a weapon with the *Rapid Fire (X)*, *Blast (3")* or *Blast (5")* traits.

ARMOUR

FLAK ARMOUR

- The wearer gains a 6+ armour save.
- Against weapons that use a Blast marker or Flame template, this increases to 5+.

HARDENED FLAK ARMOUR

- The wearer gains a 6+ armour save.
- Against weapons that use a Blast marker or Flame template, this increases to 5+.
- If the wearer is hit by a ranged attack, the AP value of that weapon is reduced by 1 (to a minimum of -1).

LAYERED FLAK ARMOUR

- The wearer gains a 5+ armour save.
- Against weapons that use a Blast marker or Flame template, this increases to 4+.

HARDENED LAYERED FLAK ARMOUR

- The wearer gains a 5+ armour save.
- Against weapons that use a Blast marker or Flame template, this increases to 4+.
- If the wearer is hit by a ranged attack, the AP value of that weapon is reduced by 1 (to a minimum of -1).

EQUIPMENT

ARMoured UNDERSUIT

- An armoured undersuit can be worn in conjunction with armour, or on its own.
- If worn in conjunction with armour, the wearer improves their armour save by +1.
- If worn alone, the wearer gains a 6+ armour save.

BIO-BOOSTER

- The first time the owner rolls an Injury, roll one less die.
- If only one die would be used, instead roll two and choose which result to apply.

BIO-SCANNER

- If the Sneak Attack rules are in effect and the owner is acting as a Sentry, they gain a +1 modifier when rolling to spot an attacker.
- The owner can attempt to spot an attacker who is not within their vision arc.

DROP RIG

- If the owner is Active and within 1" of an edge, they can take the following action:
 - ▶ **DESCEND (Basic):** Move up to 3" horizontally, and up to 12" vertically. The fighter's vertical movement must be downwards – i.e. towards the ground.

LOCK PUNCH

- When the owner takes the *Force Door (Basic)* action, they count as +4 Strength.
- A door opened with a Lock Punch is permanently damaged and removed from the battlefield.

PHOTO-LUMENS

- If the Pitch Black rules are in effect, the owner can make ranged attacks against targets within 12", instead of the usual 3".
- The owner can never gain the Hidden condition, and always counts as having the Revealed condition.

RESPIRATOR

- If the owner is hit by a weapon with the *Gas* trait, their Toughness counts as +2 when rolling to determine whether they are affected.

STIMM-SLUG STASH

- Once per game, the owner can choose to take stimmslug stash prior to making any action.
- They immediately discard one Flesh Wound, and until the end of this round, they gain +2 Movement, Strength, and Toughness.
- At the start of the End Phase of this round, roll D6 – on 1, the stimmslug overload is too much. Roll an Injury die and apply that result.

PETITIONING COMMAND

ENFORCER FAVOURS

At the campaign Arbitrator's discretion, gangs can attempt to gain a House Favour. Usually, this occurs at the start of a campaign week, but can be at any point the Arbitrator deems appropriate.

In a Palanite Enforcers gang, favours represent special requests and requisitions from further up the chain of command.

Be warned! While the gang's masters may bestow them gifts, they might also exact a price for those audacious enough to call upon them.

If a gang has an **Alliance**, they may not seek a favour.

PETITIONING FOR FAVOUR

Before the game, after choosing your crew for the scenario, then **roll 2D6 and add +1 for every enemy gang in the campaign with a higher Gang Rating than you** (to a maximum of +3).

Determine the final score and immediately apply the result from the list.

(2) REASSIGNED TO SECUNDUS

The messenger is in the wrong place at the wrong time, drawing the impatient wrath of the Palanite higher-ups.

- Choose one fighter to infuriate Palanite command.
- They are permanently removed from the gang, along with all their weapons and equipment.

(3-5) SUPPLY CHAIN FAILURE

The request is logged, the forms completed in triplicate – but where is the support?

- No immediate effect.
- The gang may attempt to seek a Favour again after their next battle, rather than waiting for a new campaign week.

(6-8) RESUPPLY

Praising Helmawr's benevolence, Palanite command releases a shipment of fresh-forged arms.

- Gain 2D6x10 credits, which must immediately be spent on weapons and equipment from any one of the gang's equipment lists.
- Any unspent credits are lost.

(9-10) NEW BLOOD

Fresh from the academy!

- The gang may recruit one Rookie for free, who does not come with any weapons or equipment.

(11-12) DRILL ABBOTT'S INSPECTION

Command deploys a hardened trainer to show the precinct a thing or two about fighting on Necromunda's mean streets.

- Roll D3+1 and choose that many fighters in the gang.
- Each one gains +D6 bonus XP, rolled individually.

(13+) OLD PRO

A grizzled veteran patrolman sent down-hive to help the precinct enact Helmawr's will.

- The gang may recruit a free fighter with the *Gang Fighter (Ganger)* rule.
- The fighter comes with up to 150 credits worth of weapons and equipment (any unspent credits are lost).
- The fighter comes with 2D6 XP.

PALANITE ENFORCER SUB-PLOTS

USING SUB-PLOTS

NOTE: in the current edition of Necromunda, all of the House gangs now have their own unique Sub-Plots. Those that follow here are the original, general Sub-Plots. Some names and wording has been changed for the sake of characterisation, but the content is identical across gangs.

Sub-Plots are side missions a gang can pursue mid-battle – kept secret from the opponent until completed and rewarding extra credits, XP, Reputation, or Gang Tactics cards.

A House's fortunes are tied invisibly to those of its strongest gangs. Each gang leader is akin to a general in the House's armies – every victory granting the hidden masters more political capital to further their schemes.

As such, sometimes the House's nobles take a direct hand in matters – meddling in the gang's affairs, and sending them on errands, and pressing them into agendas where they can have the most impact. Gang leaders ignore these directives at their peril.

- Players should agree prior to the battle whether to use Sub-Plots. If so, a **deck of playing cards** is required. Each player privately draws one card, then consults their list of House Sub-Plots to see what secret assignment their gang has been given.
- Every **Joker** drawn must be shown to your opponent, then discarded. You must then privately draw **two** cards. If one of these is a Joker, do the same again.
- Once you complete a Sub-Plot, reveal it to your opponent, gain the rewards and apply the effects, then discard the card.

SUB-PLOTS TABLE

SPADES: SUPPRESSION OPS

(A♠) ORDER RESTORED

- A fighter in the enemy deployment zone can take the following action:
 - ▶ **TEAR DOWN GANG ICONS (Double):** *This sector is reclaimed for Helmawr.*
- Reveal the first time you take this action. If the gang completes three *Tear Down Gang Icons (Double)* actions, gain D3+1 Rep.

(2♠) WE ARE WATCHING

- A fighter in the enemy deployment zone can take the following action:
 - ▶ **INSTALL VID-THIEF (Double):** *Affix the recording device to nearby wall, ready to transmit back to the precinct.*
- Reveal the first time you take this action. If the gang completes three *Install Vid-Thief (Double)* actions, gain D3+1 Rep.

(3♠) PERFECTLY MAINTAINED

- Reveal when the battle begins.
- Randomly select one fighter – then choose weapon they are wielding. It gains +1 Strength and Damage for the remainder of the battle.
- If you win the battle, gain +D3 Rep.

(4♠) URBAN PACIFICATION

- Reveal when the battle begins.
 - ▶ **Zone Mortalis:** *Your gang must destroy three doors.*
 - ▶ **Sector Mechanicus:** *Choose a terrain piece roughly 6" wide to destroy (it has Toughness 8, Wounds 8, and is hit automatically).*
- Claim if you destroy the target(s) – gain +D3 Rep

(5♠) MERCILESS JUSTICE

- Reveal at the end of the game, if at least five enemy fighters went Out of Action.
 - ▶ *Fighters who Bottled and fled the battlefield do not count.*
- Gain +D3+1 Rep.

(6♠) VERIFIED GUILTY

- Reveal at the start of the battle. Randomly choose one enemy. A fighter in base contact with this enemy can take the following action:
 - ▶ **PLANT EVIDENCE (Basic):** Gain +D3 Rep. At the end of the battle, if this enemy is not Seriously Injured or Out of Action, gain an additional +D3 Rep.

(7♠) EXCLUSION ZONE

- Reveal at the start of the battle. Choose a terrain piece at least 12" from your deployment zone.
- At the end of the game, if there are no enemies within 6" of this objective, gain +D3 Rep.

(8♠) WARRANT SERVED

- Reveal at the end of the game. If you have four or more fighters in the enemy deployment zone, gain +D6 Rep.

(9♠) THE HAMMER FALLS

- Reveal when you take an enemy Gang Leader or Champion Out of Action.
- At the end of the game, if the enemy has no Gang Leader or Champions in play, gain +D6 Rep.

(10♠) FALL FROM GRACE

- Reveal if your fighter knocks an enemy down a Pitfall, or makes them fall from a height that sends them Out of Action.
- Gain +D3 Rep. At the end of the game, if three enemies have been taken Out of Action in this manner, gain an additional +D3 Rep.

(J♠) THE IRON FIST OF LAW

- Reveal if your fighter takes an enemy Out of Action with an unarmed attack.
- Gain +D3 Rep. This increases to +D6, if the victim was a Gang Leader or Champion.

(Q♠) SCARED STRAIGHT

- Reveal when the last enemy Juve goes Out of Action – gain +D6 Rep.
 - ▶ *If the enemy gang has no Juves, reveal when the three enemy fighters with the lowest value go Out of Action.*

(K♠) CASE CLOSED

- Reveal at the end of the battle, if you won the scenario within ten rounds.
- Gain +D6 Rep. This increases to +2D6, if you won the scenario within five rounds.

HEARTS: ORDERS FROM ABOVE

(A♥) TERMINATION WARRANT

- Reveal at the start of the battle, after selecting crews but before deployment.
- Randomly select one enemy. At the end of the game, if this fighter is Out of Action, gain D6x10 credits.
- This increases to 2D6x10 credits if the target was taken Out of Action by a *Coup de Grace (Simple)* actions, or a weapon with the *Melee* trait.

(2♥) UNTOUCHABLE

- Reveal at the start of the battle. Randomly select one of your participating Rookies (if you have none, select a fighter with the *Gang Fighter (Ganger)* rule).
- At the end of the battle, if this fighter has not lost any Wounds, gain 10 credits.
- This increases to D6x10 if this fighter did not lose any Wounds, but inflicted at least one Wound on an enemy.

(3♥) SNITCH'S REPORT

- A fighter within 3" of a Ductway (**Zone Mortalis**), or who is on the upper level of a terrain piece (**Sector Mechanicus**) can take the following action:
 - ▶ **SEARCH FOR REPORT (Double):** Roll D6 – on 5+, the fighter locates the informant's missing report. Gain 2D6x10 credits.
 - If the fighter is taking this action on the last unsearched Ductway or terrain piece, do not roll – the action is automatically successful.*
- If you win the battle, gain +D3 Rep.

(4♥) FINAL WARNING

- If your fighter successfully hits an enemy Gang Leader with a close combat attack, you can choose to reveal.
- If you do, the attack ends without rolling to Wound, and with no further effect or impact on the enemy.
- Gain D6x10 credits. This increases to 2D6x10 credits if it was your Gang Leader who delivered this warning.

(5♥) BREAK THEIR LINES

- Reveal once two enemy fighters have become Broken during the game.
- Gain D3x10 credits. This increases to D6x10 if three or more enemies became Broken.

(6♥) FEARLESS ADVANCE

- Reveal at the start of the battle. Your fighters reduce the benefits of cover by -1.
- If you win the battle, gain 2D6x10 credits. This increases to 3D6x10 credits, if you won with none of your fighters Out of Action.

(7♥) COMMUNITY DONATIONS

- A fighter in base contact with an enemy can take the following action:
 - ▶ **SHAKEDOWN (Basic):** Gain D3x10 credits. This increases to D6x10 credits if the target is a Gang Leader or Champion.
- Reveal the first time this action is taken.

(8♥) GRIEVOUS BODILY HARM

- Reveal if the gang takes an enemy Out of Action by causing another fighter (friendly or enemy) to fall on them.
- Gain 2D6x10 credits. This increases to 3D6x10 credits if the fighter who goes Out of Action is a Gang Leader or Champion.

(9♥) THE FATE OF ALL CRIMINALS

- Reveal if your fighter makes an attack that rolls 3+ Injury dice, and at least one of the results is Out of Action.
- Gain D6x10 credits.

(10♥) NO WITNESSES

- Reveal if your fighter takes an enemy Out of Action, and no enemies have line of sight to either the fighter or the victim.
- Gain D3x10 credits. This increases to D6x10 credits if the victim was taken Out of Action by a weapon with the *Melee* trait.

(J♥) SHOCK AND AWE

- Reveal at the end of any round where the gang has fired five or more weapons with the *Blast*, *Rapid Fire (X)*, or *Blaze* trait without causing any Wounds
- Gain 2D6x10 credits.

(Q♥) MOBILE SURVEILLANCE

- Reveal at the start of the game. Choose a random enemy. Any fighter within 12" of this enemy can take the following action:
 - ▶ **SHADOW (Double):** *The fighter takes no other action this turn and gains the Shadowing condition.*
 - **SHADOWING:** *When the fighter's target next moves, the fighter automatically moves after them (they are stopped by impassable terrain or another fighter).*

If the fighter ends this move more than 12" from the target, they lose the Shadowing condition.
- At the end of the game, if you have a fighter with the Shadowing condition, gain +D6 Rep.

(K♥) NON-LETHAL SUPPRESSION

- Reveal at the end of the battle. For every fighter (friend or enemy) who went Out of Action but did not suffer a *Memorable Death* (66), gain D3x10 credits.
- This increases to D6x10 credits if the fighter suffered a *Critical Injury* (61-65).

CLUBS: MEAN STREETS

(A♣) COMMS DOWN

- Reveal at the beginning of the first round.
- Your Gang Leader's "Leading by Example" range is reduced to 6".
- Anyone who cannot trace line of sight to a friendly fighter suffers a -1 modifier to Leadership and Cool checks.
- If you win the battle, every participating fighter gains +D3 bonus XP.

(2♣) FAILED HIT

- Reveal at the start of the game. Randomly select a fighter. They lose -1 Movement, Weapon Skill, Ballistic Skill, and Strength for the duration of the battle.
- If this fighter ends the battle without being Seriously Injured or taken Out of Action, they gain +D6 bonus XP.

(3♣) PATROL INBOUND

- Reveal before rolling Priority in the first round.
- Randomly select D3 of your fighters who are not participating in this battle.
- Immediately place them within your deployment zone; they are now part of your existing crew.
- If you lose this battle, none of your fighters receive XP for this scenario.

HOUSE RULE: Your fighters still gain XP for taking enemies Out of Action.

(4♣) LOADED WITH AMMO

- Reveal at the start of the battle. Your fighters may re-roll failed Ammo checks.
- Ranged attacks against your fighters all gain a +1 modifier to Damage.
- At the end of the battle, every fighter in the gang who did not go Out of Action gains +D3 bonus XP.

(5♣) LOW MORALE

- Reveal at the start of the battle. Every fighter in the gang must reduce their Cool by 2 for the duration of the battle.
- If you win the scenario, every participating fighter gains +D3 bonus XP. This increases to +D6 XP if you won with no fighters going Out of Action.

(6♣) WORD ON THE STREET

- Reveal prior to deployment. Your gang must set up before any other opponent, regardless of the any normal rules.
- Your opponent automatically takes Priority in the first round of the game, and adds +1 to their Priority roll in each round.
- At the end of the battle, any fighter who did not go Out of Action gains +D3 bonus XP.

(7♣) IMPERSONATOR!

- Reveal the first time one of your fighters with the *Gang Fighter (Ganger)* rules goes Out of Action.
- Do not remove them from play. Instead, they are returned to full Wounds and any negative conditions that were affecting them are cancelled.
- The impersonator is now part of the enemy gang.
- If a fighter takes the impersonator Out of Action (again), they gain +D6 bonus XP.
- If this happens, the impersonator does not roll for Lasting Injury, as the "true" fighter never actually participated in this battle.

(8♣) FINAL JUSTICE

- Reveal the first time your gang takes the *Coup de Grace (Simple)* action. The fighter responsible gains +1 bonus XP.
- For the remainder of the battle, any fighter from the gang who takes the *Coup de Grace (Simple)* action gains +1 bonus XP (each fighter only gains this reward once, however).

(9♣) UNCLEAR ORDERS

- Reveal the first time that you activate a Gang Leader or Champion. For the rest of the battle, this fighter cannot make Group Activations.
- At the end of the battle, if this fighter was not taken Out of Action, they gain +D3 bonus XP if they are a Champion, or +D6 bonus XP if they are a Gang Leader.

(10♣) THE THIN RED LINE

- Reveal when a fighter enters base contact with two or more enemies.
- At the end of their activation, they gain +D3 bonus XP. This increases to +D6, if they have successfully taken all these enemies Out of Action by the end of their activation.

(J♣) FOR HELMAWR!

- Reveal when one of your fighters successfully Rallies. They gain +2 XP for doing so, rather than the usual +1 XP.
- For the remainder of the battle, any fighter from the gang who successfully Rallies gains +2 XP, instead of the usual +1 XP (each fighter only gains this reward once, however).

(Q♣) STREET INSTINCTS

- Reveal the first time that one of the following occurs:
 - ▶ *Your fighter successfully leaps a Pitfall*
 - ▶ *Your fighter successfully leaps a gap wider than their base*
 - ▶ *Your fighter survives damage from a fall or environmental hazard*
- They gain +1 bonus XP.
- For the remainder of the battle, any fighter who does the same gains +1 bonus XP (each fighter only gains this reward once, however).

(K♣) EXPERIMENTAL STIMMS

- Reveal when the gang suffers its first Flesh Wound.
- For the remainder of the battle, when the gang rolls a Flesh Wound result on the Injury die, they treat it as “No Effect.”
- However, any fighter who rolls for Lasting Injury must roll twice and take the worse result.
- At the end of the battle, every fighter who is not Seriously Injured or Out of Action gains +D3 bonus XP.

DIAMONDS: RULE OF LAW

(A♦) PROFESSIONAL RESPONSE

- Reveal at the end of any round where three or more enemy fighters are Seriously Injured or taken Out of Action.
- Gain +1 random Gang Tactics card.

(2♦) BACK-ALLEY BEATDOWN

- Reveal when the gang takes an enemy Out of Action using a weapon with the *Melee* trait, in a location that is out of line of sight and more than 12" from other enemies.
- Gain +1 random Gang Tactics card.

(3♦) CROWD DISPERSAL

- Reveal if at least half the enemy gang is Seriously Injured, Out of Action, or removed from play.
- Gain +1 random Gang Tactics card.

(4♦) HARD BOILED

- Reveal when an enemy fails a Willpower check by rolling 10+.
- Gain +1 random Gang Tactics card.

(5♦) PALANITE CONTROL BYPASS

- Reveal at the start of the battle. Choose three door consoles (**Zone Mortalis**) or terrain pieces (**Sector Mechanicus**) at least 6" from your deployment zone, and 8" from each other.
- A fighter within 1" of one of these objectives can take the following action:
 - ▶ **UPLOAD PALANITE OVERRIDE (Double):** *Check Intelligence – if passed, gain +1 Gang Tactics card of your choice. This action can only be taken once per game.*

(6♦) MISSING EVIDENCE

- Reveal the first time that the gang takes an enemy Out of Action using a weapon with the *Melee* trait, or the *Coup de Grace (Simple)* action.
- Roll D6 – on 6+, you have located the required evidence and gain +1 Gang Tactics card of your choice.
- Otherwise, each successive time you make this roll adds an additional +1 to the result.

(7 ♦) ON THE GROUND, NOW!

- Reveal at the end of any round if three or more enemies are Prone.
- Gain +1 random Gang Tactics card.

(8 ♦) CRIMINAL DATABASE

- Reveal when a fighter within 6" of the enemy Gang Leader takes the following action:
 - ▶ **PICT-CAPTURE (Double):** *Identity confirmed. The fighter gains the Carrying Crucial Data condition.*
 - **CARRYING CRUCIAL DATA:** *If this fighter returns to the gang's deployment zone, remove them from play.*
Gain +3 Gang Tactics cards of your choice.
The fighter does not count as being Out of Action or Seriously Injured for the purposes of Bottle tests

(9 ♦) EXTREME AREA DENIAL

- Reveal at the start of the battle. Randomly select one fighter to be the bomb carrier.
- The bomb carrier can take the following action if they are within 6" of the battlefield's centre:
 - ▶ **PLANT BOMB (Simple):** *By Helmwarr's will, bring it all down.*
- If the gang completes three *Plant Bomb (Simple)* actions, gain +1 Gang Tactics card of your choice.
- If the bomb carrier goes Out of Action before they have taken three *Plant Bomb (Simple)* actions, centre the Blast (5") marker on them – every fighter the marker touches suffers a Strength 3, AP 0, Damage 1 hit with the *Knockback* trait.

(10 ♦) CRIMINAL INFORMANT

- A fighter in base contact with an enemy who has the *Gang Fighter (Ganger)* or *Gang Fighter (Juve)* rule can take the following action:
 - ▶ **RECRUIT INFORMANT (Basic):** *The target must check Willpower – if failed, their gang gains D3x10 credits and that fighter is removed from play (they do not count as being Out of Action for the purposes of Bottle Tests).*
- Reveal the first time a fighter takes this action.
- This action can be taken multiple times.

(J ♦) CRITICAL DELIVERY

- Reveal at the start of the battle. Randomly select one fighter to be the courier.
- At the end of any round, if the courier is inside the enemy's deployment zone, remove them from play and gain +2 Gang Tactics cards of your choice.
- The courier does not count as being Out of Action for the purposes of Bottle Tests.

(Q ♦) AN EXAMPLE IN BRUTALITY

- Reveal at the start of the battle. Choose a point on the battlefield at least 12" from your deployment zone.
- As soon as there are two or more Seriously Injured fighters within 6" of this point, gain +1 Gang Tactics card of your choice.

(K ♦) THE BAD SHAKES

- Reveal at the start of the battle. Randomly select one fighter to be carrying a virulent infection.
- If the enemy gang takes this fighter Out of Action using a weapon with the *Melee* trait, gain +1 random Gang Tactics card.
- If the infected fighter is a Gang Leader or Champion, you may choose the card, instead.



SLAVE OGRYNS

THE OUTLAW RUNAWAYS

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SLAVE OGRYN RULES

OUTLAW ALIGNMENT

A Slave Ogryn gang is always **Outlaw** – it can never change its alignment (at least, not without Arbitrator permission).

AUGMETIC WEAPONS

Slave Ogryns have access to unique and powerful **Augmetic Weapons**.

An Augmetic Weapon can only be purchased at recruitment – they are unavailable at all other times.

SLAVE OGRYN GANG LIST

OVERBOSS

(GANG LEADER) - 145 credits

M	WS	BS	S	T	W	I	A	Ld	CI	WP	Int
5"	3+	5+	5	5	3	3+	3	8+	5+	9+	8+

EQUIPMENT

- The Overboss may purchase any weapons or equipment from the *Overboss Equipment List*.
- At recruitment, the Overboss may purchase **Augmetic weapons**. They cannot take Augmetic weapons at any point afterwards.
- During a campaign, the Overboss may be given additional weapons from the Close Combat Weapons section of this list.
- During a campaign, the Overboss may be given equipment purchased from this list; the Trading Post; or the Black Market.

SKILLS

- The Overboss gains one Primary skill at recruitment, which costs no XP and does not increase their credit value.
- **Primary Skills:** *Brawn, Leadership, Muscle.*
- **Secondary Skills:** *Combat, Ferocity.*

SPECIAL RULES

Gang Leader: A Slave Ogryn gang must always include a single fighter with this special rule.

- During campaign play, this fighter may not retire – the only way out for a gang leader is death.
- If this fighter dies during a campaign (or is otherwise permanently lost), another fighter must be promoted to replace them, gaining the Gang Leader rule.

Gang Hierarchy (Leader): If the gang is Bottling, and this fighter passes their Cool check, all friendly Slave Ogryn fighters within 12" automatically pass theirs.

In addition, during a campaign, this fighter can perform Post-Battle Actions.

Group Activation (1): When this fighter activates, they may also activate one Ready fighter within 3" of their position, in addition to themselves.

This must be announced at the start of the activation, with the other chosen fighter clearly identified.

Activate the two fighters in any order, fully resolving each activation before proceeding to the next.

Note that a gang can only make **one** Group Activation per turn.

Runaway: If this fighter is taken Captive and Sold to the Guilders, they are worth an additional D6x10 credits.

OVERBOSS EQUIPMENT LIST

AUGMETIC WEAPONS	
• Augmetic Fist.....	40
– Paired Augmetic Fists ►►.....	70
• Arc Welder.....	50
• Heavy Rock Cutter ►►.....	120
• Heavy Rock Saw ►►.....	135
• Las Cutter.....	60
• Storm Welder.....	75
WEAPON ACCESSORIES	
• Suspensor (<i>Heavy Weapons only</i>)...	60

CLOSE COMBAT WEAPONS	
• Axe.....	10
• Brute Cleaver.....	20
• Maul.....	10
• Spud-Jacker.....	15
• Two-Handed Axe ►►.....	25
• Two-Handed Hammer ►►.....	35
ARMOUR	
• Furnace Plates.....	5
• Light Carapace Armour.....	80

GRENADES	
• Blasting Charges.....	35
• Demo Charge.....	50
• Frag Grenades.....	30
• Incendiary Grenades.....	40
• Krak Grenades.....	45
PERSONAL EQUIPMENT	
• Armoured Undersuit.....	25
• Bio-Booster.....	35
• Drop Rig.....	10
• Servo-Harness (Partial)	100
• Stimm-Slug Stash.....	25

UNDERBOSS

(CHAMPION) - 100 credits

M	WS	BS	S	T	W	I	A	Ld	CI	WP	Int
5"	3+	5+	5	5	3	4+	2	8+	7+	9+	9+

EQUIPMENT

- A Underboss may purchase any weapons or equipment from the *Underboss Equipment List*.
- At recruitment, an Underboss may purchase **Augmetic weapons**. They cannot take Augmetic weapons at any point afterwards.
- During a campaign, the Underboss may be given additional weapons from the Close Combat Weapons section of this list.
- During a campaign, the Underboss may be given equipment purchased from this list; the Trading Post; or the Black Market

SKILLS

- The Underboss gains one Primary skill at recruitment, which costs no XP and does not increase their credit value.
- Primary Skills:** *Brawn, Muscle*.
- Secondary Skills:** *Combat, Ferocity, Leadership*.

SPECIAL RULES

Gang Hierarchy (Champion): If the gang is Bottling, and this fighter passes their Cool check, all friendly Slave Ogryn fighters within 6" automatically pass theirs.

In addition, during a campaign, this fighter can perform Post-Battle Actions.

Runaway: If this fighter is taken Captive and Sold to the Guilders, they are worth an additional D6x10 credits.

UNDERBOSS EQUIPMENT LIST

AUGMETIC WEAPONS	
• Augmetic Fist.....	40
– Paired Augmetic Fists ►►.....	70
• Arc Welder.....	50
• Heavy Rock Cutter ►►.....	120
• Heavy Rock Saw ►►.....	135
• Las Cutter.....	60
• Storm Welder.....	75
WEAPON ACCESSORIES	
• Suspensor (<i>Heavy Weapons only</i>)...	60

CLOSE COMBAT WEAPONS	
• Axe.....	10
• Brute Cleaver.....	20
• Maul.....	10
• Spud-Jacker.....	15
• Two-Handed Axe ►►.....	25
• Two-Handed Hammer ►►.....	35
ARMOUR	
• Furnace Plates.....	5
• Light Carapace Armour.....	80

GRENADES	
• Blasting Charges.....	35
• Demo Charge.....	50
• Frag Grenades.....	30
• Incendiary Grenades.....	40
• Krak Grenades.....	45
PERSONAL EQUIPMENT	
• Armoured Undersuit.....	25
• Bio-Booster.....	35
• Drop Rig.....	10
• Servo-Harness (Partial)	100
• Stimm-Slug Stash.....	25

OGRYN

(GANGER) - 90 credits

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

EQUIPMENT

- An Ogryn may purchase any weapons or equipment from the *Ogryn Equipment List*.
- At recruitment, an Ogryn may purchase **Augmetic weapons**. They cannot take Augmetic weapons at any point afterwards.
- During a campaign, an Ogryn may be given additional weapons from the Close Combat Weapons section of this list.
- During a campaign, an Ogryn may be given equipment purchased from this list; the Trading Post; or the Black Market

SKILLS

An Ogryn comes with the *Headbutt* skill at recruitment:

- **Headbutt:** If the fighter is Engaged, they may take the following action:
 - ▶ **HEADBUTT (Basic):** Choose an Engaged target and roll two D6s – if either rolls equal or higher than their Toughness, the target suffers a Strength +2, AP 0, Damage 2 hit.

If both roll lower than the target's Toughness, the attacker suffers a hit equal to their own Strength, at AP 0 and Damage 1.

SPECIAL RULES

Gang Fighter (Ganger): These fighters form the gang's backbone. The total number of Gang Leaders and Champions may **never** exceed the number of fighters with the *Gang Fighter (X)* rule.

Limited Learning Capacity: This fighter cannot become a Specialist. If they roll a 2 or 12 on the Advancement table, they may instead choose any other result.

Loyal: When providing assistance to an Engaged friendly fighter, an Ogryn grants them a +2 modifier to hit, rather than the usual +1.

Runaway: If this fighter is taken Captive and Sold to the Guilders, they are worth an additional D6x10 credits.

OGRYN EQUIPMENT LIST

AUGMETIC WEAPONS	
• Augmetic Fist.....	40
– Paired Augmetic Fists ▶▶.....	70
• Arc Welder.....	50
• Heavy Rock Cutter ▶▶.....	120
• Heavy Rock Saw ▶▶.....	135
• Las Cutter.....	60
• Storm Welder.....	75
WEAPON ACCESSORIES	
• Suspensor (<i>Heavy Weapons only</i>)...60	

CLOSE COMBAT WEAPONS	
• Axe.....	10
• Brute Cleaver.....	20
• Maul.....	10
• Spud-Jacker.....	15
• Two-Handed Axe ▶▶.....	25
• Two-Handed Hammer ▶▶.....	35
ARMOUR	
• Furnace Plates.....	5
• Light Carapace Armour.....	80

GRENADES	
• Blasting Charges.....	35
• Demo Charge.....	50
• Krak Grenades.....	30
PERSONAL EQUIPMENT	
• Armoured Undersuit.....	25
• Bio-Booster.....	35
• Drop Rig.....	10
• Servo-Harness (Partial)	100
• Stimm-Slug Stash.....	25

LOBO

(GANGER) - 70 credits

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

EQUIPMENT

- A Lobo may purchase any weapons or equipment from the *Lobo Equipment List*.
- At recruitment, a Lobo may purchase **Augmetic weapons**. They cannot take Augmetic weapons at any point afterwards.
- During a campaign, a Lobo may be given additional weapons from the Close Combat Weapons section of this list.
- During a campaign, a Lobo may be given equipment purchased from this list; the Trading Post; or the Black Market

SPECIAL RULES

Gang Fighter (Ganger): These fighters form the gang's backbone. The total number of Gang Leaders and Champions may **never** exceed the number of fighters with the *Gang Fighter (X)* rule.

Limited Learning Capacity: This fighter cannot become a Specialist. If they roll a 2 or 12 on the Advancement table, they may instead choose any other result.

Lobotomised: This fighter can never be Pinned by ranged attacks, but cannot take the *Take Cover (Basic)* action.

Slow-Witted: This fighter can never be part of a Group Activation.

Runaway: If this fighter is taken Captive and Sold to the Guilders, they are worth an additional D6x10 credits.

LOBO EQUIPMENT LIST

AUGMETIC WEAPONS	
• Augmetic Fist.....	40
– Paired Augmetic Fists ►►.....	70
• Arc Welder.....	50
• Heavy Rock Cutter ►►.....	120
• Heavy Rock Saw ►►.....	135
• Las Cutter.....	60
• Storm Welder.....	75
WEAPON ACCESSORIES	
• Suspensor (<i>Heavy Weapons only</i>)...	60

CLOSE COMBAT WEAPONS	
• Axe.....	10
• Brute Cleaver.....	20
• Maul.....	10
• Spud-Jacker.....	15
• Two-Handed Axe ►►.....	25
• Two-Handed Hammer ►►.....	35
ARMOUR	
• Furnace Plates.....	5
• Hazard Suit.....	10
• Light Carapace Armour.....	80

PERSONAL EQUIPMENT	
• Armoured Undersuit.....	25
• Bio-Booster.....	35
• Drop Rig.....	10
• Servo-Harness (Partial)	100
• Stimm-Slug Stash.....	25

SLAVE OGRYN SKILL ACCESS

	AGILITY	BRAWN	COMBAT	CUNNING	FEROCITY	LEADERSHIP	SHOOTING	SAVANT	MUSCLE
Overboss	–	Primary	Secondary	–	Secondary	Primary	–	–	Primary
Underboss	–	Primary	Secondary	–	Secondary	Secondary	–	–	Primary

Note: Ogryn and Lobo fighters have no skill access.

SLAVE OGRYN ARMOURY

AUGMETIC WEAPONS

WEAPON	RANGE		ACCURACY		Str	AP	D	Ammo	Traits
	S	L	S	L					
Augmetic Fist	-	E	-	-	S+1	-1	2	-	Knockback, Melee
♦ Paired Augmetic Fists	-	E	-	-	S+1	-1	2	-	Paired, Knockback, Melee
Arc Welder	-	E	-	-	S+2	-3	3	-	Blaze, Melee
Heavy Rock Cutter ►►	-	E	-	-	S+4	-4	3	-	Unwieldy, Melee
Heavy Rock Saw ►►	-	E	-	+1	S+3	-3	2	-	Rending, Unwieldy, Melee
Las Cutter	E	2"	+1	-	9	-3	2	6+	Versatile, Scarce, Melee
Storm Welder	8"	16"	+1	-	5	-	1	3+	Rapid Fire (3), Shock, Reckless, Unstable

CLOSE COMBAT WEAPONS

WEAPON	RANGE		ACCURACY		Str	AP	D	Ammo	Traits
	S	L	S	L					
Axe	-	E	-	-	S+1	-	1	-	Disarm, Melee
Brute Cleaver	-	E	-	+1	S	-1	1	-	Parry, Rending, Melee
Maul (Club)	-	E	-	-	S	+1	2	-	Melee
Spud-Jacker	-	E	-	-	S+1	-	1	-	Knockback, Melee
Two-Handed Axe ►►	-	E	-	-1	S+2	-	2	-	Unwieldy, Melee
Two-Handed Hammer ►►	-	E	-	-1	S+1	-	3	-	Knockback, Unwieldy, Melee

GRENADES

WEAPON	RANGE		ACCURACY		Str	AP	D	Ammo	Traits
	S	L	S	L					
Blasting Charge	-	Sx2	-	-	5	-1	2	5+	Blast (5"), Knockback, Grenade
Demo Charge	-	Sx2	-	-	6	-3	3	-	Blast (5"), Single Shot, Grenade
Frag Grenade	-	Sx3	-	-	3	-	1	4+	Blast (3"), Knockback, Grenade
Incendiary Charge	-	Sx3	-	-	3	-	1	5+	Blast (5"), Blaze Grenade
Krak Grenade	-	Sx3	-	-1	6	-2	2	4+	Demolitions, Grenade

WEAPON ACCESSORIES

SUSPENSOR

- **FITTED TO:** *Heavy Weapons*
- **EFFECTS:** Attacking with this heavy weapon becomes a *(Basic)* action rather than *(Double)*.

ARMOUR

FURNACE PLATES

- The wearer gains a 6+ armour save, increased to 5+ against attacks originating within the fighter's frontal vision arc.
- This can never be reduced to less than 6+ by a weapon's AP or any other modifier.

HAZARD SUIT

- The wearer gains a 6+ armour save.
- If the wearer also has a Respirator, when resolving a Gas attack, they count as +3 Toughness instead of +2.
- The wearer is never affected by the Blaze condition or the *Rad-Phage* weapon trait.

LIGHT CARAPACE ARMOUR

- The wearer gains a 4+ armour save.

EQUIPMENT

ARMoured UNDERSUIT

- An armoured undersuit can be worn in conjunction with armour, or on its own.
- If worn in conjunction with armour, the wearer improves their armour save by +1.
- If worn alone, the wearer gains a 6+ armour save.

BIO-BOOSTER

- The first time the owner rolls an Injury, roll one less die.
- If only one die would be used, instead roll two and choose which result to apply.

DROP RIG

- If the owner is Active and within 1" of an edge, they can take the following action:
 - ▶ **DESCEND (Basic):** *Move up to 3" horizontally, and up to 12" vertically. The fighter's vertical movement must be downwards – i.e. towards the ground.*

SERVO HARNESS (PARTIAL)

- The user gains +2 Strength and +1 Toughness, for as long as they wear the Servo Harness.
- The user counts as having Suspensors on any weapons they carry with the *Unwieldy* trait.
- The user loses -1" Movement and -1 Initiative.
- This item cannot be combined with a Servo Claw or any other type of servo harness.

STIMM-SLUG STASH

- Once per game, the user can choose to take a Stimm-Slug at the start of their activation.
- The user discards one Flesh Wound.
- Until the end of the round, the user gains +2 Move, Strength, and Toughness.
- In the next End Phase, roll D6 – on 1, roll an Injury die and apply the result.

PETITIONING FOR STUFF

SLAVE OGRYN FAVOURS

At the campaign Arbitrator's discretion, gangs can attempt to gain a House Favour. Usually, this occurs at the start of a campaign week, but can be at any point the Arbitrator deems appropriate.

In a Slave Ogryn gang, favours represent a mutual scratching of backs – strength in exchange for smarts, as it were.

Be warned! While a favour may bestow benefit to the gang, there may also be a price if a deal goes south.

If a gang has an **Alliance**, they may not seek a favour.

PETITIONING FOR FAVOUR

Before the game, after choosing your crew for the scenario, then **roll 2D6 and add +1 for every enemy gang in the campaign with a higher Gang Rating than you** (to a maximum of +3).

Determine the final score and immediately apply the result from the list.

(2) BAD LUCK AND TROUBLE

Really have to remember there's a bounty out...

- Choose a Slave Ogryn to be lured into an ambush.
- They are permanently removed from the gang, along with all their weapons and equipment.

(3-5) NEW FRIENDS

They SWEAR they're in it for the long haul.

- The gang may recruit a free Hive Scum for their next battle.
- This unsavoury character is far from trustworthy. In each End Phase, they must check Leadership – if failed, they are immediately removed from play.

HOUSE RULE: A Hive Scum comes with 25 credits' worth of weapons and equipment.

(6-8) TOOLS OF THE REVOLUTION, PLUS OTHER STUFF

A bunch of fellow ogryns cause a massive amount disruption, allowing the gang to nick some gear.

- Gain 2D6x10 credits, which must immediately be spent on weapons and equipment with a Common rating from the Trading Post.
- Any unspent credits are lost.

(9-10) FIGHT FOR OGRYN FREEDOM!

A newly-unchained ogryn stands proudly ready to join the march to freedom.

- Roll D6 – on 1-3, the gang may recruit a free Juve; or on 4+, a free Ganger.
- This fighter comes with up to 60 credits' worth of weapons and gear from the gang's relevant equipment list.

(11-12) A DAY OF FRIENDLY FIGHTING

Beating the promethium out of each other teaches you a lot, plus it's just good harmless fun. Hur hur.

- Roll D3+1 and choose that many fighters in the gang.
- Each one gains +D6 bonus XP, rolled individually.

(13+) TINY, BUT SKILLED

Someone (maybe someone famous) offers a bit of mutual back-scratching while they're heading the same way.

- The gang may recruit a free Bounty Hunter (**including Dramatis Personae**), who remains with the gang for the duration of the campaign week.

HOUSE RULE: A non-Dramatis Personae Bounty Hunter comes with up to 150 credits worth of weapons and equipment.

SLAVE OGRYN SUB-PLOTS

USING SUB-PLOTS

NOTE: in the current edition of Necromunda, all of the House gangs now have their own unique Sub-Plots. Those that follow here are the original, general Sub-Plots. Some names and wording has been changed for the sake of characterisation, but the content is identical across gangs.

Sub-Plots are side missions a gang can pursue mid-battle – kept secret from the opponent until completed and rewarding extra credits, XP, Reputation, or Gang Tactics cards.

A House's fortunes are tied invisibly to those of its strongest gangs. Each gang leader is akin to a general in the House's armies – every victory granting the hidden masters more political capital to further their schemes.

As such, sometimes the House's nobles take a direct hand in matters – meddling in the gang's affairs, and sending them on errands, and pressing them into agendas where they can have the most impact. Gang leaders ignore these directives at their peril.

- Players should agree prior to the battle whether to use Sub-Plots. If so, a **deck of playing cards** is required. Each player privately draws one card, then consults their list of House Sub-Plots to see what secret assignment their gang has been given.
- Every **Joker** drawn must be shown to your opponent, then discarded. You must then privately draw **two** cards. If one of these is a Joker, do the same again.
- Once you complete a Sub-Plot, reveal it to your opponent, gain the rewards and apply the effects, then discard the card.

SUB-PLOTS TABLE

SPADES: WRECKING STUFF

(A♠) BREAK SOMETHING BIG

- A fighter in the enemy deployment zone can take the following action:
 - ▶ **BREAK SOMETHING (Double):** *Stick the boot into a nearby piece of valuable-looking machinery.*
- Reveal the first time you take this action. If the gang completes three *Break Something (Double)* actions, gain D3+1 Rep.

(2♠) SYMBOLS OF FREEDOM

- A fighter in the enemy deployment zone can take the following action:
 - ▶ **GRAFFITI (Double):** *Tag the walls with poorly-spelled slogans of freedom and liberty.*
- Reveal the first time you take this action. If the gang completes three *Graffiti (Double)* actions, gain D3+1 Rep.

(3♠) THE GOOD STUFF

- Reveal when the battle begins.
- Randomly select one fighter – then choose weapon they are wielding. It gains +1 Strength and Damage for the remainder of the battle.
- If you win the battle, gain +D3 Rep.

(4♠) SMASH EVERYTHING

- Reveal when the battle begins.
 - ▶ **Zone Mortalis:** *Your gang must destroy three doors.*
 - ▶ **Sector Mechanicus:** *Choose a terrain piece roughly 6" wide to destroy (it has Toughness 8, Wounds 8, and is hit automatically).*
- Claim if you destroy the target(s) – gain +D3 Rep

(5♠) BASH SOME HEADS

- Reveal at the end of the game, if at least five enemy fighters went Out of Action.
 - ▶ *Fighters who Bottled and fled the battlefield do not count.*
- Gain +D3+1 Rep.

(6♠) BIGGEST BULLY

- Reveal at the start of the battle. Randomly choose one enemy. A fighter in base contact with this enemy can take the following action:
 - ▶ **SHOVE AND INTIMIDATE (Basic):** Gain +D3 Rep. At the end of the battle, if this enemy is not Seriously Injured or Out of Action, gain an additional +D3 Rep.

(7♠) KEEP OFF!

- Reveal at the start of the battle. Choose a terrain piece at least 12" from your deployment zone.
- At the end of the game, if there are no enemies within 6" of this objective, gain +D3 Rep.

(8♠) BULLDOZER ADVANCE

- Reveal at the end of the game. If you have four or more fighters in the enemy deployment zone, gain +D6 Rep.

(9♠) FOR FREEDOM!

- Reveal when you take an enemy Gang Leader or Champion Out of Action.
- At the end of the game, if the enemy has no Gang Leader or Champions in play, gain +D6 Rep.

(10♠) PHYSICAL COMEDY

- Reveal if your fighter knocks an enemy down a Pitfall, or makes them fall from a height that sends them Out of Action.
- Gain +D3 Rep. At the end of the game, if three enemies have been taken Out of Action in this manner, gain an additional +D3 Rep.

(J♠) SUPER UPPERCUT

- Reveal if your fighter takes an enemy Out of Action with an unarmed attack.
- Gain +D3 Rep. This increases to +D6, if the victim was a Gang Leader or Champion.

(Q♠) BUG HUNT

- Reveal when the last enemy Juve goes Out of Action – gain +D6 Rep.
 - ▶ *If the enemy gang has no Juves, reveal when the three enemy fighters with the lowest value go Out of Action.*

(K♠) ROAD TO LIBERTY

- Reveal at the end of the battle, if you won the scenario within ten rounds.
- Gain +D6 Rep. This increases to +2D6, if you won the scenario within five rounds.

HEARTS: COMPLICATED STUFF

(A♥) CURB STOMP

- Reveal at the start of the battle, after selecting crews but before deployment.
- Randomly select one enemy. At the end of the game, if this fighter is Out of Action, gain D6x10 credits.
- This increases to 2D6x10 credits if the target was taken Out of Action by a *Coup de Grace (Simple)* actions, or a weapon with the *Melee* trait.

(2♥) BRAGGING RIGHTS

- Reveal at the start of the battle. Randomly select one of your participating Ogryns or Lobos.
- At the end of the battle, if this fighter has not lost any Wounds, gain 10 credits.
- This increases to D6x10 if this fighter did not lose any Wounds, but inflicted at least one Wound on an enemy.

(3♥) DEAD DROP

- A fighter within 3" of a Ductway (**Zone Mortalis**), or who is on the upper level of a terrain piece (**Sector Mechanicus**) can take the following action:
 - ▶ **PLACE A SECRET CODE (Double):** Roll D6 – on 5+, the fighter remembers this is the correct dead drop location and successfully hides a revolutionary message that probably has lots of pictures. Gain 2D6x10 credits.
If the fighter is taking this action on the last unsearched Ductway or terrain piece, do not roll – the action is automatically successful.
- If you win the battle, gain +D3 Rep.

(4♥) AN' DON'T YOU FORGET IT

- If your fighter successfully hits an enemy Gang Leader with a close combat attack, you can choose to reveal.
- If you do, the attack ends without rolling to Wound, and with no further effect or impact on the enemy.
- Gain D6x10 credits. This increases to 2D6x10 credits if it was your Gang Leader who delivered this warning.

(5♥) TINY PEOPLE RUNNING

- Reveal once two enemy fighters have become Broken during the game.
- Gain D3x10 credits. This increases to D6x10 if three or more enemies became Broken.

(6♥) GOIN' INCOGNITO

- Reveal at the start of the battle. The gang is wearing “disguises” comprised of ridiculously garish bright coats, huge floppy hats, or similar.
- Your fighters reduce the benefits of cover by -1.
- If you win the battle, gain 2D6x10 credits. This increases to 3D6x10 credits, if you won with none of your fighters Out of Action.

(7♥) LUNCH MONEY

- A fighter in base contact with an enemy can take the following action:
 - ▶ **SHAKEDOWN (Basic):** Gain D3x10 credits. This increases to D6x10 credits if the target is a Gang Leader or Champion.
- Reveal the first time this action is taken.

(8♥) THE BIG SPLAT

- Reveal if the gang takes an enemy Out of Action by causing another fighter (friendly or enemy) to fall on them.
- Gain 2D6x10 credits. This increases to 3D6x10 credits if the fighter who goes Out of Action is a Gang Leader or Champion.

(9♥) TERRIFYING BRUTALITY

- Reveal if your fighter makes an attack that rolls 3+ Injury dice, and at least one of the results is Out of Action.
- Gain D6x10 credits.

(10♥) THUMP ‘EM QUIET

- Reveal if your fighter takes an enemy Out of Action, and no enemies have line of sight to either the fighter or the victim.
- Gain D3x10 credits. This increases to D6x10 credits if the victim was taken Out of Action by a weapon with the *Melee* trait.

(J♥) GOIN' IN LOUD!

- Reveal at the end of any round where the gang has made five or more attacks with weapons that have the *Blast*, *Rapid Fire (X)*, or *Blaze* trait without causing any Wounds
- Gain 2D6x10 credits.

(Q♥) HULKING PURSUIT

- Reveal at the start of the game. Choose a random enemy. Any fighter within 12” of this enemy can take the following action:
 - ▶ **SHADOW (Double):** *The fighter takes no other action this turn and gains the Shadowing condition.*
 - **SHADOWING:** *When the fighter’s target next moves, the fighter automatically moves after them (they are stopped by impassable terrain or another fighter).*

If the fighter ends this move more than 12” from the target, they lose the Shadowing condition.
- At the end of the game, if you have a fighter with the Shadowing condition, gain +D6 Rep.

(K♥) MAKE AN EXAMPLE

- Reveal at the end of the battle. For every fighter (friend or enemy) who went Out of Action but did not suffer a *Memorable Death* (66), gain D3x10 credits.
- This increases to D6x10 credits if the fighter suffered a *Critical Injury* (61-65).

HEARTS: BAD STUFF

(A♣) BAD MOODS ALL ROUND

- Reveal at the beginning of the first round.
- Your Gang Leader’s “Leading by Example” range is reduced to 6”.
- Anyone who cannot trace line of sight to a friendly fighter suffers a -1 modifier to Leadership and Cool checks.
- If you win the battle, every participating fighter gains +D3 bonus XP.

(2♣) IT TAKES MORE THAN THAT!

- Reveal at the start of the game. Randomly select a fighter. They lose -1 Movement, Weapon Skill, Ballistic Skill, and Strength for the duration of the battle.
- If this fighter ends the battle without being Seriously Injured or taken Out of Action, they gain +D6 bonus XP.

(3♣) EXTRA MUSCLE

- Reveal before rolling Priority in the first round.
- Randomly select D3 of your fighters who are not participating in this battle.
- Immediately place them within your deployment zone; they are now part of your existing crew.
- If you lose this battle, none of your fighters receive XP for this scenario.

HOUSE RULE: Your fighters still gain XP for taking enemies Out of Action.

(4♣) POWER OVERFLOW

- Reveal at the start of the battle. Your fighters may re-roll failed Ammo checks.
- Ranged attacks against your fighters all gain a +1 modifier to Damage.
- At the end of the battle, every fighter in the gang who did not go Out of Action gains +D3 bonus XP.

(5♣) THE BIGGEST UNDERDOGS

- Reveal at the start of the battle. Every fighter in the gang must reduce their Cool by 2 for the duration of the battle.
- If you win the scenario, every participating fighter gains +D3 bonus XP. This increases to +D6 XP if you won with no fighters going Out of Action.

(6♣) SOMEHOW OUTSMARTED

- Reveal prior to deployment. Your gang must set up before any other opponent, regardless of the any normal rules.
- Your opponent automatically takes Priority in the first round of the game, and adds +1 to their Priority roll in each round.
- At the end of the battle, any fighter who did not go Out of Action gains +D3 bonus XP.

(7♣) ESCAPED FLESHWARPER

- Reveal the first time one of your fighters with the *Gang Fighter (Ganger)* rules goes Out of Action.
- Do not remove them from play. Instead, they are returned to full Wounds and any negative conditions that were affecting them are cancelled.
- The fleshwarper immediately joins the enemy gang.
- If a fighter takes the fleshwarper Out of Action (again), they gain +D6 bonus XP.
- If this happens, the fleshwarper does not roll for Lasting Injury, as the “true” fighter never actually participated in this battle.

(8♣) IT'S STOMPIN' TIME

- Reveal the first time your gang takes the *Coup de Grace (Simple)* action. The fighter responsible gains +1 bonus XP.
- For the remainder of the battle, any fighter from the gang who takes the *Coup de Grace (Simple)* action gains +1 bonus XP (each fighter only gains this reward once, however).

(9♣) EXTRA SURLY TODAY

- Reveal the first time that you activate a Gang Leader or Champion. For the rest of the battle, this fighter cannot make Group Activations.
- At the end of the battle, if this fighter was not taken Out of Action, they gain +D3 bonus XP if they are a Champion, or +D6 bonus XP if they are a Gang Leader.

(10♣) TANK 'EM

- Reveal when a fighter enters base contact with two or more enemies.
- At the end of their activation, they gain +D3 bonus XP. This increases to +D6, if they have successfully taken all these enemies Out of Action by the end of their activation.

(J♣) RALLY FOR THE CAUSE

- Reveal when one of your fighters successfully Rallies. They gain +2 XP for doing so, rather than the usual +1 XP.
- For the remainder of the battle, any fighter from the gang who successfully Rallies gains +2 XP, instead of the usual +1 XP (each fighter only gains this reward once, however).

(Q♣) BONEHEADED TENACITY

- Reveal the first time that one of the following occurs:
 - ▶ *Your fighter successfully leaps a Pitfall*
 - ▶ *Your fighter successfully leaps a gap wider than their base*
 - ▶ *Your fighter survives damage from a fall or environmental hazard*
- They gain +1 bonus XP.
- For the remainder of the battle, any fighter who does the same gains +1 bonus XP (each fighter only gains this reward once, however).

(K♣) DISTRACTED FROM INJURY

- Reveal when the gang suffers its first Flesh Wound.
- For the remainder of the battle, when the gang rolls a Flesh Wound result on the Injury die, they treat it as “No Effect.”
- However, any fighter who rolls for Lasting Injury must roll twice and take the worse result.
- At the end of the battle, every fighter who is not Seriously Injured or Out of Action gains +D3 bonus XP.

DIAMONDS: WEIRD STUFF

(A♦) HIT ‘EM HARD

- Reveal at the end of any round where three or more enemy fighters are Seriously Injured or taken Out of Action.
- Gain +1 random Gang Tactics card.

(2♦) A QUIET CLOBBERING

- Reveal when the gang takes an enemy Out of Action using a weapon with the *Melee* trait, in a location that is out of line of sight and more than 12" from other enemies.
- Gain +1 random Gang Tactics card.

(3♦) SONGS OF REBELLION

- Reveal if at least half the enemy gang is Seriously Injured, Out of Action, or removed from play.
- Gain +1 random Gang Tactics card.

(4♦) PSYCHE OUT!

- Reveal when an enemy fails a Willpower check by rolling 10+.
- Gain +1 random Gang Tactics card.

(5♦) ACT OF SABOTAGE

- Reveal at the start of the battle. Choose three door consoles (**Zone Mortalis**) or terrain pieces (**Sector Mechanicus**) at least 6" from your deployment zone, and 8" from each other.
- A fighter within 1" of one of these objectives can take the following action:
 - ▶ **PULL OUT A BUNCH OF WIRES (Double):** *Check Intelligence – if passed, gain +1 Gang Tactics card of your choice. This action can only be taken once per game.*

(6♦) STOLEN PACKAGE

- Reveal the first time that the gang takes an enemy Out of Action using a weapon with the *Melee* trait, or the *Coup de Grace (Simple)* action.
- Roll D6 – on 6+, the gang has located an employer’s mysterious missing parcel. Gain +1 Gang Tactics card of your choice.
- Otherwise, each successive time you make this roll adds an additional +1 to the result.

(7♦) BOWL ‘EM OVER!

- Reveal at the end of any round if three or more enemies are Prone.
- Gain +1 random Gang Tactics card.

(8♦) OUR NEXT TARGET

- Reveal when a fighter within 6" of the enemy Gang Leader takes the following action:
 - ▶ **MAKE A POSITIVE ID (Double):** *Squint hard to make extra, extra sure it’s them. The fighter gains the **Knows Important Stuff** condition.*
 - **KNOWS IMPORTANT STUFF:** *If this fighter returns to the gang’s deployment zone, remove them from play.*
- Gain +3 Gang Tactics cards of your choice.*
- The fighter does not count as being Out of Action or Seriously Injured for the purposes of Bottle tests*

(9 ♦) TOP SECRET GIANT BOMB

- Reveal at the start of the battle. Randomly select one fighter to be the bomb carrier.
- The bomb carrier can take the following action if they are within 6" of the battlefield's centre:
 - ▶ **PLANT BOMB (Simple):** *Something to remember us by.*
- If the gang completes three *Plant Bomb (Simple)* actions, gain +1 Gang Tactics card of your choice.
- If the bomb carrier goes Out of Action before they have taken three *Plant Bomb (Simple)* actions, centre the Blast (5") marker on them – every fighter the marker touches suffers a Strength 3, AP 0, Damage 1 hit with the *Knockback* trait.

(10 ♦) FOR YER EFFORTS

- A fighter in base contact with an enemy who has the *Gang Fighter (Ganger)* or *Gang Fighter (Juve)* rule can take the following action:
 - ▶ **BRIBE (Basic):** *The target must check Willpower – if failed, their gang gains D3x10 credits and that fighter is removed from play (they do not count as being Out of Action for the purposes of Bottle Tests).*
- Reveal the first time a fighter takes this action.
- This action can be taken multiple times.

(J ♦) DELIVERY BOY

- Reveal at the start of the battle. Randomly select one fighter to be the courier.
- At the end of any round, if the courier is inside the enemy's deployment zone, remove them from play and gain +2 Gang Tactics cards of your choice.
- The courier does not count as being Out of Action for the purposes of Bottle Tests.

(Q ♦) LAY 'EM OUT AS A WARNING

- Reveal at the start of the battle. Choose a point on the battlefield at least 12" from your deployment zone.
- As soon as there are two or more Seriously Injured fighters within 6" of this point, gain +1 Gang Tactics card of your choice.

(K ♦) CAUGHT A BUG

- Reveal at the start of the battle. Randomly select one fighters to be carrying a virulent infection.
- If the enemy gang takes this fighter Out of Action using a weapon with the *Melee* trait, gain +1 random Gang Tactics card.
- If the infected fighter is a Gang Leader or Champion, you may choose the card, instead.

DRAMATIS PERSONAE

T.H.R.U.G-12 “SPARKY”, FREED SLAVE

(SLAVE OGRYN BOUNTY HUNTER) – 320 credits hiring fee

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

WEAPON	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
Las-Cutter	E	2"	+1	-	9	-3	2	6+	Versatile, Scarce, Melee
Augmetic Fist	-	E	-	-	S+1	-1	2	-	Knockback, Melee
Maul	-	E	-	-	S	+1	2	-	Melee

DRAMATIS PERSONAE RULES

- **Personal Style:** Dramatis Personae can only use the weapons and equipment options included on their profile – they can never be given other gear.

BOUNTY HUNTER RULES

- **“You Get What You Pay For”:** Once recruited, Bounty Hunters can always be added to the crew, and do not count towards the fighter limit.
- **“We’ll Get Our Bit...”:** A Bounty Hunter grants a gang the ability to earn some creds off the bodies of their enemies:
 - ▶ **Dead, Not Alive:** When an opponent’s fighter dies, the gang immediately claims half their value in credits, rounded up to the nearest 5.
 - ▶ **Claiming Bounties:** If the gang takes a Captive, immediately roll D6 – on 3+, there is an active warrant for this fighter, and the Bounty Hunter cuts the gang in – gain D6x10 credits reward.

After the battle, if **neither** of the above abilities were used, the Bounty Hunter decides to stick around – the gang may hire them for free in the next battle. Otherwise, they depart.

If **one** of the above abilities were used, roll D6 – on 1-3, the Bounty Hunter leaves; on 4-6, they stick around for the next battle, as above.

If **both** of the above abilities were used, the Bounty Hunter departs, happy with their payment.

- **Gang Rating:** Bounty Hunters increase the Gang Rating in the same way as any other fighter.
- **Campaign Play:** Bounty Hunters do not gain XP or Advancements, never gain Lasting Injuries, and cannot work Territories.

EQUIPMENT

Light Carapace Armour, Photo-Goggles, Stimm-Slug Stash.

GANG LOYALTY

Sparky can only be hired by Slave Ogryn and Outlaw House Goliath gangs.

SPECIAL RULES

Group Activation (1): When this fighter activates, they may also activate one Ready fighter within 3" of their position, in addition to themselves. Activate these fighters in any order, fully resolving each activation before proceeding to the next.

Note that a gang can only make **one** Group Activation per turn.

Runaway: If this fighter is taken Captive and Sold to the Guilders, they are worth an additional D6x10 credits.

SKILLS

- **Headbutt:** Sparky can take the following action:
 - ▶ **HEADBUTT (Basic):** Choose an Engaged target and roll two D6s – if either rolls equal or higher than their Toughness, they suffer a S+2, AP 0, Damage 2 hit.
However, if both roll lower, Sparky suffers a Strength 5, AP 0, Damage 1 hit.
- **Inspirational:** If a friendly fighter within 6" checks Cool and fails, check Sparky’s Leadership – if passed, the Cool check counts as having succeeded.
- **True Grit:** When Sparky rolls for Injury with multiple dice, discard one of them – and when he rolls for Injury with a single die, roll two instead and choose which result to apply.



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VENATORS RULES

ALL-COMERS

Venators are tight-knit bands of bounty hunters thrown together by chance or design from wildly diverse backgrounds across the Imperium, and include former gang members, Militarum deserters, abhumans – even aliens.

This diversity is the Venators' greatest strength:

- Each Venator fighter has four profile options to choose from at recruitment.
- Venators purchase their weapons and equipment from the Trading Post, rather than having dedicated Equipment Lists.

PROFESSIONAL MANHUNTERS

Venator gangs earn creds for hauling in enemies, dead or alive.

- **Dead:** During and after a battle, whenever the enemy gang deletes a dead fighter from their Gang Roster, the Venators gain credits equal to half their value, rounded up to the nearest 5.
- **Alive:** When Venators take the *Sell to the Guilders* Post-Battle Action, the Captive being sold is worth their full value in credits, rather than the usual half.

LAW-ABIDING ALIGNMENT

A Venators gang is always **Law-Abiding** – it can never change its alignment (at least, not without the Arbitrator's permission).

HOUSE LEGACY

Any Venator fighter can take a **House Legacy** for 30 credits, choosing either Goliath, Escher, Orlock, Cawdor, or Delaque.

A fighter with a House Legacy can access the following *Equipment Lists* (including Status Items and Exotic Beasts):

- **Hunt Leader:** Goliath Forge Tyrant, Escher Gang Queen, Orlock Road Captain, Cawdor Word-Keeper, or Delaque Master of Shadows.
- **Hunt Champion:** Goliath Forge Boss, Escher Gang Matriarch, Orlock Road Sergeant, Cawdor Firebrand, or Delaque Phantom.
- **Hunter:** Goliath Bruiser, Escher Gang Sister, Orlock Hunter, Cawdor Brethren, or Delaque Ghost.

HOUSE RULE: Options for Houses' second Champions are not included – the Arbitrator may choose to authorise access to those equipment lists as well.

Cawdor's Redemptionist options are not included as these are locked to the Outlaw alignment.

SKILL CHOICE

- To represent their great diversity, Venators approach Skills in a different way to other gangs.
- At gang creation, choose any four Skill sets (apart from Leadership).
- Rank these from 1-4, with 1 being the skillset that most embodies the way the gang operates as a team.
- This creates the Venators Skill Access table (see below).

HIRED GUNS

- The only Hired Guns a Venator gang can recruit are Hive Scum – they may not hire Bounty Hunters.
- This is because as a tight-knit crew, they would never wish to split profits with an outsider.
- An exception to this is Dramatis Personae. Venator gangs can hire any Dramatis Personae, **including** Bounty Hunters.

RECRUITING BRUTES & HANGERS-ON

Venators do not maintain the same kind of sprawling network as many gangs – they prefer a sleeker, more precise operation.

To represent this, Venator gangs use a modified table to determine how many combined Brutes and Hangers-On they can recruit:

REP	MAX
0-9	1
10-14	2
15-19	3
20-24	4
Each additional +5	+1

VENATORS SKILL ACCESS

	SKILL 1	SKILL 2	SKILL 3	SKILL 4	LEADERSHIP
Hunt Leader	Primary	Primary	Secondary	Secondary	Primary
Hunt Champion	Primary	Primary	Secondary	Secondary	Secondary
Hunter Specialist	Primary	Primary	Secondary	Secondary	–

VENATORS GANG LIST

HUNT LEADER

(GANG LEADER) - 110 credits

M	WS	BS	S	T	W	I	A	Ld	CI	WP	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+

ALL-COMERS

- At recruitment, choose which of the above four profiles the Hunt Leader will use.

EQUIPMENT

- The Hunt Leader may purchase any weapons or equipment from the Trading Post valued at **Rare (11)** or lower.
- During a campaign, the Hunt Leader may be given additional weapons and equipment purchased from the Trading Post or Black Market.
- The Hunt Leader has no weapon restrictions – all types are available.

SKILLS

- The Hunt Leader gains one Primary skill at recruitment, which costs no XP and does not increase their credit value.

WYRD POWERS

- The Hunt Leader may be upgraded to become a psyker for +35 credits.
- If so, they gain a single wyrd power chosen from any of the available disciplines.
- They must also gain one of the following rules:
 - **SANCTIONED PSYKER:** *The fighter may re-roll one failed Willpower check per battle.*
 - **UNSANCTIONED PSYKER:** *If the fighter is taken Out of Action, the enemy gang receives a bounty of D3x10 credits. If Captured and Sold to the Guilders, they are worth their full value in credits.*

HOUSE LEGACY

This fighter may purchase a House Legacy for 30 credits, choosing either Goliath, Escher, Orlock, Cawdor, or Delaque.

They gain access to the Gang Leader Equipment List for that House (*Goliath Forge Tyrant, Escher Gang Queen, Orlock Road Captain, Cawdor Word-Keeper, or Delaque Master of Shadows*).

SPECIAL RULES

Gang Leader: A Venators gang must always include a single fighter with this special rule.

- During campaign play, this fighter may not retire – the only way out for a gang leader is death.
- If this fighter dies during a campaign (or is otherwise permanently lost), another fighter must be promoted to replace them, gaining the Gang Leader rule.

Gang Hierarchy (Leader): If the gang is Bottling, and this fighter passes their Cool check, all friendly Venator fighters within 12" automatically pass theirs.

In addition, during a campaign, this fighter can perform Post-Battle Actions.

Tools of the Trade: This fighter may take multiple equipment sets.

Group Activation (2): When this fighter activates, they may also activate two Ready fighters within 3" of their position, in addition to themselves.

This must be announced at the start of the activation, with chosen fighters clearly identified.

Activate the three fighters in any order, fully resolving each activation before proceeding to the next.

Note that a gang can only make **one** Group Activation per turn.

HUNT CHAMPION

(CHAMPION) - 85 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	WP	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+

ALL-COMERS

- At recruitment, choose which of the above four profiles the Hunt Champion will use.

EQUIPMENT

- The Hunt Champion may purchase any weapons or equipment from the Trading Post valued at **Rare (10)** or lower.
- During a campaign, the Hunt Champion may be given additional weapons and equipment purchased from the Trading Post or Black Market.
- A Hunt Champion has no weapon restrictions – all types are available.

SKILLS

- The Hunt Champion gains one Primary skill at recruitment, which costs no XP and does not increase their credit value.

HOUSE LEGACY

This fighter may purchase a House Legacy for 30 credits, choosing either Goliath, Escher, Orlock, Cawdor, or Delaque.

They gain access to a specific Champion Equipment List for that House: (*Goliath Forge Boss*, *Escher Gang Matriarch*, *Orlock Road Sergeant*, *Cawdor Firebrand*, or *Delaque Phantom*).

SPECIAL RULES

Gang Hierarchy (Champion): If the gang is Bottling, and this fighter passes their Cool check, all friendly Venator fighters within 6" automatically pass theirs.

In addition, during a campaign, this fighter can perform Post-Battle Actions.

Tools of the Trade: This fighter may take multiple equipment sets.

Group Activation (1): When this fighter activates, they may also activate one Ready fighter within 3" of their position, in addition to themselves.

This must be announced at the start of the activation, with the other chosen fighter clearly identified.

Activate the two fighters in any order, fully resolving each activation before proceeding to the next.

Note that a gang can only make **one** Group Activation per turn.

HUNTER

(GANGER) – 50 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	WP	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+

ALL-COMERS

- At recruitment, choose which of the above four profiles the Hunter will use.

EQUIPMENT

- The Hunter (and Hunter Specialist) may purchase any weapons or equipment from the Trading Post valued at **Rare (8)** or lower.
 - A Hunter can only equip Pistols, Basic Weapons, and Close Combat Weapons.
 - Hunter Specialist can additionally equip Special Weapons.
- During a campaign, a Hunter may be given additional weapons and equipment purchased from the Trading Post or the Black Market, within the above restrictions.

HOUSE LEGACY

This fighter may purchase a House Legacy for 30 credits, choosing either Goliath, Escher, Orlock, Cawdor, or Delaque.

They gain access to the Ganger Equipment List for that House (*Goliath Bruiser, Escher Gang Sister, Orlock Gunner, Cawdor Brethren, or Delaque Ghost*).

SPECIAL RULES

Gang Fighter (Ganger): These fighters form the gang's backbone. The total number of Gang Leaders and Champions may **never** exceed the number of fighters with the *Gang Fighter (X)* rule.

Promotion (Hunter Specialist): When the gang is founded, one Hunter can be promoted to a Hunter Specialist.

In a campaign, additional Hunters may also be promoted through an Advancement.

A Hunter Specialist gains the following additional rules:

- Tools of the Trade:* This fighter may take multiple equipment sets.
- Special Weapons:* This fighter may purchase Special Weapons from the *Hunter Equipment List*.
- Specialist:* This fighter may spend XP to gain additional skills.

PETITIONING FOR SUPPORT

VENATOR FAVOURS

At the campaign Arbitrator's discretion, gangs can attempt to gain a House Favour. Usually, this occurs at the start of a campaign week, but can be at any point the Arbitrator deems appropriate.

CALLING IN FAVOURS

A Venators gang can petition for aid either on the **Venator Favours** table, below – or if the Hunt Leader has a House Legacy, their **House Favours** table instead.

Be warned! While a favour may bestow benefit to the gang, there may also be a price if a deal goes south.

If a gang has an **Alliance**, they may not seek a favour.

PETITIONING FOR FAVOUR

Before the game, after choosing your crew for the scenario, then **roll 2D6 and add +1 for every enemy gang in the campaign with a higher Gang Rating than you** (to a maximum of +3).

Determine the final score and immediately apply the result from the list.

(2) THE BLINK OF AN EYE

Sometimes, a deal goes bad.

- Choose a Hunter or Hunt Initiate to be in the wrong place at the wrong time.
- They are permanently removed from the gang, along with all their weapons and equipment.

(3-5) HIRED BAIT

Use them – but don't ever trust them.

- The gang may recruit a free Hive Scum for their next battle.
- This unsavoury character is far from trustworthy. In each End Phase, they must check Leadership – if failed, they are immediately removed from play.

HOUSE RULE: A Hive Scum comes with 25 credits' worth of weapons and equipment.

(6-8) MARKER CALLED IN

An old debt is repaid with a diverted shipment of weapons and gear.

- Gain 2D6x10 credits, which must immediately be spent on weapons and equipment with a Common rating from the Trading Post.
- Any unspent credits are lost.

(9-10) HUNT ASPIRANT

A promising individual has endured great hardship to stand before the crew.

- Roll D6 – on 1-3, the gang may recruit a free Juve; or on 4+, a free Ganger.
- This fighter comes with up to 60 credits' worth of weapons and gear from the gang's relevant equipment list.

(11-12) WISDOM IN A BOTTLE

Swapping stories in a Venator bar, you can learn a lot about the hunt and how to stay alive long enough to win it.

- Roll D3+1 and choose that many fighters in the gang.
- Each one gains +D6 bonus XP, rolled individually.

(13+) A FAMED HUNTER

A famous hunter is heading in the same direction as the crew... for a while.

- The gang may recruit a free Bounty Hunter (**including Dramatis Personae**), who remains with the gang for the duration of the campaign week.

HOUSE RULE: A non-Dramatis Personae Bounty Hunter comes with up to 150 credits worth of weapons and equipment.

VENATORS SUB-PLOTS

USING SUB-PLOTS

Sub-Plots are side missions a gang can pursue mid-battle – kept secret from the opponent until completed and rewarding extra credits, XP, Reputation, or Gang Tactics cards.

A House's fortunes are tied invisibly to those of its strongest gangs. Each gang leader is akin to a general in the House's armies – every victory granting the hidden masters more political capital to further their schemes.

As such, sometimes the House's nobles take a direct hand in matters – meddling in the gang's affairs, and sending them on errands, and pressing them into agendas where they can have the most impact. Gang leaders ignore these directives at their peril.

- Players should agree prior to the battle whether to use Sub-Plots. If so, a **deck of playing cards** is required. Each player privately draws one card, then consults their list of House Sub-Plots to see what secret assignment their gang has been given.
- Every **Joker** drawn must be shown to your opponent, then discarded. You must then privately draw **two** cards. If one of these is a Joker, do the same again.
- Once you complete a Sub-Plot, reveal it to your opponent, gain the rewards and apply the effects, then discard the card.

SUB-PLOTS TABLE

SPADES: INDUSTRIAL SABOTAGE

(A♠) SPUDWRENCHING

- A fighter in the enemy deployment zone can take the following action:
 - ▶ **SPUDWRENCH (Double):** *Try a little “percussive maintenance” on a nearby piece of valuable-looking machinery.*
- Reveal the first time you take this action. If the gang completes three *Spudwrenching (Double)* actions, gain D3+1 Rep.

(2♠) SPREADING UNREST

- A fighter in the enemy deployment zone can take the following action:
 - ▶ **GRAFFITI (Double):** *Tag the walls with seditious propaganda.*
- Reveal the first time you take this action. If the gang completes three *Graffiti (Double)* actions, gain D3+1 Rep.

(3♠) SUPERIOR TOOLS

- Reveal when the battle begins.
- Randomly select one fighter – then choose weapon they are wielding. It gains +1 Strength and Damage for the remainder of the battle.
- If you win the battle, gain +D3 Rep.

(4♠) SCORCHED EARTH

- Reveal when the battle begins.
 - ▶ **Zone Mortalis:** *Your gang must destroy three doors.*
 - ▶ **Sector Mechanicus:** *Choose a terrain piece roughly 6” wide to destroy (it has Toughness 8, Wounds 8, and is hit automatically).*
- Claim if you destroy the target(s) – gain +D3 Rep

(5♠) SHOW OF FORCE

- Reveal at the end of the game, if at least five enemy fighters went Out of Action.
 - ▶ *Fighters who Bottled and fled the battlefield do not count.*
- Gain +D3+1 Rep.

(6♠) THE STITCH-UP

- Reveal at the start of the battle. Randomly choose one enemy. A fighter in base contact with this enemy can take the following action:
 - ▶ **PLANT EVIDENCE (Basic):** Gain +D3 Rep. At the end of the battle, if this enemy is not Seriously Injured or Out of Action, gain an additional +D3 Rep.

(7♠) DANGEROUS GROUND

- Reveal at the start of the battle. Choose a terrain piece at least 12" from your deployment zone.
- At the end of the game, if there are no enemies within 6" of this objective, gain +D3 Rep.

(8♠) RIGHT OF WAY

- Reveal at the end of the game. If you have four or more fighters in the enemy deployment zone, gain +D6 Rep.

(9♠) DECAPITATING STRIKE

- Reveal when you take an enemy Gang Leader or Champion Out of Action.
- At the end of the game, if the enemy has no Gang Leader or Champions in play, gain +D6 Rep.

(10♠) MEAT FOR THE MACHINE

- Reveal if your fighter knocks an enemy down a Pitfall, or makes them fall from a height that sends them Out of Action.
- Gain +D3 Rep. At the end of the game, if three enemies have been taken Out of Action in this manner, gain an additional +D3 Rep.

(J♠) CONTEMPTUOUS TAKEDOWN

- Reveal if your fighter takes an enemy Out of Action with an unarmed attack.
- Gain +D3 Rep. This increases to +D6, if the victim was a Gang Leader or Champion.

(Q♠) JUVE CULL

- Reveal when the last enemy Juve goes Out of Action – gain +D6 Rep.
 - ▶ *If the enemy gang has no Juves, reveal when the three enemy fighters with the lowest value go Out of Action.*

(K♠) SWIFT VICTORY

- Reveal at the end of the battle, if you won the scenario within ten rounds.
- Gain +D6 Rep. This increases to +2D6, if you won the scenario within five rounds.

HEARTS: NOBLE WHIMS

(A♥) EXTREME DISPLEASURE

- Reveal at the start of the battle, after selecting crews but before deployment.
- Randomly select one enemy. At the end of the game, if this fighter is Out of Action, gain D6x10 credits.
- This increases to 2D6x10 credits if the target was taken Out of Action by a *Coup de Grace (Simple)* actions, or a weapon with the *Melee* trait.

(2♥) NOBLE NEPHEW

- Reveal at the start of the battle. Randomly select one of your participating Juves (if you have none, select a Ganger).
- At the end of the battle, if this fighter has not lost any Wounds, gain 10 credits.
- This increases to D6x10 if this fighter did not lose any Wounds, but inflicted at least one Wound on an enemy.

(3♥) LOST HEIRLOOM

- A fighter within 3" of a Ductway (**Zone Mortalis**), or who is on the upper level of a terrain piece (**Sector Mechanicus**) can take the following action:
 - ▶ **SEARCH FOR HEIRLOOM (Double):** Roll D6 – on 5+, the fighter locates the noble's missing heirloom. Gain 2D6x10 credits.
 - If the fighter is taking this action on the last unsearched Ductway or terrain piece, do not roll – the action is automatically successful.*
- If you win the battle, gain +D3 Rep.

(4♥) A WARNING

- If your fighter successfully hits an enemy Gang Leader with a close combat attack, you can choose to reveal.
- If you do, the attack ends without rolling to Wound, and with no further effect or impact on the enemy.
- Gain D6x10 credits. This increases to 2D6x10 credits if it was your Gang Leader who delivered this warning.

(5♥) CRUEL AND UNUSUAL

- Reveal once two enemy fighters have become Broken during the game.
- Gain D3x10 credits. This increases to D6x10 if three or more enemies became Broken.

(6♥) SPYRER STYLE

- Reveal at the start of the battle. The gang has been forced to wear ridiculously garish bright coats, huge floppy hats, or similar.
- Your fighters reduce the benefits of cover by -1.
- If you win the battle, gain 2D6x10 credits. This increases to 3D6x10 credits, if you won with none of your fighters Out of Action.

(7♥) RECOVERY JOB

- A fighter in base contact with an enemy can take the following action:
 - ▶ **SHAKEDOWN (Basic):** Gain D3x10 credits. This increases to D6x10 credits if the target is a Gang Leader or Champion.
- Reveal the first time this action is taken.

(8♥) DEATH FROM ABOVE

- Reveal if the gang takes an enemy Out of Action by causing another fighter (friendly or enemy) to fall on them.
- Gain 2D6x10 credits. This increases to 3D6x10 credits if the fighter who goes Out of Action is a Gang Leader or Champion.

(9♥) A SUITABLE SPECTACLE

- Reveal if your fighter makes an attack that rolls 3+ Injury dice, and at least one of the results is Out of Action.
- Gain D6x10 credits.

(10♥) NO WITNESSES

- Reveal if your fighter takes an enemy Out of Action, and no enemies have line of sight to either the fighter or the victim.
- Gain D3x10 credits. This increases to D6x10 credits if the victim was taken Out of Action by a weapon with the *Melee* trait.

(J♥) MAKE SOME NOISE

- Reveal at the end of any round where the gang has fired five or more weapons with the *Blast*, *Rapid Fire (X)*, or *Blaze* trait without causing any Wounds
- Gain 2D6x10 credits.

(Q♥) SHADOWING

- Reveal at the start of the game. Choose a random enemy. Any fighter within 12" of this enemy can take the following action:
 - ▶ **SHADOW (Double):** The fighter takes no other action this turn and gains the Shadowing condition.
 - **SHADOWING:** When the fighter's target next moves, the fighter automatically moves after them (they are stopped by impassable terrain or another fighter).

If the fighter ends this move more than 12" from the target, they lose the Shadowing condition.
- At the end of the game, if you have a fighter with the Shadowing condition, gain +D6 Rep.

(K♥) WORK FOR THE DOCS

- Reveal at the end of the battle. For every fighter (friend or enemy) who went Out of Action but did not suffer a *Memorable Death* (66), gain D3x10 credits.
- This increases to D6x10 credits if the fighter suffered a *Critical Injury* (61-65).

CLUBS: UNFORGIVING UNDERHIVE

(A♣) VOX FAILURE

- Reveal at the beginning of the first round.
- Your Gang Leader's "Leading by Example" range is reduced to 6".
- Anyone who cannot trace line of sight to a friendly fighter suffers a -1 modifier to Leadership and Cool checks.
- If you win the battle, every participating fighter gains +D3 bonus XP.

(2♣) FAILED ASSASSINATION

- Reveal at the start of the game. Randomly select a fighter. They lose -1 Movement, Weapon Skill, Ballistic Skill, and Strength for the duration of the battle.
- If this fighter ends the battle without being Seriously Injured or taken Out of Action, they gain +D6 bonus XP.

(3♣) WANDERING WATCHMEN

- Reveal before rolling Priority in the first round.
- Randomly select D3 of your fighters who are not participating in this battle.
- Immediately place them within your deployment zone; they are now part of your existing crew.
- If you lose this battle, none of your fighters receive XP for this scenario.

HOUSE RULE: Your fighters still gain XP for taking enemies Out of Action.

(4♣) LOADED FOR SUMP SPIDER

- Reveal at the start of the battle. Your fighters may re-roll failed Ammo checks.
- Ranged attacks against your fighters all gain a +1 modifier to Damage.
- At the end of the battle, every fighter in the gang who did not go Out of Action gains +D3 bonus XP.

(5♣) OUT OF FAVOUR

- Reveal at the start of the battle. Every fighter in the gang must reduce their Cool by 2 for the duration of the battle.
- If you win the scenario, every participating fighter gains +D3 bonus XP. This increases to +D6 XP if you won with no fighters going Out of Action.

(6♣) HOUSE SPIES

- Reveal prior to deployment. Your gang must set up before any other opponent, regardless of the any normal rules.
- Your opponent automatically takes Priority in the first round of the game, and adds +1 to their Priority roll in each round.
- At the end of the battle, any fighter who did not go Out of Action gains +D3 bonus XP.

(7♣) DOPPELGANGER

- Reveal the first time one of your fighters with the *Gang Fighter (Ganger)* rules goes Out of Action.
- Do not remove them from play. Instead, they are returned to full Wounds and any negative conditions that were affecting them are cancelled.
- The doppelganger is now part of the enemy gang.
- If a fighter takes the doppelganger Out of Action (again), they gain +D6 bonus XP.
- If this happens, the doppelganger does not roll for Lasting Injury, as the "true" fighter never actually participated in this battle.

(8♣) A BIT OF PAYBACK

- Reveal the first time your gang takes the *Coup de Grace (Simple)* action. The fighter responsible gains +1 bonus XP.
- For the remainder of the battle, any fighter from the gang who takes the *Coup de Grace (Simple)* action gains +1 bonus XP (each fighter only gains this reward once, however).

(9♣) BAD DAY

- Reveal the first time that you activate a Gang Leader or Champion. For the rest of the battle, this fighter cannot make Group Activations.
- At the end of the battle, if this fighter was not taken Out of Action, they gain +D3 bonus XP if they are a Champion, or +D6 bonus XP if they are a Gang Leader.

(10♣) ACT OF DEFIANCE

- Reveal when a fighter enters base contact with two or more enemies.
- At the end of their activation, they gain +D3 bonus XP. This increases to +D6, if they have successfully taken all these enemies Out of Action by the end of their activation.

(J♣) GRIM RESOLVE

- Reveal when one of your fighters successfully Rallies. They gain +2 XP for doing so, rather than the usual +1 XP.
- For the remainder of the battle, any fighter from the gang who successfully Rallies gains +2 XP, instead of the usual +1 XP (each fighter only gains this reward once, however).

(Q♣) HAZARD PAY

- Reveal the first time that one of the following occurs:
 - ▶ *Your fighter successfully leaps a Pitfall*
 - ▶ *Your fighter successfully leaps a gap wider than their base*
 - ▶ *Your fighter survives damage from a fall or environmental hazard*
- They gain +1 bonus XP.
- For the remainder of the battle, any fighter who does the same gains +1 bonus XP (each fighter only gains this reward once, however).

(K♣) CHEMICAL SOLUTIONS

- Reveal when the gang suffers its first Flesh Wound.
- For the remainder of the battle, when the gang rolls a Flesh Wound result on the Injury die, they treat it as “No Effect.”
- However, any fighter who rolls for Lasting Injury must roll twice and take the worse result.
- At the end of the battle, every fighter who is not Seriously Injured or Out of Action gains +D3 bonus XP.

DIAMONDS: DARK INFLUENCES

(A♦) OUTLAW VENDETTA

- Reveal at the end of any round where three or more enemy fighters are Seriously Injured or taken Out of Action.
- Gain +1 random Gang Tactics card.

(2♦) STRANGERS IN THE HIVE

- Reveal when the gang takes an enemy Out of Action using a weapon with the *Melee* trait, in a location that is out of line of sight and more than 12" from other enemies.
- Gain +1 random Gang Tactics card.

(3♦) DEATHLY SILENCE

- Reveal if at least half the enemy gang is Seriously Injured, Out of Action, or removed from play.
- Gain +1 random Gang Tactics card.

(4♦) MIND SLAVERS

- Reveal when an enemy fails a Willpower check by rolling 10+.
- Gain +1 random Gang Tactics card.

(5♦) SCRAP CODE

- Reveal at the start of the battle. Choose three door consoles (**Zone Mortalis**) or terrain pieces (**Sector Mechanicus**) at least 6" from your deployment zone, and 8" from each other.
- A fighter within 1" of one of these objectives can take the following action:
 - ▶ **UPLOAD HACKED CODE (Double):** *Check Intelligence – if passed, gain +1 Gang Tactics card of your choice. This action can only be taken once per game.*

(6♦) THE COLD TRADE

- Reveal the first time that the gang takes an enemy Out of Action using a weapon with the *Melee* trait, or the *Coup de Grace (Simple)* action.
- Roll D6 – on 6+, you have located a smuggled object and gain +1 Gang Tactics card of your choice.
- Otherwise, each successive time you make this roll adds an additional +1 to the result.

(7♦) SUPPRESSION ORDER

- Reveal at the end of any round if three or more enemies are Prone.
- Gain +1 random Gang Tactics card.

(8 ♦) OFFICIAL SECRETS

- Reveal when a fighter within 6" of the enemy Gang Leader takes the following action:
 - ▶ **PICT-CAPTURE (Double):** *Smile! The fighter gains the Carrying Evidence condition.*
 - **CARRYING EVIDENCE:** *If this fighter returns to the gang's deployment zone, remove them from play.*

Gain +3 Gang Tactics cards of your choice.

The fighter does not count as being Out of Action or Seriously Injured for the purposes of Bottle tests

(9 ♦) A LITTLE SURPRISE

- Reveal at the start of the battle. Randomly select one fighter to be the bomb carrier.
- The bomb carrier can take the following action if they are within 6" of the battlefield's centre:
 - ▶ **PLANT BOMB (Simple):** *Something to remember us by.*
- If the gang completes three *Plant Bomb (Simple)* actions, gain +1 Gang Tactics card of your choice.
- If the bomb carrier goes Out of Action before they have taken three *Plant Bomb (Simple)* actions, centre the Blast (5") marker on them – every fighter the marker touches suffers a Strength 3, AP 0, Damage 1 hit with the *Knockback* trait.

(10 ♦) THE PAYOFF

- A fighter in base contact with an enemy who has the *Gang Fighter (Ganger)* or *Gang Fighter (Juve)* rule can take the following action:
 - ▶ **BRIBE (Basic):** *The target must check Willpower – if failed, their gang gains D3x10 credits and that fighter is removed from play (they do not count as being Out of Action for the purposes of Bottle Tests).*
- Reveal the first time a fighter takes this action.
- This action can be taken multiple times.

(J ♦) GUILDER PACKET

- Reveal at the start of the battle. Randomly select one fighter to be the courier.
- At the end of any round, if the courier is inside the enemy's deployment zone, remove them from play and gain +2 Gang Tactics cards of your choice.
- The courier does not count as being Out of Action for the purposes of Bottle Tests.

(Q ♦) DARK OFFERING

- Reveal at the start of the battle. Choose a point on the battlefield at least 12" from your deployment zone.
- As soon as there are two or more Seriously Injured fighters within 6" of this point, gain +1 Gang Tactics card of your choice.

(K ♦) BAD BLOOD

- Reveal at the start of the battle. Randomly select one fighters to be carrying a virulent infection.
- If the enemy gang takes this fighter Out of Action using a weapon with the *Melee* trait, gain +1 random Gang Tactics card.
- If the infected fighter is a Gang Leader or Champion, you may choose the card, instead.



CHAOS HELOTS

DISCIPLES OF THE DARK GODS

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CHAOS HELOTS RULES

OUTLAW ALIGNMENT

A Chaos Helot gang is automatically Outlaw and cannot change its Alignment (or not without Arbitrator permission).

SACRIFICING CAPTIVES

A Chaos Helot gang cannot take the Sell to Guilders Post-Battle Action. Instead, they can sacrifice the Captive in a **Dark Ritual** (see below). A Captive can only be sacrificed if their gang has had a chance to rescue them.

DARK RITUAL POST-BATTLE ACTION

(1) CHOOSING A FAVOUR

- The gang must decide which Dark God's favour they will attempt to seek: the *Lord of Skin and Sinew*, the *Plague Lord*, the *Dark Prince*, or the *Architect of Fate*.

(2) PREPARATION

- You may randomly select one gang member (not the Gang Leader) as the ritual's focus and vessel of power.
- You may choose to sacrifice a Captive to fuel the ritual (as long as their gang has had a chance at rescue).

(3) ENACT THE RITUAL

- Roll 2D6 and apply the following modifiers:
 - ▶ +1 if the gang won the battle.
 - ▶ +1 if the gang gained Rep after the battle.
 - ▶ +2 if the gang already had their god's favour during the battle.
 - ▶ +2 if a Captive is sacrificed to fuel the ritual.
 - ▶ -1 if the gang lost their battle.
 - ▶ -1 if the gang lost Rep in their battle.

(4) OUTCOME

- On a 9+, the gang draws their chosen god's attention! Mark this on the Gang Roster.
- A Dark God's favour lasts for one battle. See below for the effects.
- If a gang member was selected as the focus of the ritual, they gain +D6 XP.
- If the result is 2 or less after applying modifiers, the gang is deemed unworthy. If a gang member was selected as the focus of the ritual, they are transformed into a Chaos Spawn.

(5) FAVOUR BESTOWED

- **THE LORD OF SKIN AND SINEW:** *Also known as the Blood God, the Scratcher, and the Red One*

The gang gains the following favours:

- ▶ *Once per round, the gang can re-roll one failed Wound.*
- ▶ *The Gang Leader gains +1 Attack.*
- ▶ *Chaos Spawn gain +1 Strength.*

- **THE PLAGUE LORD:** *Also known as the Rotfather, the Fly Lord, the King in Rags and Tatters, and Old Festus*

The gang gains the following favours:

- ▶ *Once per round, the gang can re-roll one failed Recovery attempt.*
- ▶ *The Gang Leader gains +1 Wounds.*
- ▶ *Chaos Spawn gain +1 Toughness.*

- **DARK PRINCE:** *Also known as the Pale One, the Pleasure Lord, the Nightwild, and the Shadow Ruler*

The gang gains the following favours:

- ▶ *Once per round, the gang can activate two Ready fighters one after the other, instead of just one.*
- ▶ *The Gang Leader gains +2" Movement.*
- ▶ *Chaos Spawn roll two D6s when determining Movement, choosing the highest result.*

- **ARCHITECT OF FATE:** *Also known as the Whisperer, the Lord of Lies, the Watcher, and the Dreamer*

The gang gains the following favours:

- ▶ *Once per round, one fighter in the gang can ignore all negative modifiers when making a Shoot (Basic) or (Double) action.*
- ▶ *The Gang Leader gains a random Wyrd Power.*
- ▶ *Chaos Spawn gain an armour save of 4+.*

MUTATIONS

When a Chaos Helot fighter suffers a **Lasting Injury result of 45-56**, roll D6 to determine whether it develops into a mutation, applying the following modifiers:

- +1 if the Lasting Injury was inflicted by an enemy from a Chaos Helot, Corpse Grinder Cult, or Chaos-Corrupted gang.
- +1 if the Lasting Injury was inflicted by a daemon, or a daemonically-possessed enemy.
- +1 if the fighter already has one or more mutations.

On 6+, replace the effects of the Lasting Injury with its counterpart mutation from the below table.

The same mutation cannot be gained more than once. If this occurs, the fighter may instead freely choose a different mutation to gain.

If a fighter gains **mutations equal to their Toughness**, they transform into a Chaos Spawn!

- ▶ *The fighter is effectively dead – remove them from the Gang Roster.*
- ▶ *The gang can choose to retain the Chaos Spawn – if so, add it to the Gang Roster (it has no credit cost to recruit).*
- ▶ *Otherwise, the Chaos Spawn escapes or is immediately killed.*

MUTATIONS FROM LASTING INJURY
(46) HUNGERING PRIDE: The fighter must always be the first in the gang to activate each round (you may choose how to break ties). The fighter gains +1 bonus XP for taking a Gang Leader or Champion Out of Action.
(51) DARK MADNESS: When the fighter activates, check Intelligence – if failed, roll D6 to determinate their first action: <ul style="list-style-type: none"> • 1-2: Move (Simple) • 3-4: Shoot (Basic) or Fight (Basic) • 5-6: Nothing – the first action is wasted.
(52) BESTIAL SENSES: The fighter counts as having a Bio-Scanner – but can no longer initiate or join a Group Activation.
(53) DISTURBING APPENDAGE: The fighter counts as having a Fighting Knife that can never be disarmed or lost – but suffer an additional -1 modifier to hit with weapon that have the <i>Unwieldy</i> trait.
(54) WARPED LIMBS: The fighter loses -1" Movement – but when taking the <i>Charge (Double)</i> action, roll three D3s and count the highest.
(55) CROOKED BODY: Ranged attacks targeting this fighter receive an additional -1 modifier to hit at Long range, but the fighter can no longer wear armour (transfer any they had into the Stash).
(56) TWISTED FLESH: When the fighter activates, they discard -1 Flesh Wound – but can never benefit from Bio-Boosters, Medicae Kits, and can never receive assistance when attempting Recovery.

CHAOS HELOTS GANG LIST

DEMAGOGUE

(GANG LEADER) - 100 credits

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

EQUIPMENT

- The Demagogue may purchase weapons or equipment from the *Chaos Helot Equipment List*.
- During a campaign, the Demagogue may be given additional weapons and equipment purchased from this list; the Trading Post; or the Black Market.
- The Demagogue cannot be given Heavy weapons but otherwise has no weapon restrictions.

SKILLS

- The Demagogue gains one Primary skill at recruitment, which costs no XP and does not increase their credit value.
- Primary Skills:** *Cunning, Ferocity, Leadership.*
- Secondary Skills:** *Combat, Savant.*

SPECIAL RULES

Gang Leader: A Chaos Helots gang must always include a single fighter with this special rule.

- During campaign play, this fighter may not retire – the only way out for a gang leader is death.
- If this fighter dies during a campaign (or is otherwise permanently lost), another fighter must be promoted to replace them, gaining the Gang Leader rule.

Gang Hierarchy (Leader): If the gang is Bottling, and this fighter passes their Cool check, all friendly Enforcer fighters within 12" automatically pass theirs.

In addition, during a campaign, this fighter can perform Post-Battle Actions.

Tools of the Trade: This fighter may take multiple equipment sets.

Group Activation (2): When this fighter activates, they may also activate two Ready fighters within 3" of their position, in addition to themselves.

This must be announced at the start of the activation, with chosen fighters clearly identified.

Activate the three fighters in any order, fully resolving each activation before proceeding to the next.

Note that a gang can only make **one** Group Activation per turn.

Devotion: Friendly fighters within 9" and line of sight of this fighter can use the Demagogue's Cool and Willpower values instead of their own.

Inured to Insanity: This fighter can never gain the Insanity condition.

WITCH

(CHAMPION) - 70 credits

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

EQUIPMENT

- The Witch may purchase weapons or equipment from the *Chaos Helots Equipment List*.
- During a campaign, the Witch may be given additional weapons and equipment purchased from this list; the Trading Post; or the Black Market.
- The Witch can only wield Pistols and Close Combat Weapons.

SKILLS

- The Witch gains one Primary skill at recruitment (see the "Wyrd Powers" rule, opposite), which costs no XP and does not increase their credit value.
- Primary Skills:** *Savant*.
- Secondary Skills:** *Combat, Cunning Ferocity*.

RECRUITMENT LIMIT

A Chaos Helots gang can recruit a maximum of one Witch.

SPECIAL RULES

Gang Hierarchy (Champion): If the gang is Bottling, and this fighter passes their Cool check, all friendly Enforcer fighters within 6" automatically pass theirs.

In addition, during a campaign, this fighter can perform Post-Battle Actions.

Tools of the Trade: This fighter may take multiple equipment sets.

Group Activation (1): When this fighter activates, they may also activate one Ready fighter within 3" of their position, in addition to themselves.

This must be announced at the start of the activation, with the other chosen fighter clearly identified.

Activate the two fighters in any order, fully resolving each activation before proceeding to the next.

Note that a gang can only make **one** Group Activation per turn.

Inured to Insanity: This fighter can never gain the Insanity condition.

Unsanctioned Psyker: If this fighter is taken Out of Action, the enemy gang receives a bounty of D3x10 credits. If Captured and Sold to the Guilders, they are worth their full value in credits.

WYRD POWERS

The Witch has access to six Chaos Cult Wyrd Powers: *Scouring, Levitation, Warp Strength, Dark Shield, Maddening Visions, and Assail*.

The Witch treats this group of wyrd powers as one of their Primary skill sets – therefore, at recruitment, they may choose one for free, and during a campaign may gain additional powers through Advancements.

DISCIPLE

(CHAMPION) - 60 credits

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

EQUIPMENT

- The Disciple may purchase weapons or equipment from the *Chaos Helot Equipment List*.
- During a campaign, the Disciple may be given additional weapons and equipment purchased from this list; the Trading Post; or the Black Market.
- The Demagogue has no weapon restrictions – all types are available.

SKILLS

- The Disciple gains one Primary skill at recruitment, which costs no XP and does not increase their credit value.
- **Primary Skills:** *Cunning, Ferocity.*
- **Secondary Skills:** *Combat, Leadership, Savant.*

SPECIAL RULES

Gang Hierarchy (Champion): If the gang is Bottling, and this fighter passes their Cool check, all friendly Delaue fighters within 6" automatically pass theirs.

In addition, during a campaign, this fighter can perform Post-Battle Actions.

Tools of the Trade: This fighter may take multiple equipment sets.

Group Activation (1): When this fighter activates, they may also activate one Ready fighter within 3" of their position, in addition to themselves.

This must be announced at the start of the activation, with the other chosen fighter clearly identified.

Activate the two fighters in any order, fully resolving each activation before proceeding to the next.

Note that a gang can only make **one** Group Activation per turn.

Inured to Insanity: This fighter can never gain the Insanity condition.

CULTIST

(GANGER) - 35 credits

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

EQUIPMENT

- A Cultist may purchase weapons or equipment from the *Chaos Helot Equipment List*.
- During a campaign, a Cultist may be given additional weapons and equipment purchased from this list; the Trading Post; or the Black Market.
- A Cultist may purchase Basic Weapons, Close Combat Weapons, or Pistols.
- A Cultist Specialist can additionally equip Special Weapons.

SPECIAL RULES

Gang Fighter (Ganger): These fighters form the gang's backbone. The total number of Gang Leaders and Champions may **never** exceed the number of fighters with the *Gang Fighter (X)* rule.

Promotion (Cultist Specialist): When the gang is founded, one Cultist can be promoted to a Cultist Specialist.

In a campaign, additional Cultists may also be promoted through an Advancement.

A Cultist Specialist gains the following additional rules:

- *Tools of the Trade:* This fighter may take multiple equipment sets.
- *Special Weapons:* This fighter may equip Special Weapons from the Trading Post and Black Market.
- *Specialist:* This fighter may spend XP to gain additional skills.

CHAOS SPAWN

(UNIQUE) – cannot recruit directly – special conditions apply

M	WS	BS	S	T	W	I	A	Ld	Cl	WP	Int
D6"	X	-	X	X	X	X	X	-	-	-	-

EQUIPMENT

- A Chaos Spawn has no equipment and always makes unarmed attacks.

RECRUITMENT

- A Chaos Helot gang can only recruit a Chaos Spawn if one of their fighters transforms into one.
- A Chaos Spawn is recruited for free, and increases the Gang's Rating by 130 credits.
- Once recruited, complete a fighter card for the Spawn as normal – rolling D6 for each X in its profile and using the value from the following table:

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

SPECIAL RULES

Lost and Damned: If a fighter is transformed into a Chaos Spawn, they are effectively slain – remove them from the Gang Roster. Their weapons are returned to the gang's Stash, while their equipment is lost.

A Chaos Spawn exists outside the gang's structure – so if the gang had two Champions, and one is transformed into a Spawn, the gang now only has one Champion, so another can be recruited.

Mindless Beast: A Chaos Spawn can only make the following actions: *Move (Simple)*, *Charge (Double)*, *Fight (Basic)*, and *Coup de Grace (Simple)*.

Warped Monstrosity: Chaos Spawn can never be Pinned, can never become Broken, and is immune to the Insane condition.

It automatically passes Cool and Willpower, and automatically fail Leadership and Intelligence checks.

If a Chaos Spawn rolls for injury, it treats a result of Flesh Wound or Serious Injury as "No Effect."

A Chaos Spawn never suffers Lasting Injury. Instead, it is automatically restrained after the battle (see below).

Restraining the Spawn: After a battle, the gang must roll to determine whether the Chaos Spawn can be restrained:

- Nominate three participating Gangers or Juves who were not Out of Action or Seriously Injured at the end of the battle.

HOUSE RULE: If three fighters cannot be nominated, the Arbitrator should decide: does the Spawn automatically escape, or can the gang nominate a non-participating fighter?

- Roll D6 one at a time for each – if any score 4+, the Spawn is successfully restrained.
- Otherwise, the Spawn escapes to join the other nameless horrors of the underhive, and is removed from the gang's roster.
- If any die score a 1, that fighter suffers a Lasting Injury.

CHAOS HELOT SKILL ACCESS

	AGILITY	BRAWN	COMBAT	CUNNING	FEROCITY	LEADERSHIP	SHOOTING	SAVANT
Demagogue	–	–	Secondary	Primary	Primary	Primary	–	Secondary
Witch	–	–	Secondary	Secondary	Secondary	–	–	Primary
Disciple	–	–	Secondary	Primary	Primary	Secondary	–	Secondary
Cultist Specialist	–	–	Secondary	Primary	Primary	–	–	Secondary

CHAOS CULT WYRD POWERS

1. SCOURING (Basic, Continuous Effect)

While this power is maintained, the Witch counts as being armed with a ranged weapon that uses the Flame Template and has Strength 2, AP -2, Damage 1, and the *Blaze* trait.

2. LEVITATION (Basic, Continuous Effect)

While this power is maintained, the Witch gains +3" Movement and the ability to freely float over terrain and between levels (though they are still blocked by impassable terrain and walls).

They also become immune to falling and being Pinned.

Note that this ability does not change any rules for line of sight or cover.

3. WARP STRENGTH (Simple, Continuous Effect)

While this power is maintained, the Witch gains +2 Strength and +1 Damage to their close combat attacks.

4. ASSAIL (Basic)

Target an enemy in line of sight and within 12". Check Ballistic Skill – if hit, the enemy is moved D3" in any direction and then becomes Pinned.

- If they impact a terrain piece, they stop moving and suffer a Strength 3, AP 0, Damage 1 hit.
- If they reach base contact with another fighter, both fighters suffer a Strength 3, AP 0, Damage 1 hit, and become Pinned.

5. DARK SHIELD (Simple)

Until the End Phase of the current round, the Witch and any friendly fighters within 6" gain a +1 modifier to their armour save rolls.

6. MADDENING VISIONS (Basic, Continuous Effect)

Until the End Phase of the current round, any enemy who ends their activation within 3" of the Witch must check Willpower – if failed, they gain the Insane condition.

CHAOS HELOT EXOTIC BEASTS & BRUTES

PSYCHIC FAMILIAR

(EXOTIC BEAST) - 25 credits

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

EQUIPMENT

- The Psychic Familiar has no equipment and always makes unarmed attacks.

EXOTIC BEAST RULES

- Joining a Fight:** If its owner participates in a battle, the Exotic Beast may also be included and does not count towards the gang's fighter limit (and so are not considered in Bottle Tests). If its owner is removed for any reason, the Exotic Beast is also removed.
- Profile Restriction:** Exotic Beasts may never be issued new weapons or equipment – they can only use the ones included in their profile.
- Activation:** When its owner activates (including as part of a Group Activation), all of their Exotic Beasts also activate. The activations can be resolved in any order.
- Behaviour:** If an Exotic Beast ends its activation more than 3" away from their owner, it must make a Nerve check – if failed, it becomes Broken and immediately takes a free *Running for Cover (Double)* action.
 - An Exotic Beast flees towards its owner, rather than cover.
 - An Exotic Beast automatically Rallies if its activation ends within 3" of its owner (but does not gain XP).
- Campaign Play:** Exotic Beasts gain XP and Lasting Injuries as normal, and roll Advancements on the *Ganger Advancement Table* (they can be promoted to Specialist). They can be taken Captive, and a Rescue Mission can be mounted for them as normal. Exotic Beasts cannot work Territories.

RECRUITMENT LIMIT

- A fighter can possess a maximum of two Psychic Familiars.

SKILLS

- A Psychic Familiar comes with the *Clamber* skill at recruitment:
 - CLAMBER:** When the Familiar climbs, it does not cost extra movement. It treats every vertical surface as a ladder.
- Primary Skills:** *Combat*.
- Secondary Skills:** *Ferocity*.

SPECIAL RULES

Omen of Fortune: The Familiar can sense bad fortune and forewarn its master with a flash of precognition.

Once per round, the Familiar can attempt to cancel one successful hit against its owner if they are within 3".

To negate a hit, the Familiar's owner must check Willpower before the enemy rolls to Wound. If passed, the attack counts as having missed (Blast markers and templates are placed as normal, but the fighter is assumed to have dodged clear).

Precognition: The Familiar has a 3+ armour save that can never be modified by a weapon's Armour Piercing value. Against Blast markers or templates, this decreases to 4+.

Psychic Manifestation: The Familiar is an extension of its owner's will and a clear manifestation of the gods' favour. If its owner is a psyker, once per round they may re-roll a failed Willpower check to perform a *Wyrd Power (X)* action.

WARP HORROR

(BRUTE) - 210 credits

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

WEAPON	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
Horrific Appendages	-	E	-	-	S	-1	2	-	Pulverise, Rending, Melee
Massive Tentacles	E	4"	-	-	S+1	-	1	-	Drag, Entangle, Versatile, Melee
Warpfire Breath	-	T	-	-	3	-1	-	4+	Blaze, Template

EQUIPMENT

- By default, a Warp Horror dual-wields two *Horrific Appendages*.

ADDITIONAL OPTIONS

The Warp Horror can take any of the following upgrades in addition to its two Horrific Appendages:

- Gain *Massive Tentacles* (+50 credits).
- Gain *Warpfire Breath* (+90 credits).
- Gain *Undulating Skin* (+40 credits).

BRUTE RULES

- Rep & Recruitment:** The maximum number of combined Brutes and Hangers-On a gang can recruit is determined by their Reputation:

REP	MAX
0-5	1
5-9	2
10-14	3
15-19	4
20-24	5
Each additional +5	+1

- Full Member:** Once recruited, Brutes are an accepted part of the gang. They may join a battle in the same way as any other fighter.
- Profile Restriction:** Brutes can only use and purchase the weapons and equipment options included on their profile – they can never be given any other gear.
- Campaign Play:** Brutes gain XP and Lasting Injuries as normal, and count as a Specialist for Advancements. They can be taken Captive, and a Rescue Mission can be mounted for them as normal. Brutes cannot work Territories.

SKILLS

- A Warp Horror comes with the *Nerves of Steel* skill at recruitment:
 - **NERVES OF STEEL:** When the Warp Horror is hit by a ranged attack, check Cool – if passed, it may choose to not be Pinned.
- Primary Skills:** Ferocity.
- Secondary Skills:** Brawn, Combat.

SPECIAL RULES

Terrifying: If an enemy wishes to make a *Fight (Basic)* or *Shoot (Basic)* action against the Warp Horror, they must first check Willpower.

If failed, the enemy cannot take this action. They may target another fighter if they wish, otherwise the action is wasted.

Instability: In each End Phase, roll 2D6 – if the result is equal or lower than the current game round, the Warp Horror suffers a Flesh Wound.

Warp Denizen: The Warp Horror ignores all Lasting Injuries except for “Memorable Death.”

Undulating Skin: A Warp Horror with this upgrade reduces the Damage of any weapon that attacks it by -1.

CHAOS HELOT EQUIPMENT LIST

PISTOLS	
• Autopistol.....	10
• Laspistol.....	10
• Hand Flamer.....	75
• Reclaimed Autopistol.....	5
• Stub Gun.....	5
– <i>Dum Dum Rounds</i>	+5
BASIC WEAPONS	
• Autogun.....	15
• Lasgun.....	15
• Shotgun (<i>Solid & Scatter Ammo</i>)....	30
• Reclaimed Autogun.....	10
SPECIAL WEAPONS	
• Flamer.....	130
• Grenade Launcher (<i>Frag & Krak Grenades</i>).....	65
• Long Rifle.....	30

CLOSE COMBAT WEAPONS	
• Axe.....	10
• Chain Glaive ►►.....	60
• Chainsword.....	25
• Fighting Knife.....	15
• Flail.....	20
• Maul.....	10
• Sword.....	20
• Two-Handed Axe ►►.....	25
• Two-Handed Hammer ►►.....	35
HEAVY WEAPONS	
• Heavy Stubber ►►.....	130
• Heavy Flamer ►►.....	195

ARMOUR	
• Flak Armour	10
• Hazard Suit.....	10
• Mesh Armour.....	15
PERSONAL EQUIPMENT	
• Cult Icon (<i>Max one per gang</i>)....	40
• Filter Plugs.....	10
• Photo Goggles.....	35
• Respirator.....	15
WEAPON ACCESSORIES	
• Infra-Sight (<i>Pistols, Basic & Special Weapons only</i>).....	40
• Mono-Sight (<i>Pistols, Basic & Special Weapons only</i>).....	35
GRENADES	
• Blasting Charges.....	35
• Demolition Charges.....	65
• Frag Grenades.....	30
• Incendiary Grenades.....	40
• Krak Grenades.....	45

CHAOS HELOTS ARMOURY

CLOSE COMBAT WEAPONS

WEAPON	RANGE		ACCURACY		Str	AP	D	Ammo	Traits
	S	L	S	L					
Axe	-	E	-	-	S+1	-	1	-	Disarm, Melee
Chain Glaive ►►	E	2"	-1	-	S+2	-2	2	-	Unwieldy, Versatile, Melee
Chainsword	-	E	-	+1	S+1	-1	1	-	Rending, Disarm, Melee
Fighting Knife	-	E	-	-	S+1	-1	1	-	Backstab, Melee
Flail	-	E	-	+1	+1	-	1	-	Entangle, Melee
Maul	-	E	-	-	S	+1	2	-	Melee
Sword	-	E	-	+1	S	-1	1	-	Parry, Melee
Two-Handed Axe ►►	-	E	-	-1	S+2	2	-	-	Unwieldy, Melee
Two-Handed Hammer ►►	-	E	-	-1	S+1	3	-	-	Knockback, Unwieldy, Melee

GRENADES

WEAPON	RANGE		ACCURACY		Str	AP	D	Ammo	Traits
	S	L	S	L					
Blasting Charge	-	Sx2	-	-	5	-1	2	5+	Blast (5"), Knockback, Grenade
Demolition Charge	-	Sx2	-	-	6	-3	3	*	Blast (5"), Single Shot, Grenade
Frag Grenade	-	Sx3	-	-	3	-	1	4+	Blast (3"), Knockback, Grenade
Incendiary Grenade	-	Sx3	-	-	3	-	1	5+	Blast (5"), Blaze, Grenade
Krak Grenade	-	Sx3	-	-1	6	-2	2	4+	Demolitions, Grenade

PISTOLS

WEAPON	RANGE		ACCURACY		Str	AP	D	Ammo	Traits
	S	L	S	L					
Autopistol	4"	12"	+1	-	3	-	1	4+	Rapid Fire (1), Sidearm
Laspistol	8"	12'	+1	-	3	-	1	2+	Plentiful, Sidearm
Hand Flamer	-	T	-	-	3	-	1	5+	Blaze, Template
Reclaimed Autopistol	4"	12"	+1	-	3	-	1	5+	Rapid Fire (1), Sidearm
Stub Gun	6"	12"	+2	-	3	-	1	4+	Plentiful, Sidearm
◆ Dum Dum Rounds	5"	10"	+1	-	4	-	1	4+	Limited, Sidearm

BASIC WEAPONS

WEAPON	RANGE		ACCURACY		Str	AP	D	Ammo	Traits
	S	L	S	L					
Autogun	8"	24"	+1	-	3	-	1	4+	<i>Rapid Fire (1)</i>
Lasgun	18"	24"	+1	-	3	-	1	2+	<i>Plentiful</i>
Shotgun									
♦ <i>Scatter Ammo</i>	4"	8"	+2	-	2	-	1	4+	<i>Scattershot</i>
♦ <i>Solid Ammo</i>	8"	16"	+1	-	4	-	2	4+	<i>Knockback</i>
Reclaimed Autogun	8"	24"	+1	-	3	-	1	5+	<i>Rapid Fire (1)</i>

SPECIAL WEAPONS

WEAPON	RANGE		ACCURACY		Str	AP	D	Ammo	Traits
	S	L	S	L					
Grenade Launcher									
♦ <i>Frag Grenade</i>	6"	24"	-1	-	3	-	1	6+	<i>Blast (3"), Knockback</i>
♦ <i>Krak Grenade</i>	6"	24"	-1	-	6	-2	2	6+	
Long Rifle	24"	48"	-	+1	4	-1	1	4+	<i>Knockback, Rending</i>

HEAVY WEAPONS

WEAPON	RANGE		ACCURACY		Str	AP	D	Ammo	Traits
	S	L	S	L					
Heavy Flamer ►►	-	T	-	-	5	-2	1	5+	<i>Blaze, Template</i>
Heavy Stubber ►►	20"	40"	-	-1	4	-1	1	4+	<i>Rapid Fire (2), Unwieldy</i>

WEAPON ACCESSORIES

Accessories with a [★] cannot be fitted together on the same weapon.

INFRA-SIGHT [★]

- **FITTED TO:** Pistols, Basic Weapons, Special Weapons, Heavy Weapons
- **EFFECTS:** The weapon disregards the -1 modifier for partial cover, and treats full cover as partial. This ability does not stack with the *Trick Shot* skill.

The weapon ignores the effect of smoke clouds.

If the Pitch Black rules are in effect, the weapon can spot targets up to 12" away, instead of 3".

An infra-sight **cannot** be fitted to a weapon with the *Rapid Fire (X)*, *Blast (3")* or *Blast (5")* traits.

MONO-SIGHT [★]

- **FITTED TO:** Basic Weapons, Special Weapons, Heavy Weapons
- **EFFECTS:** If the fighter makes an *Aim (Basic)* action with this weapon, gain a +2 modifier to the hit roll instead of the usual +1.

ARMOUR

FLAK ARMOUR

- The wearer gains a 6+ armour save.
- Against weapons that use a Blast marker or Flame template, this increases to 5+.

HAZARD SUIT

- The wearer gains a 6+ armour save.
- If the wearer also has a Respirator, when resolving a Gas attack, they count as +3 Toughness instead of +2.
- The wearer is never affected by the Blaze condition or the *Rad-Phage* weapon trait.

MESH ARMOUR

- The wearer gains a 5+ armour save.

EQUIPMENT

CULT ICON

- This symbol of devotion to the Dark Gods serves to inspire followers to greater acts in battle.
- The owner increases the number of fighters they can include in a Group Activation by +1.
- A gang can possess a maximum of one Cult Icon.

FILTER PLUGS

- If the owner is hit by a weapon with the *Gas* trait, their Toughness counts as +1 when rolling to determine whether they are affected.
- This item is one-use only. After applying the above modifier, the filter plugs are removed.

PHOTO GOGGLES

- If the Pitch Black rules are in effect, the owner can spot enemies up to 12" away, rather than 3".
- The owner can see through smoke clouds.
- If the owner is hit by a Flash weapon, they count suffer a -1 modifier to Initiative when rolling to determine whether they become subject to the Blind condition.

RESPIRATOR

- If the owner is hit by a weapon with the *Gas* trait, their Toughness counts as +2 when rolling to determine whether they are affected.

PETITIONING THE GODS

CHAOS FAVOURS

At the campaign Arbitrator's discretion, gangs can attempt to gain a House Favour. Usually, this occurs at the start of a campaign week, but can be at any point the Arbitrator deems appropriate.

In any Chaos cult, favours represent the fickle "miracles" of the Dark Gods and the opportunism of their followers.

Be warned! While the gang's masters may bestow them gifts, they might also exact a price for those audacious enough to call upon them.

If a gang has an **Alliance**, they may not seek a favour.

PETITIONING FOR FAVOUR

Before the game, after choosing your crew for the scenario, then **roll 2D6 and add +1 for every enemy gang in the campaign with a higher Gang Rating than you** (to a maximum of +3).

Determine the final score and immediately apply the result from the list.

(2) DEVoured BY SPAWN

Gifts of the Dark Gods are seldom without their price...

- Choose one fighter who has displeased the gods.
- They are permanently removed from the gang, along with all their weapons and equipment, and replace them with a Chaos Spawn.
- If the gang already has a Chaos Spawn, the chosen fighter is simply devoured with no further effect.

(3-5) DARK OMENS

It is a portentous time for a believer to make their rituals.

- If a fighter takes the Dark Ritual Post-Battle Action, they may re-roll the result.
- However, if they do re-roll and the result is any double, it counts as a double 1.

(6-8) STOLEN WEAPONRY

A Guilder weapons shipment has fallen into the cult's hands, the guns soon to be turned upon their creators.

- Gain 2D6x10 credits, which must immediately be spent on weapons and equipment from any one of the gang's equipment lists.
- Any unspent credits are lost.

(9-10) FRESH CONVERTS

Eager new initiates fight for the chance to stand at the side of the Demagogue and prove their worth to the Dark Gods.

- The gang may recruit up to three free fighters: Cultists (*Chaos Helots*), Skinners (*Corpse Grinder Cult*), or Gangers (*Chaos-Corrupted Gang*).
- If you choose to recruit one fighter, there is no further effect.
- If you recruit two fighters, each rolls for Lasting Injury.
- If you recruit three, each rolls twice for Lasting Injury.
- The fighters come with no weapons or equipment.

(11-12) HOUR OF THE WITCH

Dark energies swirl as the power of the Warp waxes.

- Choose a fighter – they become a psyker, gaining one power from the *Chaos Helot Wyrd Powers* list as well as the following rule:
 - ▶ **Unsanctioned Psyker:** *If this fighter is taken Out of Action, the enemy gang receives a bounty of D3x10 credits. If Captured and Sold to the Guilders, they are worth their full value in credits.*
- The fighter treats the *Chaos Cult Wyrd Power* list as one of their Primary skill sets from now on.
- If the chosen fighter was a Witch, they instead gain a free power from the *Chaos Cult Wyrd Power* list.

(13+) EYE OF THE GODS

The Dark Gods' gaze falls upon the gang, and they must now prove themselves worthy of their master's attentions!

- In the gang's next battle, when a fighter takes an enemy Out of Action, roll D6 on the below table:

D6	Result
1	UNIMPRESSED: The strike was unworthy! The gods punish the fighter by breaking their memory. The fighter gains no XP for taking the enemy Out of Action.
2-3	GROWING INTEREST: The gods watch the fighter's progression with interest. The next time in this battle the fighter rolls on this table, gain a cumulative +1 modifier.
4+	DARK FAVOUR: The gods bestow a boon upon the fighter, who improves one characteristic by +1 for the rest of this battle! A fighter can gain this result more than once, but must choose a different characteristic each time.

CHAOS HELOT SUB-PLOTS

USING SUB-PLOTS

NOTE: in the current edition of Necromunda, all of the House gangs now have their own unique Sub-Plots. Those that follow here are the original, general Sub-Plots. Some names and wording has been changed for the sake of characterisation, but the content is identical across gangs.

Sub-Plots are side missions a gang can pursue mid-battle – kept secret from the opponent until completed and rewarding extra credits, XP, Reputation, or Gang Tactics cards.

A House's fortunes are tied invisibly to those of its strongest gangs. Each gang leader is akin to a general in the House's armies – every victory granting the hidden masters more political capital to further their schemes.

As such, sometimes the House's nobles take a direct hand in matters – meddling in the gang's affairs, and sending them on errands, and pressing them into agendas where they can have the most impact. Gang leaders ignore these directives at their peril.

- Players should agree prior to the battle whether to use Sub-Plots. If so, a **deck of playing cards** is required. Each player privately draws one card, then consults their list of House Sub-Plots to see what secret assignment their gang has been given.
- Every **Joker** drawn must be shown to your opponent, then discarded. You must then privately draw **two** cards. If one of these is a Joker, do the same again.
- Once you complete a Sub-Plot, reveal it to your opponent, gain the rewards and apply the effects, then discard the card.

SUB-PLOTS TABLE

SPADES: BLOOD

(A♠) DOWN WITH THE IMPERIUM!

- A fighter in the enemy deployment zone can take the following action:
 - ▶ **DEFILE THE AQUILA (Double):** Tear down and smash a nearby symbol of weakling Imperial dogma.
- Reveal the first time you take this action. If the gang completes three *Defile the Aquila (Double)* actions, gain D3+1 Rep.

(2♠) THE EIGHT-POINTED STAR

- A fighter in the enemy deployment zone can take the following action:
 - ▶ **SPRAYPAINT PROFANE ICON (Double):** Tag the walls with the sigils of Chaos.
- Reveal the first time you take this action. If the gang completes three *Spraypaint Profane Icon (Double)* actions, gain D3+1 Rep.

(3♠) HERETEK'S BLESSING

- Reveal when the battle begins.
- Randomly select one fighter – then choose weapon they are wielding. It gains +1 Strength and Damage for the remainder of the battle.
- If you win the battle, gain +D3 Rep.

(4♠) EVERYTHING ENDS IN CHAOS

- Reveal when the battle begins.
 - ▶ **Zone Mortalis:** Your gang must destroy three doors.
 - ▶ **Sector Mechanicus:** Choose a terrain piece roughly 6" wide to destroy (it has Toughness 8, Wounds 8, and is hit automatically).
- Claim if you destroy the target(s) – gain +D3 Rep

(5♠) BLOOD AND SKULLS

- Reveal at the end of the game, if at least five enemy fighters went Out of Action.
 - ▶ *Fighters who Bottled and fled the battlefield do not count.*
- Gain +D3+1 Rep.

(6♠) A DARK INVITATION

- Reveal at the start of the battle. Randomly choose one enemy. A fighter in base contact with this enemy can take the following action:
 - ▶ **PLANT HERETICAL PAMPHLET (Basic):** Gain +D3 Rep. At the end of the battle, if this enemy is not Seriously Injured or Out of Action, gain an additional +D3 Rep.

(7♠) SACRED SPACES

- Reveal at the start of the battle. Choose a terrain piece at least 12" from your deployment zone.
- At the end of the game, if there are no enemies within 6" of this objective, gain +D3 Rep.

(8♠) THE UNSTOPPABLE MARCH

- Reveal at the end of the game. If you have four or more fighters in the enemy deployment zone, gain +D6 Rep.

(9♠) A PRIME OFFERING

- Reveal when you take an enemy Gang Leader or Champion Out of Action.
- At the end of the game, if the enemy has no Gang Leader or Champions in play, gain +D6 Rep.

(10♠) FALL INTO DARKNESS

- Reveal if your fighter knocks an enemy down a Pitfall, or makes them fall from a height that sends them Out of Action.
- Gain +D3 Rep. At the end of the game, if three enemies have been taken Out of Action in this manner, gain an additional +D3 Rep.

(J♠) RITUALISTIC TAKEDOWN

- Reveal if your fighter takes an enemy Out of Action with an unarmed attack.
- Gain +D3 Rep. This increases to +D6, if the victim was a Gang Leader or Champion.

(Q♠) PURGE THE WEAK

- Reveal when the last enemy Juve goes Out of Action – gain +D6 Rep.
 - ▶ *If the enemy gang has no Juves, reveal when the three enemy fighters with the lowest value go Out of Action.*

(K♠) GLORY TO THE GODS

- Reveal at the end of the battle, if you won the scenario within ten rounds.
- Gain +D6 Rep. This increases to +2D6, if you won the scenario within five rounds.

HEARTS: CHANGE

(A♥) MARKED FOR DEATH

- Reveal at the start of the battle, after selecting crews but before deployment.
- Randomly select one enemy. At the end of the game, if this fighter is Out of Action, gain D6x10 credits.
- This increases to 2D6x10 credits if the target was taken Out of Action by a *Coup de Grace (Simple)* actions, or a weapon with the *Melee* trait.

(2♥) CHOSEN

- Reveal at the start of the battle. Randomly select one of your participating Juves (if you have none, select a Ganger).
- At the end of the battle, if this fighter has not lost any Wounds, gain 10 credits.
- This increases to D6x10 if this fighter did not lose any Wounds, but inflicted at least one Wound on an enemy.

(3♥) FIND THE MESSAGE

- A fighter within 3" of a Ductway (**Zone Mortalis**), or who is on the upper level of a terrain piece (**Sector Mechanicus**) can take the following action:
 - ▶ **SEARCH FOR MESSAGE (Double):** Roll D6 – on 5+, the fighter locates their contact's message. Gain 2D6x10 credits.
 - If the fighter is taking this action on the last unsearched Ductway or terrain piece, do not roll – the action is automatically successful.*
- If you win the battle, gain +D3 Rep.

(4♥) TOY WITH THEM

- If your fighter successfully hits an enemy Gang Leader with a close combat attack, you can choose to reveal.
- If you do, the attack ends without rolling to Wound, and with no further effect or impact on the enemy.
- Gain D6x10 credits. This increases to 2D6x10 credits if it was your Gang Leader who delivered this warning.

(5♥) DARK AMUSEMENTS

- Reveal once two enemy fighters have become Broken during the game.
- Gain D3x10 credits. This increases to D6x10 if three or more enemies became Broken.

(6♥) UNHOLY DERANGEMENT

- Reveal at the start of the battle. Overcome with group delusions and hallucinations, the gang loses all sense of self-preservation.
- Your fighters reduce the benefits of cover by -1.
- If you win the battle, gain 2D6x10 credits. This increases to 3D6x10 credits, if you won with none of your fighters Out of Action.

(7♥) LORD OF CHANGE

- A fighter in base contact with an enemy can take the following action:
 - ▶ **SHAKEDOWN (Basic):** Gain D3x10 credits. This increases to D6x10 credits if the target is a Gang Leader or Champion.
- Reveal the first time this action is taken.

(8♥) TWO FOR ONE

- Reveal if the gang takes an enemy Out of Action by causing another fighter (friendly or enemy) to fall on them.
- Gain 2D6x10 credits. This increases to 3D6x10 credits if the fighter who goes Out of Action is a Gang Leader or Champion.

(9♥) SHOWER OF GORE

- Reveal if your fighter makes an attack that rolls 3+ Injury dice, and at least one of the results is Out of Action.
- Gain D6x10 credits.

(10♥) BACK-ALLEY MURDER

- Reveal if your fighter takes an enemy Out of Action, and no enemies have line of sight to either the fighter or the victim.
- Gain D3x10 credits. This increases to D6x10 credits if the victim was taken Out of Action by a weapon with the *Melee* trait.

(J♥) ANNOUNCE YOUR PRESENCE

- Reveal at the end of any round where the gang has fired five or more weapons with the *Blast*, *Rapid Fire (X)*, or *Blaze* trait without causing any Wounds
- Gain 2D6x10 credits.

(Q♥) THE HUNT IS ON

- Reveal at the start of the game. Choose a random enemy. Any fighter within 12" of this enemy can take the following action:
 - ▶ **SHADOW (Double):** The fighter takes no other action this turn and gains the Shadowing condition.
 - **SHADOWING:** When the fighter's target next moves, the fighter automatically moves after them (they are stopped by impassable terrain or another fighter).
- If the fighter ends this move more than 12" from the target, they lose the Shadowing condition.
- At the end of the game, if you have a fighter with the Shadowing condition, gain +D6 Rep.

(K♥) A DELIGHTFUL MAIMING

- Reveal at the end of the battle. For every fighter (friend or enemy) who went Out of Action but did not suffer a *Memorable Death* (66), gain D3x10 credits.
- This increases to D6x10 credits if the fighter suffered a *Critical Injury* (61-65).

CLUBS: ROT

(A ♣) A TOUCH OF MADNESS

- Reveal at the beginning of the first round.
- Your Gang Leader's "Leading by Example" range is reduced to 6".
- Anyone who cannot trace line of sight to a friendly fighter suffers a -1 modifier to Leadership and Cool checks.
- If you win the battle, every participating fighter gains +D3 bonus XP.

(2 ♣) HURT AND ANGRY

- Reveal at the start of the game. Randomly select a fighter. They lose -1 Movement, Weapon Skill, Ballistic Skill, and Strength for the duration of the battle.
- If this fighter ends the battle without being Seriously Injured or taken Out of Action, they gain +D6 bonus XP.

(3 ♣) UNDYING LEGIONS OF CHAOS

- Reveal before rolling Priority in the first round.
- Randomly select D3 of your fighters who are not participating in this battle.
- Immediately place them within your deployment zone; they are now part of your existing crew.
- If you lose this battle, none of your fighters receive XP for this scenario.

HOUSE RULE: Your fighters still gain XP for taking enemies Out of Action.

(4 ♣) LOADED WITH AMMO

- Reveal at the start of the battle. Your fighters may re-roll failed Ammo checks.
- Ranged attacks against your fighters all gain a +1 modifier to Damage.
- At the end of the battle, every fighter in the gang who did not go Out of Action gains +D3 bonus XP.

(5 ♣) ANGERED PATRON

- Reveal at the start of the battle. Every fighter in the gang must reduce their Cool by 2 for the duration of the battle.
- If you win the scenario, every participating fighter gains +D3 bonus XP. This increases to +D6 XP if you won with no fighters going Out of Action.

(6 ♣) FOES CLOSE IN

- Reveal prior to deployment. Your gang must set up before any other opponent, regardless of the any normal rules.
- Your opponent automatically takes Priority in the first round of the game, and adds +1 to their Priority roll in each round.
- At the end of the battle, any fighter who did not go Out of Action gains +D3 bonus XP.

(7 ♣) THE LIAR'S SKIN

- Reveal the first time one of your fighters with the *Gang Fighter (Ganger)* rules goes Out of Action.
- Do not remove them from play. Instead, they are returned to full Wounds and any negative conditions that were affecting them are cancelled.
- The infiltrator is now part of the enemy gang.
- If a fighter takes the infiltrator Out of Action (again), they gain +D6 bonus XP.
- If this happens, the infiltrator does not roll for Lasting Injury, as the "true" fighter never actually participated in this battle.

(8 ♣) STAIN THE GROUND RED

- Reveal the first time your gang takes the *Coup de Grace (Simple)* action. The fighter responsible gains +1 bonus XP.
- For the remainder of the battle, any fighter from the gang who takes the *Coup de Grace (Simple)* action gains +1 bonus XP (each fighter only gains this reward once, however).

(9 ♣) LOST IN DELUSION

- Reveal the first time that you activate a Gang Leader or Champion. For the rest of the battle, this fighter cannot make Group Activations.
- At the end of the battle, if this fighter was not taken Out of Action, they gain +D3 bonus XP if they are a Champion, or +D6 bonus XP if they are a Gang Leader.

(10 ♣) CHAOS IS FOREVER

- Reveal when a fighter enters base contact with two or more enemies.
- At the end of their activation, they gain +D3 bonus XP. This increases to +D6, if they have successfully taken all these enemies Out of Action by the end of their activation.

(J♣) FEAR OF CONSEQUENCE

- Reveal when one of your fighters successfully Rallies. They gain +2 XP for doing so, rather than the usual +1 XP.
- For the remainder of the battle, any fighter from the gang who successfully Rallies gains +2 XP, instead of the usual +1 XP (each fighter only gains this reward once, however).

(Q♣) FEARLESS IN THE FACE

- Reveal the first time that one of the following occurs:
 - ▶ *Your fighter successfully leaps a Pitfall*
 - ▶ *Your fighter successfully leaps a gap wider than their base*
 - ▶ *Your fighter survives damage from a fall or environmental hazard*
- They gain +1 bonus XP.
- For the remainder of the battle, any fighter who does the same gains +1 bonus XP (each fighter only gains this reward once, however).

(K♣) TEMPORARILY INURED

- Reveal when the gang suffers its first Flesh Wound.
- For the remainder of the battle, when the gang rolls a Flesh Wound result on the Injury die, they treat it as “No Effect.”
- However, any fighter who rolls for Lasting Injury must roll twice and take the worse result.
- At the end of the battle, every fighter who is not Seriously Injured or Out of Action gains +D3 bonus XP.

DIAMONDS: PERVERSION

(A♦) KILL! MAIM! BURN!

- Reveal at the end of any round where three or more enemy fighters are Seriously Injured or taken Out of Action.
- Gain +1 random Gang Tactics card.

(2♦) RANDOM VIOLENCE

- Reveal when the gang takes an enemy Out of Action using a weapon with the *Melee* trait, in a location that is out of line of sight and more than 12" from other enemies.
- Gain +1 random Gang Tactics card.

(3♦) THE FATE OF ALL FLESH

- Reveal if at least half the enemy gang is Seriously Injured, Out of Action, or removed from play.
- Gain +1 random Gang Tactics card.

(4♦) WEAKLING MINDS

- Reveal when an enemy fails a Willpower check by rolling 10+.
- Gain +1 random Gang Tactics card.

(5♦) HERETEKAL WORKS

- Reveal at the start of the battle. Choose three door consoles (**Zone Mortalis**) or terrain pieces (**Sector Mechanicus**) at least 6" from your deployment zone, and 8" from each other.
- A fighter within 1" of one of these objectives can take the following action:
 - ▶ **UPLOAD HERETEK CODE (Double):** *Check Intelligence – if passed, gain +1 Gang Tactics card of your choice. This action can only be taken once per game.*

(6♦) COVER UP

- Reveal the first time that the gang takes an enemy Out of Action using a weapon with the *Melee* trait, or the *Coup de Grace (Simple)* action.
- Roll D6 – on 6+, you have liberated a piece of incriminating evidence and gain +1 Gang Tactics card of your choice.
- Otherwise, each successive time you make this roll adds an additional +1 to the result.

(7 ♦) BOW BEFORE CHAOS

- Reveal at the end of any round if three or more enemies are Prone.
- Gain +1 random Gang Tactics card.

(8 ♦) FOR UNKNOWN PURPOSES

- Reveal when a fighter within 6" of the enemy Gang Leader takes the following action:
 - ▶ **PICT-CAPTURE (Double):** *Smile! The fighter gains the Carrying Evidence condition.*
 - **CARRYING EVIDENCE:** *If this fighter returns to the gang's deployment zone, remove them from play.*
Gain +3 Gang Tactics cards of your choice.
The fighter does not count as being Out of Action or Seriously Injured for the purposes of Bottle tests.

(9 ♦) BRINGER OF DOOM

- Reveal at the start of the battle. Randomly select one fighter to be the bomb carrier.
- The bomb carrier can take the following action if they are within 6" of the battlefield's centre:
 - ▶ **PLANT BOMB (Simple):** *Something to remember us by.*
- If the gang completes three *Plant Bomb (Simple)* actions, gain +1 Gang Tactics card of your choice.
- If the bomb carrier goes Out of Action before they have taken three *Plant Bomb (Simple)* actions, centre the Blast (5") marker on them – every fighter the marker touches suffers a Strength 3, AP 0, Damage 1 hit with the *Knockback* trait.

(10 ♦) NOT HERE FOR YOU

- A fighter in base contact with an enemy who has the *Gang Fighter (Ganger)* or *Gang Fighter (Juve)* rule can take the following action:
 - ▶ **BRIBE (Basic):** *The target must check Willpower – if failed, their gang gains D3x10 credits and that fighter is removed from play (they do not count as being Out of Action for the purposes of Bottle Tests).*
- Reveal the first time a fighter takes this action.
- This action can be taken multiple times.

(J ♦) INCRIMINATING PACKET

- Reveal at the start of the battle. Randomly select one fighter to be the courier.
- At the end of any round, if the courier is inside the enemy's deployment zone, remove them from play and gain +2 Gang Tactics cards of your choice.
- The courier does not count as being Out of Action for the purposes of Bottle Tests.

(Q ♦) UNDERHIVE ALTAR

- Reveal at the start of the battle. Choose a point on the battlefield at least 12" from your deployment zone.
- As soon as there are two or more Seriously Injured fighters within 6" of this point, gain +1 Gang Tactics card of your choice.

(K ♦) THE ROT WITHIN

- Reveal at the start of the battle. Randomly select one fighters to be carrying a virulent infection.
- If the enemy gang takes this fighter Out of Action using a weapon with the *Melee* trait, gain +1 random Gang Tactics card.
- If the infected fighter is a Gang Leader or Champion, you may choose the card, instead.

DRAMATIS PERSONAE

THE ABOMINATION OF BADZONE 12

(CHAOS HIVE SCUM) – 280 credits hiring fee

M	WS	BS	S	T	W	I	A	Ld	CI	WP	Int
4"	3+	-	5	5	4	5+	4	-	-	-	-

WEAPON	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
<i>Ferocious Jaws</i>	-	E	-	-	S	-1	1	-	<i>Rending, Melee</i>
<i>Swarming Tentacles</i>	E	2"	-	-	S+1	-2	2	-	<i>Pulverise, Knockback, Versatile, Melee</i>

EQUIPMENT

- **Mutating Flesh** (*Counts as Heavy Carapace Armour*).

DRAMATIS PERSONAE RULES

- **Personal Style:** Dramatis Personae can only use the weapons and equipment options included on their profile – they can never be given other gear.

HIVE SCUM RULES

- **Recruitment:** Gangs may recruit up to five Hive Scum prior to a battle. Hive Scum are retained for a single battle – they depart afterwards, unless re-hired.
- **“You Get What You Pay For”:** Once recruited, Hive Scum can always be added to the crew, regardless of how many fighters the gang is allowed to bring to a scenario. They do not count towards the fighter limit.
- **Gang Rating:** Hive Scum increase the Gang Rating in the same way as any other fighter.
- **Campaign Play:** Hive Scum do not gain XP or Advancements, never gain Lasting Injuries, and cannot work Territories.

GANG LOYALTY

The Abomination can only be hired by Chaos Helot, Corpse Grinder Cult, or Chaos-Corrupted gangs. Therefore, it is also an **Outlaw**.

SPECIAL RULES

Formless Nightmare: The only actions the Abomination can take are: *Move (Simple)*, *Charge (Double)*, *Fight (Basic)* and *Coup de Grace (Simple)*.

Mindless: The Abomination automatically passes Cool and Willpower checks, and automatically fails Leadership or Intelligence checks.

SKILLS

- **Fearsome:** If the Abomination is targeted with a *Charge (Double)* action, the enemy must check Willpower after declaring it – if failed, they cannot move and their activation ends immediately.
- **True Grit:** When the Abomination rolls for Injury with multiple dice, discard one of them.
When the fighter rolls for Injury with a single die, roll two instead and choose which result to apply.
- **Unstoppable:** Before attempting Recovery for the Abomination, roll D6 – on 4+, they discard one Flesh Wound. If it has no Flesh Wounds, instead gain +1 additional Recovery die and choose which result to apply from among the total.

THE EIGHTFOLD HARVEST LORD

(CHAOS BOUNTY HUNTER) – 205 credits hiring fee

M	WS	BS	S	T	W	I	A	Ld	CI	WP	Int
5"	2+	6+	4	4	3	3+	3	7+	5+	8+	7+

WEAPON	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
Paired Heavy Chain Cleavers	-	E	-	+1	S+2	-2	2	-	Paired, Sever, Melee
Fighting Knife	-	E	-	-	S	-1	1	-	Backstab, Melee

EQUIPMENT

- Plate Mail, Cult Icon

DRAMATIS PERSONAE RULES

- **Personal Style:** Dramatis Personae can only use the weapons and equipment options included on their profile – they can never be given other gear.

BOUNTY HUNTER RULES

- **“You Get What You Pay For”:** Once recruited, a Bounty Hunter does not count towards the gang’s fighter limit for a scenario .
- **“We’ll Get Our Bit...”:** The Bounty Hunter’s gang can earn creds off the bodies of their enemies:
 - ▶ **Dead, Not Alive:** When an opponent’s fighter dies, the gang immediately claims half their value in credits, rounded up to the nearest 5.
 - ▶ **Claiming Bounties:** Roll D6 when the gang takes a Captive – on 3+, the gang is cut in on an active warrant – gain D6x10 credits.

After the battle, if **neither** of these abilities were used, the Bounty Hunter remains with the gang.

If **one** ability was used, roll D6 – on 1-3, the Bounty Hunter leaves; on 4-6, they remain with the gang.

If **both** abilities were used, the Bounty Hunter departs, happy with their payment.

- **Gang Rating:** Bounty Hunters increase the Gang Rating in the same way as any other fighter.

GANG LOYALTY

The Eightfold Harvest Lord can only be hired by Chaos Helot, Corpse Grinder Cult, or Chaos-Corrupted gangs. Therefore, he is also an **Outlaw**.

BUTCHER’S MASK

Bonus Armour Save: Provides an armour save of 6+. This cannot be combined with other armour – but also cannot be modified by a weapon’s Armour Piercing.

Terrifying: An enemy attempting a *Fight* or *Shoot* action against the Butcher must first check Willpower – if failed, the enemy’s action is cancelled and their activation ends immediately.

SKILLS

- **Avatar of Blood:** Each time the Harvest Lord inflicts an unsaved wound with a *Melee* weapon, they discard one Flesh Wound and its effects.
- **Killing Blow:** When taking the *Fight (Basic)* action, the fighter may substitute all of their attacks for a single Killing Blow.

If the Killing Blow successfully hits the target, the attack’s Strength and Damage are doubled, and the target cannot attempt an armour save.

Weapons with the *Sidearm* trait cannot be used to deliver a Killing Blow.

- **Slaughterborn:** Each time the Harvest Lord inflicts an unsaved wound with a *Melee* weapon, their Movement increases by 1”. This effect lasts for the duration of the battle.



CORPSE GRINDER CULT

DISCIPLES OF SKIN AND SINEW

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2. Gang List
3. Skill Access
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CORPSE GRINDER CULT RULES

OUTLAW ALIGNMENT

A Corpse Grinder Cult gang is automatically Outlaw and cannot change its Alignment (at least, not without the Arbitrator's permission).

CULT MASKS

Each fighter in a Corpse Grinder Cult gang comes with a unique mask at recruitment that signifies their rank in the cult and provides powerful bonuses.

INCREASED CHAMPION ALLOWANCE

Corpse Grinder Cult gangs can recruit up to three Champions, rather than the limit of two that other gangs have.

MUTATIONS

When a Chaos Helot fighter suffers a **Lasting Injury result of 45-56**, roll D6 to determine whether it develops into a mutation, applying the following modifiers:

- +1 if the Lasting Injury was inflicted by an enemy from a Chaos Helot, Corpse Grinder Cult, or Chaos-Corrupted gang.
- +1 if the Lasting Injury was inflicted by a daemon, or a daemonically-possessed enemy.
- +1 if the fighter already has one or more mutations.

On 6+, replace the effects of the Lasting Injury with its counterpart mutation from the table over the page.

The same mutation cannot be gained more than once. If this occurs, the fighter may instead freely choose a different mutation to gain.

If a fighter gains **mutations equal to their Toughness**, they transform into a Chaos Spawn!

- ▶ *The fighter is effectively dead – remove them from the Gang Roster.*
- ▶ *The gang can choose to retain the Chaos Spawn – if so, add it to the Gang Roster (it has no credit cost to recruit).*
- ▶ *Otherwise, the Chaos Spawn escapes or is immediately killed.*

MUTATIONS FROM LASTING INJURY
(46) HUNGERING PRIDE: The fighter must always be the first in the gang to activate each round (you may choose how to break ties). The fighter gains +1 bonus XP for taking a Gang Leader or Champion Out of Action.
(51) DARK MADNESS: When the fighter activates, check Intelligence – if failed, roll D6 to determinate their first action: <ul style="list-style-type: none"> • 1-2: Move (Simple) • 3-4: Shoot (Basic) or Fight (Basic) • 5-6: Nothing – the first action is wasted.
(52) BESTIAL SENSES: The fighter counts as having a Bio-Scanner – but can no longer initiate or join a Group Activation.
(53) DISTURBING APPENDAGE: The fighter counts as having a Fighting Knife that can never be disarmed or lost – but suffer an additional -1 modifier to hit with weapon that have the <i>Unwieldy</i> trait.
(54) WARPED LIMBS: The fighter loses -1" Movement – but when taking the <i>Charge (Double)</i> action, roll three D3s and count the highest.
(55) CROOKED BODY: Ranged attacks targeting this fighter receive an additional -1 modifier to hit at Long range, but the fighter can no longer wear armour (transfer any they had into the Stash).
(56) TWISTED FLESH: When the fighter activates, they discard -1 Flesh Wound – but can never benefit from Bio-Boosters, Medicae Kits, and can never receive assistance when attempting Recovery.

CORPSE GRINDER CULT GANG LIST

BUTCHER

(GANG LEADER) - 140 credits

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

EQUIPMENT

- The Butcher comes equipped with a **Butcher's Mask** and **Plate Mail** at recruitment.
- The Butcher may purchase Close Combat Weapons or equipment from the *Corpse Grinder Equipment List*.
- During a campaign, the Butcher may be given additional weapons and equipment purchased from this list; the Trading Post; or the Black Market.
- The Butcher can only use Close Combat Weapons.

BUTCHER'S MASK

Bonus Armour Save: Provides an armour save of 6+. This cannot be combined with other armour – but also cannot be modified by a weapon's Armour Piercing.

Head Protection: If the wearer suffers a Lasting Injury result of *Head Injury* or *Eye Injury*, roll D6 – on 6, they ignore the result and instead go into Recovery.

Terrifying: An enemy attempting a *Fight* or *Shoot* action against the Butcher must first check Willpower – if failed, the enemy's action is cancelled and their activation ends immediately.

SKILLS

- The Butcher gains one Primary skill at recruitment, which costs no XP and does not increase their credit value.
- Primary Skills:** *Brawn, Combat, Leadership*.
- Secondary Skills:** *Ferocity, Savant, Savagery*.

SPECIAL RULES

Gang Leader: A Corpse Grinder Cult gang must always include a single fighter with this special rule.

- During campaign play, this fighter may not retire – the only way out for a gang leader is death.
- If this fighter dies during a campaign (or is otherwise permanently lost), another fighter must be promoted to replace them, gaining the Gang Leader rule.

Gang Hierarchy (Leader): If the gang is Bottling, and this fighter passes their Cool check, all friendly Enforcer fighters within 12" automatically pass theirs.

In addition, during a campaign, this fighter can perform Post-Battle Actions.

Tools of the Trade: This fighter may take multiple equipment sets.

Group Activation (2): When this fighter activates, they may also activate two Ready fighters within 3" of their position, in addition to themselves. This must be announced at the start of the activation, with chosen fighters clearly identified.

Activate the three fighters in any order, fully resolving each activation before proceeding to the next. Note that a gang can only make **one** Group Activation per turn.

First to the Fray: When the Butcher makes a *Charge (Double)* action, they add +D6" to their move distance, rather than +D3".

CUTTER

(CHAMPION) - 90 credits

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

EQUIPMENT

- The Cutter comes equipped with a **Cutter's Mask** and **Plate Mail** at recruitment.
- The Cutter may purchase Close Combat Weapons or equipment from the *Corpse Grinder Equipment List*.
- During a campaign, the Cutter may be given additional weapons and equipment purchased from this list; the Trading Post; or the Black Market.
- The Cutter can only use Close Combat Weapons.

CUTTER'S MASK

Save Modifier: When the Cutter attempts an armour save, they gain a +1 modifier to their roll.

Head Protection: If the wearer suffers a Lasting Injury result of *Head Injury* or *Eye Injury*, roll D6 – on 6, they ignore the result and instead go into Recovery.

Terrifying: An enemy attempting a *Fight* or *Shoot* action against the Cutter must first check Willpower – if failed, the enemy's action is cancelled and their activation ends immediately.

SKILLS

- The Cutter gains one Primary skill at recruitment, which costs no XP and does not increase their credit value.
- Primary Skills:** *Brawn, Combat, Savagery*.
- Secondary Skills:** *Cunning, Ferocity, Leadership*.

RECRUITMENT

Increased Champion Allowance: Corpse Grinder Cult gangs can recruit up to three Champions (that is, three Cutters), rather than the limit of two Champions that other gangs have.

SPECIAL RULES

Gang Hierarchy (Champion): If the gang is Bottling, and this fighter passes their Cool check, all friendly Corpse Grinder Cult fighters within 6" automatically pass theirs.

In addition, during a campaign, this fighter can perform Post-Battle Actions.

Tools of the Trade: This fighter may take multiple equipment sets.

Group Activation (1): When this fighter activates, they may also activate one Ready fighter within 3" of their position, in addition to themselves.

This must be announced at the start of the activation, with the other chosen fighter clearly identified.

Activate the two fighters in any order, fully resolving each activation before proceeding to the next.

Note that a gang can only make **one** Group Activation per turn.

Dervish: When the Cutter makes a *Fight (Basic)* action using a weapon with the *Versatile* trait, their vision arc extends to 360°.

SKINNER

(GANGER SPECIALIST) - 40 credits

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

EQUIPMENT

- A Skinner comes equipped with a **Skinner's Mask** and **Plate Mail** at recruitment.
- The Skinner may purchase Close Combat Weapons or equipment from the *Corpse Grinder Equipment List*.
- During a campaign, the Skinner may be given additional equipment purchased from this list; the Trading Post; or the Black Market.
- The Skinner can only use Close Combat Weapons.

SKINNER'S MASK

Save Modifier: When the Skinner attempts an armour save, they gain a +1 modifier to their roll.

Head Protection: If the wearer suffers a Lasting Injury result of *Head Injury* or *Eye Injury*, roll D6 – on 6+, they ignore the result and instead go into Recovery.

Fearsome: If an enemy declares a *Charge (Double)* action against the Skinner, they must check Willpower before moving – if failed, the charge is cancelled and the enemy's activation ends immediately.

SKILLS

- The Cutter comes with the *Berserker* skill at recruitment:
 - ▶ **BERSERKER:** *When the Skinner makes close combat attacks as part of a successful Charge (Double) action, they gain an additional +1 attack.*
- **Primary Skills:** *Combat, Savagery.*
- **Secondary Skills:** *Brawn, Ferocity.*

SPECIAL RULES

Gang Fighter (Specialist): These fighters form the gang's backbone. The total number of Gang Leaders and Champions may **never** exceed the number of fighters with the *Gang Fighter (X)* rule.

Start as Specialist: All Skinners are recruited as Specialists and so can spend XP to gain additional skills.

Tools of the Trade: This fighter may take multiple equipment sets.

INITIATE

(JUVE) - 25 credits

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

EQUIPMENT

- An Initiate comes equipped with an **Initiate's Mask** and **Flak Armour** at recruitment.
- The Initiate may purchase weapons or equipment from the *Corpse Grinder Equipment List*.
- During a campaign, the Skinner may be given additional weapons or equipment purchased from this list; the Trading Post; or the Black Market.
- An Initiate has no weapon restrictions – all types are available.

INITIATE'S MASK

Save Modifier: When the Initiate attempts an armour save, they gain a +1 modifier to their roll.

Head Protection: If the wearer suffers a Lasting Injury result of *Head Injury* or *Eye Injury*, roll D6 – on 6+, they ignore the result and instead go into Recovery.

SKILLS

- The Initiate comes with the *Infiltrate* skill at recruitment:
 - ▶ **INFILTRATE:** *During deployment, set the Initiate aside instead of placing them.*
 - Immediately before the start of the first round, deploy them anywhere on the battlefield that is not visible to or within 6" of any enemies.*
 - If multiple players have fighters with this skill, take turns deploying them (roll off to see who goes first).*
- **Primary Skills:** *Combat.*
- **Secondary Skills:** *Brawn, Ferocity, Savagery.*

SPECIAL RULES

Gang Fighter (Juve): These fighters form the gang's backbone. The total number of Gang Leaders and Champions may **never** exceed the number of fighters with the *Gang Fighter (X)* rule.

Promotion (Cutter): Once an Initiate gains five Advancements, they can be promoted to a Cutter, if desired.

Their category is adjusted to Ganger and they gain all the rules and gear access of their new rank – but lose the *Promotion*, *Fast Learner* and *Gang Fighter (Juve)* rules.

Fast Learner: In a campaign, this fighter may improve a characteristic any number of times without its cost increasing.

CORPSE GRINDER CULT SKILL ACCESS

	AGILITY	BRAWN	COMBAT	CUNNING	FEROCITY	LEADERSHIP	SHOOTING	SAVANT	SAVAGERY
Butcher	–	Primary	Primary	–	Secondary	Primary	–	Secondary	Secondary
Cutter	–	Primary	Primary	Secondary	Secondary	Secondary	–	–	Primary
Skinner	–	Secondary	Primary	–	Secondary	–	–	–	Primary
Initiate	–	Secondary	Primary	–	Secondary	–	–	–	Secondary

CORPSE GRINDER CULT BRUTES

WARP HORROR

(BRUTE) - 210 credits

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

WEAPON	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
Horrific Appendages	-	E	-	-	S	-1	2	-	Pulverise, Rending, Melee
Massive Tentacles	E	4"	-	-	S+1	-	1	-	Drag, Entangle, Versatile, Melee
Warpfire Breath	-	T	-	-	3	-1	-	4+	Blaze, Template

EQUIPMENT

- By default, a Warp Horror dual-wields two *Horrific Appendages*.

ADDITIONAL OPTIONS

The Warp Horror can take any of the following upgrades in addition to its two Horrific Appendages:

- Gain *Massive Tentacles* (+50 credits).
- Gain *Warpfire Breath* (+90 credits).
- Gain *Undulating Skin* (+40 credits).

BRUTE RULES

- Rep & Recruitment:** The maximum number of combined Brutes and Hangers-On a gang can recruit is determined by their Reputation:

REP	MAX
0-5	1
5-9	2
10-14	3
15-19	4
20-24	5
Each additional +5	+1

- Full Member:** Once recruited, Brutes are an accepted part of the gang. They may join a battle in the same way as any other fighter.
- Profile Restriction:** Brutes can only use and purchase the weapons and equipment options included on their profile – they can never be given any other gear.
- Campaign Play:** Brutes gain XP and Lasting Injuries as normal, and count as a Specialist for Advancements. They can be taken Captive, and a Rescue Mission can be mounted for them as normal. Brutes cannot work Territories.

SKILLS

- A Warp Horror comes with the *Nerves of Steel* skill at recruitment:
 - **NERVES OF STEEL:** When the Warp Horror is hit by a ranged attack, check Cool – if passed, it may choose to not be Pinned.
- Primary Skills:** Ferocity.
- Secondary Skills:** Brawn, Combat.

SPECIAL RULES

Terrifying: If an enemy wishes to make a *Fight (Basic)* or *Shoot (Basic)* action against the Warp Horror, they must first check Willpower.

If failed, the enemy cannot take this action. They may target another fighter if they wish, otherwise the action is wasted.

Instability: In each End Phase, roll 2D6 – if the result is equal or lower than the current game round, the Warp Horror suffers a Flesh Wound.

Warp Denizen: The Warp Horror ignores all Lasting Injuries except for “Memorable Death.”

Undulating Skin: A Warp Horror with this upgrade reduces the Damage of any weapon that attacks it by -1.

CORPSE GRINDER CULT EQUIPMENT LIST

PISTOLS	
• Autopistol.....	10
– <i>Fragmentation Rounds</i>	+10
– <i>Manstopper Rounds</i>	+10
• Hand Flamer.....	75
• Stub Gun	5
– <i>Dum Dum Rounds</i>	+5
SPECIAL WEAPONS	
• Flamer.....	140
HEAVY WEAPONS	
• Harpoon Launcher.....	110
• Heavy Flamer.....	195

CLOSE COMBAT WEAPONS	
• Boning Sword.....	25
• Butcher's Chain Cleaver.....	30
– <i>Paired ▶▶</i>	80
• Chain Glaive ▶▶.....	60
• Fighting Knife.....	15
• Flensing Knife.....	15
• Heavy Chain Cleaver.....	50
– <i>Paired ▶▶</i>	130
• Heavy Rock Cutter ▶▶.....	55
• Rotary Flensing Saw ▶▶.....	20
• Two-Handed Axe ▶▶.....	35
• Two-Handed Hammer ▶▶.....	55
GRENADES	
• Frag Grenades.....	30
• Incendiary Grenades.....	40
• Krak Grenades.....	45
• Smoke Grenades.....	15

PERSONAL EQUIPMENT	
• Armoured Undersuit.....	25
• Bio-Booster.....	35
• Cult Icon.....	40
• Photo-Goggles.....	35
• Respirator.....	15
• Skinblade.....	10
• Stimm-Slug Stash.....	30
ARMOUR	
• Hazard Suit.....	10
• Mesh Armour.....	15
• Plate Mail.....	15
TRAPS	
• Frag Trap.....	20
• Gas Trap.....	40
• Melta Trap.....	50

CORPSE GRINDER CULT ARMOURY

CLOSE COMBAT WEAPONS

WEAPON	RANGE		ACCURACY		Str	AP	D	Ammo	Traits
	S	L	S	L					
Boning Sword	-	E	-	-	S	-2	2	-	<i>Rending, Parry, Melee</i>
Butcher's Chain Cleaver	-	E	-	-	S+1	-2	2	-	<i>Shred, Melee</i>
♦ <i>Paired</i> ▶▶	-	E	-	-	S+1	-2	2	-	<i>Paired, Shred, Melee</i>
Chain Glaive ▶▶	E	2"	-1	-	S+2	-2	2	-	<i>Unwieldy, Versatile, Melee</i>
Fighting Knife	-	E	-	-	S	-1	1	-	<i>Backstab, Melee</i>
Flensing Knife	-	E	-	-	S	-1	1	-	<i>Rending, Melee</i>
Heavy Chain Cleaver	-	E	-	+1	S+2	-2	2	-	<i>Sever, Melee</i>
♦ <i>Paired</i> ▶▶	-	E	-	+1	S+2	-2	2	-	<i>Paired, Sever, Melee</i>
Heavy Rock Cutter ▶▶	-	E	-	-	S+4	-4	3	-	<i>Unwieldy, Melee</i>
Rotary Flensing Saw ▶▶	E	4"	-	-1	S+1	-2	2	-	<i>Shred, Knockback, Versatile, Melee</i>
Two-Handed Axe ▶▶	-	E	-	-1	S+2	-	2	-	<i>Unwieldy, Melee</i>
Two-Handed Hammer ▶▶	-	E	-	-1	S+1	-	3	-	<i>Knockback, Unwieldy, Melee</i>

GRENADES

WEAPON	RANGE		ACCURACY		Str	AP	D	Ammo	Traits
	S	L	S	L					
Frag Grenade	-	Sx3	-	-	3	-	1	4+	<i>Blast (3"), Knockback, Grenade</i>
Incendiary Grenade	-	Sx3	-	-	3	-	1	5+	<i>Blast (5"), Blaze, Grenade</i>
Incendiary Grenade	-	Sx3	-	-	3	-	1	5+	<i>Blast (5"), Blaze, Grenade</i>
Smoke Grenade	-	Sx3	-	-	-	-	-	4+	<i>Blast (5"), Smoke, Grenade</i>

TRAPS

WEAPON	RANGE		ACCURACY		Str	AP	D	Ammo	Traits
	S	L	S	L					
Frag Trap	-	-	-	-	3	-	1	-	<i>Blast (5"), Knockback, Single Shot</i>
Gas Trap	-	-	-	-	-	-	-	-	<i>Blast (5"), Gas, Single Shot</i>
Melta Trap	-	-	-	-	8	-4	3	-	<i>Blast (3"), Melta, Single Shot</i>

PISTOLS

WEAPON	RANGE		ACCURACY				Str	AP	D	Ammo	Traits
	S	L	S	L							
Autopistol	4"	12"	+1	-	3	-	1			4+	<i>Rapid Fire (1), Sidearm</i>
♦ Fragmentation Rounds	4"	12"	+1	-	3	-1	1			4+	<i>Rapid Fire (1), Limited, Sidearm</i>
♦ Manstopper Rounds	4"	12"	+1	-	4	-	1			4+	<i>Rapid Fire (1), Limited, Sidearm</i>
Hand Flamer	-	T	-	-	3	-	1			5+	<i>Blaze, Template</i>
Stub Gun	6"	12"	+2	-	3	-	1			4+	<i>Plentiful, Sidearm</i>
♦ Dum Dum Rounds	5"	10"	+1	-	4	-	1			4+	<i>Limited, Sidearm</i>

SPECIAL WEAPONS

WEAPON	RANGE		ACCURACY				Str	AP	D	Ammo	Traits
	S	L	S	L							
Flamer	-	T	-	-	4	-1	1			5+	<i>Blaze, Template</i>

HEAVY WEAPONS

WEAPON	RANGE		ACCURACY				Str	AP	D	Ammo	Traits
	S	L	S	L							
Harpoon Launcher ▶▶	6"	18"	+2	-	5	-3	1			5+	<i>Drag, Impale, Scarce</i>
Heavy Flamer ▶▶	-	T	-	-	5	-2	1			5+	<i>Blaze, Template</i>

ARMOUR

HAZARD SUIT

- The wearer gains a 6+ armour save.
- If the wearer also has a Respirator, when resolving a Gas attack, they count as +3 Toughness instead of +2.
- The wearer is never affected by the Blaze condition or the *Rad-Phage* weapon trait.

MESH ARMOUR

- The wearer gains a 5+ armour save.

PLATE MAIL

- The wearer gains a 6+ armour save.
- Against attacks originating within the wearer's front vision arc, this increases to 5+ (use the Vision Arc template if there is any uncertainty).
 - ▶ *If the wearer lacks a facing (e.g. because they are Prone), they do not increase the save.*
- Against attacks that use a Blast marker, plate mail always provides a 5+ armour save, regardless of the direction of the attack.

EQUIPMENT

ARMoured UNDERSUIT

- An armoured undersuit can be worn in conjunction with armour, or on its own.
- If worn in conjunction with armour, the wearer improves their armour save by +1.
- If worn alone, the wearer gains a 6+ armour save.

BIO-BOOSTER

- The first time the owner rolls an Injury, roll one less die.
- If only one die would be used, instead roll two and choose which result to apply.

CULT ICON

- This symbol of devotion to the Lord of Skin and Sinew serves to inspire followers to greater acts in battle.
- The owner increases the number of fighters they can include in a Group Activation by +1.
- A gang can possess a maximum of one Cult Icon.

FILTER PLUGS

- If the owner is hit by a weapon with the *Gas* trait, their Toughness counts as +1 when rolling to determine whether they are affected.
- This item is one-use only. After applying the above modifier, the filter plugs are removed.

PHOTO GOGGLES

- If the Pitch Black rules are in effect, the owner can spot enemies up to 12" away, rather than 3".
- The owner can see through smoke clouds.
- If the owner is hit by a Flash weapon, they count suffer a -1 modifier to Initiative when rolling to determine whether they become subject to the Blind condition.

RESPIRATOR

- If the owner is hit by a weapon with the *Gas* trait, their Toughness counts as +2 when rolling to determine whether they are affected.

SKINBLADE

- If the fighter is Captured after a battle, they can attempt to escape – roll D6.
 - ▶ *On 1-2, they are unsuccessful and become a Captive.*
 - ▶ *On 3-4, they escape but must roll for Lasting Injury.*
 - ▶ *On 5-6, they escape effortlessly.*
- If a fighter escapes, their skinblade is removed.

STIMM-SLUG STASH

- Once per game, the owner can take a stim-slug when they are activated, but before making any actions.
- Discard one Flesh Wound.
- Until the end of the round, the fighter gains +2 Movement, Strength, and Toughness.
- In the End Phase, roll D6 – on 1, the stim overload results in damaging after-effects. Roll Injury and apply the result.

PETITIONING THE GODS

CHAOS FAVOURS

At the campaign Arbitrator's discretion, gangs can attempt to gain a House Favour. Usually, this occurs at the start of a campaign week, but can be at any point the Arbitrator deems appropriate.

In any Chaos cult, favours represent the fickle "miracles" of the Dark Gods and the opportunism of their followers.

Be warned! While the gang's masters may bestow them gifts, they might also exact a price for those audacious enough to call upon them.

If a gang has an **Alliance**, they may not seek a favour.

PETITIONING FOR FAVOUR

Before the game, after choosing your crew for the scenario, then **roll 2D6 and add +1 for every enemy gang in the campaign with a higher Gang Rating than you** (to a maximum of +3).

Determine the final score and immediately apply the result from the list.

(2) DEVoured BY SPAWN

Gifts of the Dark Gods are seldom without their price...

- Choose one fighter who has displeased the gods.
- They are permanently removed from the gang, along with all their weapons and equipment, and replace them with a Chaos Spawn.
- If the gang already has a Chaos Spawn, the chosen fighter is simply devoured with no further effect.

(3-5) DARK OMENS

It is a portentous time for a believer to make their rituals.

- If a fighter takes the Dark Ritual Post-Battle Action, they may re-roll the result.
- However, if they do re-roll and the result is any double, it counts as a double 1.

(6-8) STOLEN WEAPONRY

A Guilder weapons shipment has fallen into the cult's hands, the guns soon to be turned upon their creators.

- Gain 2D6x10 credits, which must immediately be spent on weapons and equipment from any one of the gang's equipment lists.
- Any unspent credits are lost.

(9-10) FRESH CONVERTS

Eager new initiates fight for the chance to stand at the side of the Demagogue and prove their worth to the Dark Gods.

- The gang may recruit up to three free fighters: Cultists (*Chaos Helots*), Skinners (*Corpse Grinder Cult*), or Gangers (*Chaos-Corrupted Gang*).
- If you choose to recruit one fighter, there is no further effect.
- If you recruit two fighters, each rolls for Lasting Injury.
- If you recruit three, each rolls twice for Lasting Injury.
- The fighters come with no weapons or equipment.

(11-12) HOUR OF THE WITCH

Dark energies swirl as the power of the Warp waxes.

- Choose a fighter – they become a psyker, gaining one power from the *Chaos Helot Wyrd Powers* list as well as the following rule:
 - ▶ **Unsanctioned Psyker:** *If this fighter is taken Out of Action, the enemy gang receives a bounty of D3x10 credits. If Captured and Sold to the Guilders, they are worth their full value in credits.*
- The fighter treats the *Chaos Cult Wyrd Power* list as one of their Primary skill sets from now on.
- If the chosen fighter was a Witch, they instead gain a free power from the *Chaos Cult Wyrd Power* list.

(13+) EYE OF THE GODS

The Dark Gods' gaze falls upon the gang, and they must now prove themselves worthy of their master's attentions!

- In the gang's next battle, when a fighter takes an enemy Out of Action, roll D6 on the below table:

D6	Result
1	UNIMPRESSED: The strike was unworthy! The gods punish the fighter by breaking their memory. The fighter gains no XP for taking the enemy Out of Action.
2-3	GROWING INTEREST: The gods watch the fighter's progression with interest. The next time in this battle the fighter rolls on this table, gain a cumulative +1 modifier.
4+	DARK FAVOUR: The gods bestow a boon upon the fighter, who improves one characteristic by +1 for the rest of this battle! A fighter can gain this result more than once, but must choose a different characteristic each time.

CORPSE GRINDER CULT SUB-PLOTS

USING SUB-PLOTS

NOTE: in the current edition of Necromunda, all of the House gangs now have their own unique Sub-Plots. Those that follow here are the original, general Sub-Plots. Some names and wording has been changed for the sake of characterisation, but the content is identical across gangs.

Sub-Plots are side missions a gang can pursue mid-battle – kept secret from the opponent until completed and rewarding extra credits, XP, Reputation, or Gang Tactics cards.

A House's fortunes are tied invisibly to those of its strongest gangs. Each gang leader is akin to a general in the House's armies – every victory granting the hidden masters more political capital to further their schemes.

As such, sometimes the House's nobles take a direct hand in matters – meddling in the gang's affairs, and sending them on errands, and pressing them into agendas where they can have the most impact. Gang leaders ignore these directives at their peril.

- Players should agree prior to the battle whether to use Sub-Plots. If so, a **deck of playing cards** is required. Each player privately draws one card, then consults their list of House Sub-Plots to see what secret assignment their gang has been given.
- Every **Joker** drawn must be shown to your opponent, then discarded. You must then privately draw **two** cards. If one of these is a Joker, do the same again.
- Once you complete a Sub-Plot, reveal it to your opponent, gain the rewards and apply the effects, then discard the card.

SUB-PLOTS TABLE

SPADES: CARVING FLESH

(A♠) BLOODY MARKER

- A fighter in the enemy deployment zone can take the following action:
 - ▶ **SPIKE SEVERED HEAD (Double):** Brought for this purpose, plant this unfortunate weakling's head nearby as a warning.
- Reveal the first time you take this action. If the gang completes three *Spike Severed Head (Double)* actions, gain D3+1 Rep.

(2♠) A NEW MASTER

- A fighter in the enemy deployment zone can take the following action:
 - ▶ **DAUB BLOODY ICON (Double):** Proudly smear the eight-pointed star with bloody hands.
- Reveal the first time you take this action. If the gang completes three *Daub Bloody Icon (Double)* actions, gain D3+1 Rep.

(3♠) THE RAZOR'S EDGE

- Reveal when the battle begins.
- Randomly select one fighter – then choose weapon they are wielding. It gains +1 Strength and Damage for the remainder of the battle.
- If you win the battle, gain +D3 Rep.

(4♠) NOWHERE TO HIDE

- Reveal when the battle begins.
 - ▶ **Zone Mortalis:** Your gang must destroy three doors.
 - ▶ **Sector Mechanicus:** Choose a terrain piece roughly 6" wide to destroy (it has Toughness 8, Wounds 8, and is hit automatically).
- Claim if you destroy the target(s) – gain +D3 Rep

(5♠) MEAT AND MURDER

- Reveal at the end of the game, if at least five enemy fighters went Out of Action.
 - ▶ *Fighters who Bottled and fled the battlefield do not count.*
- Gain +D3+1 Rep.

(6♠) THE BLACKEST THREAT

- Reveal at the start of the battle. Randomly choose one enemy. A fighter in base contact with this enemy can take the following action:
 - ▶ **TERRIFYING THREAT (Basic):** Gain +D3 Rep. At the end of the battle, if this enemy is not Seriously Injured or Out of Action, gain an additional +D3 Rep.

(7♠) RESTRICTED ACCESS

- Reveal at the start of the battle. Choose a terrain piece at least 12" from your deployment zone.
- At the end of the game, if there are no enemies within 6" of this objective, gain +D3 Rep.

(8♠) WOLVES AT THE DOOR

- Reveal at the end of the game. If you have four or more fighters in the enemy deployment zone, gain +D6 Rep.

(9♠) CHOICE CUTS

- Reveal when you take an enemy Gang Leader or Champion Out of Action.
- At the end of the game, if the enemy has no Gang Leader or Champions in play, gain +D6 Rep.

(10♠) INTO THE MAW

- Reveal if your fighter knocks an enemy down a Pitfall, or makes them fall from a height that sends them Out of Action.
- Gain +D3 Rep. At the end of the game, if three enemies have been taken Out of Action in this manner, gain an additional +D3 Rep.

(J♠) TENDERISING TAKEDOWN

- Reveal if your fighter takes an enemy Out of Action with an unarmed attack.
- Gain +D3 Rep. This increases to +D6, if the victim was a Gang Leader or Champion.

(Q♠) YOUNG BLOOD

- Reveal when the last enemy Juve goes Out of Action – gain +D6 Rep.
 - ▶ *If the enemy gang has no Juves, reveal when the three enemy fighters with the lowest value go Out of Action.*

(K♠) HUNGRY FOR VICTORY

- Reveal at the end of the battle, if you won the scenario within ten rounds.
- Gain +D6 Rep. This increases to +2D6, if you won the scenario within five rounds.

HEARTS: SLICING SINEW

(A♥) GOURMET SELECTION

- Reveal at the start of the battle, after selecting crews but before deployment.
- Randomly select one enemy. At the end of the game, if this fighter is Out of Action, gain D6x10 credits.
- This increases to 2D6x10 credits if the target was taken Out of Action by a *Coup de Grace (Simple)* actions, or a weapon with the *Melee* trait.

(2♥) INITIATE'S INDUCTION

- Reveal at the start of the battle. Randomly select one of your participating Juves (if you have none, select a Ganger).
- At the end of the battle, if this fighter has not lost any Wounds, gain 10 credits.
- This increases to D6x10 if this fighter did not lose any Wounds, but inflicted at least one Wound on an enemy.

(3♥) MISSIVE FROM AN ALLY

- A fighter within 3" of a Ductway (**Zone Mortalis**), or who is on the upper level of a terrain piece (**Sector Mechanicus**) can take the following action:
 - ▶ **LOCATE MISSIVE (Double):** Roll D6 – on 5+, the fighter locates their spy's coded message. Gain 2D6x10 credits.
 - If the fighter is taking this action on the last unsearched Ductway or terrain piece, do not roll – the action is automatically successful.*
- If you win the battle, gain +D3 Rep.

(4♥) PLAY WITH YOUR FOOD

- If your fighter successfully hits an enemy Gang Leader with a close combat attack, you can choose to reveal.
- If you do, the attack ends without rolling to Wound, and with no further effect or impact on the enemy.
- Gain D6x10 credits. This increases to 2D6x10 credits if it was your Gang Leader who delivered this warning.

(5♥) SUCH SWEET TERROR

- Reveal once two enemy fighters have become Broken during the game.
- Gain D3x10 credits. This increases to D6x10 if three or more enemies became Broken.

(6♥) INVITATION TO CARNAGE

- Reveal at the start of the battle. The red rage descends, and the gang loses all sense of self-preservation.
- Your fighters reduce the benefits of cover by -1.
- If you win the battle, gain 2D6x10 credits. This increases to 3D6x10 credits, if you won with none of your fighters Out of Action.

(7♥) YOUR MONEY OR YOUR LIFE

- A fighter in base contact with an enemy can take the following action:
 - ▶ **SHAKEDOWN (Basic):** Gain D3x10 credits. This increases to D6x10 credits if the target is a Gang Leader or Champion.
- Reveal the first time this action is taken.

(8♥) CULINARY FUSION

- Reveal if the gang takes an enemy Out of Action by causing another fighter (friendly or enemy) to fall on them.
- Gain 2D6x10 credits. This increases to 3D6x10 credits if the fighter who goes Out of Action is a Gang Leader or Champion.

(9♥) EXPERT CARVERY

- Reveal if your fighter makes an attack that rolls 3+ Injury dice, and at least one of the results is Out of Action.
- Gain D6x10 credits.

(10♥) NO-ONE CAN HELP YOU

- Reveal if your fighter takes an enemy Out of Action, and no enemies have line of sight to either the fighter or the victim.
- Gain D3x10 credits. This increases to D6x10 credits if the victim was taken Out of Action by a weapon with the *Melee* trait.

(J♥) TURN UP THE HEAT

- Reveal at the end of any round where the gang has fired five or more weapons with the *Blast*, *Rapid Fire (X)*, or *Blaze* trait without causing any Wounds
- Gain 2D6x10 credits.

(Q♥) STALKING FRESH PREY

- Reveal at the start of the game. Choose a random enemy. Any fighter within 12" of this enemy can take the following action:
 - ▶ **SHADOW (Double):** *The fighter takes no other action this turn and gains the Shadowing condition.*
 - **SHADOWING:** *When the fighter's target next moves, the fighter automatically moves after them (they are stopped by impassable terrain or another fighter).*

If the fighter ends this move more than 12" from the target, they lose the Shadowing condition.
- At the end of the game, if you have a fighter with the Shadowing condition, gain +D6 Rep.

(K♥) THE MEEK WILL SUFFER

- Reveal at the end of the battle. For every fighter (friend or enemy) who went Out of Action but did not suffer a *Memorable Death* (66), gain D3x10 credits.
- This increases to D6x10 credits if the fighter suffered a *Critical Injury* (61-65).

CLUBS: SAWING BONE

(A♣) BLOOD FUGUE

- Reveal at the beginning of the first round.
- Your Gang Leader's "Leading by Example" range is reduced to 6".
- Anyone who cannot trace line of sight to a friendly fighter suffers a -1 modifier to Leadership and Cool checks.
- If you win the battle, every participating fighter gains +D3 bonus XP.

(2♣) READY TO BITE BACK

- Reveal at the start of the game. Randomly select a fighter. They lose -1 Movement, Weapon Skill, Ballistic Skill, and Strength for the duration of the battle.
- If this fighter ends the battle without being Seriously Injured or taken Out of Action, they gain +D6 bonus XP.

(3♣) UNEXPECTED DINNER GUESTS

- Reveal before rolling Priority in the first round.
- Randomly select D3 of your fighters who are not participating in this battle.
- Immediately place them within your deployment zone; they are now part of your existing crew.
- If you lose this battle, none of your fighters receive XP for this scenario.

HOUSE RULE: Your fighters still gain XP for taking enemies Out of Action.

(4♣) INITIATES TO THE FORE

- Reveal at the start of the battle. Your fighters may re-roll failed Ammo checks.
- Ranged attacks against your fighters all gain a +1 modifier to Damage.
- At the end of the battle, every fighter in the gang who did not go Out of Action gains +D3 bonus XP.

(5♣) NOT ENOUGH BLOOD

- Reveal at the start of the battle. Every fighter in the gang must reduce their Cool by 2 for the duration of the battle.
- If you win the scenario, every participating fighter gains +D3 bonus XP. This increases to +D6 XP if you won with no fighters going Out of Action.

(6♣) OUTMANEUVERED

- Reveal prior to deployment. Your gang must set up before any other opponent, regardless of the any normal rules.
- Your opponent automatically takes Priority in the first round of the game, and adds +1 to their Priority roll in each round.
- At the end of the battle, any fighter who did not go Out of Action gains +D3 bonus XP.

(7♣) A SHEEP IN WOLF'S CLOTHING

- Reveal the first time one of your fighters with the *Gang Fighter (Ganger)* rules goes Out of Action.
- Do not remove them from play. Instead, they are returned to full Wounds and any negative conditions that were affecting them are cancelled.
- The infiltrator is now part of the enemy gang.
- If a fighter takes the infiltrator Out of Action (again), they gain +D6 bonus XP.
- If this happens, the infiltrator does not roll for Lasting Injury, as the "true" fighter never actually participated in this battle.

(8♣) TAKEN TO SLAUGHTER

- Reveal the first time your gang takes the *Coup de Grace (Simple)* action. The fighter responsible gains +1 bonus XP.
- For the remainder of the battle, any fighter from the gang who takes the *Coup de Grace (Simple)* action gains +1 bonus XP (each fighter only gains this reward once, however).

(9♣) SOLITARY DINER

- Reveal the first time that you activate a Gang Leader or Champion. For the rest of the battle, this fighter cannot make Group Activations.
- At the end of the battle, if this fighter was not taken Out of Action, they gain +D3 bonus XP if they are a Champion, or +D6 bonus XP if they are a Gang Leader.

(10♣) HEEDLESS OF HARM

- Reveal when a fighter enters base contact with two or more enemies.
- At the end of their activation, they gain +D3 bonus XP. This increases to +D6, if they have successfully taken all these enemies Out of Action by the end of their activation.

(J♣) BACK FOR SECONDS

- Reveal when one of your fighters successfully Rallies. They gain +2 XP for doing so, rather than the usual +1 XP.
- For the remainder of the battle, any fighter from the gang who successfully Rallies gains +2 XP, instead of the usual +1 XP (each fighter only gains this reward once, however).

(Q♣) NOTHING STOPS THE KILLING

- Reveal the first time that one of the following occurs:
 - ▶ *Your fighter successfully leaps a Pitfall*
 - ▶ *Your fighter successfully leaps a gap wider than their base*
 - ▶ *Your fighter survives damage from a fall or environmental hazard*
- They gain +1 bonus XP.
- For the remainder of the battle, any fighter who does the same gains +1 bonus XP (each fighter only gains this reward once, however).

(K♣) AS LONG AS THE BLOOD FLOWS

- Reveal when the gang suffers its first Flesh Wound.
- For the remainder of the battle, when the gang rolls a Flesh Wound result on the Injury die, they treat it as “No Effect.”
- However, any fighter who rolls for Lasting Injury must roll twice and take the worse result.
- At the end of the battle, every fighter who is not Seriously Injured or Out of Action gains +D3 bonus XP.

DIAMONDS: FLENSING SKIN

(A♦) APPETISER, MAINS, DESSERT

- Reveal at the end of any round where three or more enemy fighters are Seriously Injured or taken Out of Action.
- Gain +1 random Gang Tactics card.

(2♦) BLOODY MURDER

- Reveal when the gang takes an enemy Out of Action using a weapon with the *Melee* trait, in a location that is out of line of sight and more than 12" from other enemies.
- Gain +1 random Gang Tactics card.

(3♦) STRIPPED TO THE BONE

- Reveal if at least half the enemy gang is Seriously Injured, Out of Action, or removed from play.
- Gain +1 random Gang Tactics card.

(4♦) CRACKING UNDER THE PRESSURE

- Reveal when an enemy fails a Willpower check by rolling 10+.
- Gain +1 random Gang Tactics card.

(5♦) SABOTAGE THE HIVE

- Reveal at the start of the battle. Choose three door consoles (**Zone Mortalis**) or terrain pieces (**Sector Mechanicus**) at least 6" from your deployment zone, and 8" from each other.
- A fighter within 1" of one of these objectives can take the following action:
 - ▶ **SABOTAGE (Double):** *Check Intelligence – if passed, gain +1 Gang Tactics card of your choice. This action can only be taken once per game.*

(6♦) INFO FOR THE INSURRECTION

- Reveal the first time that the gang takes an enemy Out of Action using a weapon with the *Melee* trait, or the *Coup de Grace (Simple)* action.
- Roll D6 – on 6+, you have found a key piece of information to assist the insurrection and gain +1 Gang Tactics card of your choice.
- Otherwise, each successive time you make this roll adds an additional +1 to the result.

(7♦) THE UNWORTHY AVERT THEIR EYES

- Reveal at the end of any round if three or more enemies are Prone.
- Gain +1 random Gang Tactics card.

(8 ♦) A FUTURE GUEST FOR DINNER

- Reveal when a fighter within 6" of the enemy Gang Leader takes the following action:
 - ▶ **PICT-CAPTURE (Double):** *Smile! The fighter gains the Carrying Evidence condition.*
 - **CARRYING EVIDENCE:** *If this fighter returns to the gang's deployment zone, remove them from play.*

Gain +3 Gang Tactics cards of your choice.

The fighter does not count as being Out of Action or Seriously Injured for the purposes of Bottle tests

(9 ♦) MAKE IT EXTRA CRISPY

- Reveal at the start of the battle. Randomly select one fighter to be the bomb carrier.
- The bomb carrier can take the following action if they are within 6" of the battlefield's centre:
 - ▶ **PLANT BOMB (Simple):** *Something to remember us by.*
- If the gang completes three *Plant Bomb (Simple)* actions, gain +1 Gang Tactics card of your choice.
- If the bomb carrier goes Out of Action before they have taken three *Plant Bomb (Simple)* actions, centre the Blast (5") marker on them – every fighter the marker touches suffers a Strength 3, AP 0, Damage 1 hit with the *Knockback* trait.

(10 ♦) LOW QUALITY MEAT

- A fighter in base contact with an enemy who has the *Gang Fighter (Ganger)* or *Gang Fighter (Juve)* rule can take the following action:
 - ▶ **BRIBE (Basic):** *The target must check Willpower – if failed, their gang gains D3x10 credits and that fighter is removed from play (they do not count as being Out of Action for the purposes of Bottle Tests).*
- Reveal the first time a fighter takes this action.
- This action can be taken multiple times.

(J ♦) MEAL TICKET

- Reveal at the start of the battle. Randomly select one fighter to be the courier.
- At the end of any round, if the courier is inside the enemy's deployment zone, remove them from play and gain +2 Gang Tactics cards of your choice.
- The courier does not count as being Out of Action for the purposes of Bottle Tests.

(Q ♦) KILLING FLOOR

- Reveal at the start of the battle. Choose a point on the battlefield at least 12" from your deployment zone.
- As soon as there are two or more Seriously Injured fighters within 6" of this point, gain +1 Gang Tactics card of your choice.

(K ♦) ATE SOMETHING BAD

- Reveal at the start of the battle. Randomly select one fighters to be carrying a virulent infection.
- If the enemy gang takes this fighter Out of Action using a weapon with the *Melee* trait, gain +1 random Gang Tactics card.
- If the infected fighter is a Gang Leader or Champion, you may choose the card, instead.

DRAMATIS PERSONAE

THE ABOMINATION OF BADZONE 12

(CHAOS HIVE SCUM) – 280 credits hiring fee

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

WEAPON	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
<i>Ferocious Jaws</i>	-	E	-	-	S	-1	1	-	<i>Rending, Melee</i>
<i>Swarming Tentacles</i>	E	2"	-	-	S+1	-2	2	-	<i>Pulverise, Knockback, Versatile, Melee</i>

EQUIPMENT

- **Mutating Flesh** (*Counts as Heavy Carapace Armour*).

DRAMATIS PERSONAE RULES

- **Personal Style:** Dramatis Personae can only use the weapons and equipment options included on their profile – they can never be given other gear.

HIVE SCUM RULES

- **Recruitment:** Gangs may recruit up to five Hive Scum prior to a battle. Hive Scum are retained for a single battle – they depart afterwards, unless re-hired.
- **“You Get What You Pay For”:** Once recruited, Hive Scum can always be added to the crew, regardless of how many fighters the gang is allowed to bring to a scenario. They do not count towards the fighter limit.
- **Gang Rating:** Hive Scum increase the Gang Rating in the same way as any other fighter.
- **Campaign Play:** Hive Scum do not gain XP or Advancements, never gain Lasting Injuries, and cannot work Territories.

GANG LOYALTY

The Abomination can only be hired by Chaos Helot, Corpse Grinder Cult, or Chaos-Corrupted gangs. Therefore, it is also an **Outlaw**.

SPECIAL RULES

Formless Nightmare: The only actions the Abomination can take are: *Move (Simple)*, *Charge (Double)*, *Fight (Basic)* and *Coup de Grace (Simple)*.

Mindless: The Abomination automatically passes Cool and Willpower checks, and automatically fails Leadership or Intelligence checks.

SKILLS

- **Fearsome:** If the Abomination is targeted with a *Charge (Double)* action, the enemy must check Willpower after declaring it – if failed, they cannot move and their activation ends immediately.
- **True Grit:** When the Abomination rolls for Injury with multiple dice, discard one of them.
When the fighter rolls for Injury with a single die, roll two instead and choose which result to apply.
- **Unstoppable:** Before attempting Recovery for the Abomination, roll D6 – on 4+, they discard one Flesh Wound. If it has no Flesh Wounds, instead gain +1 additional Recovery die and choose which result to apply from among the total.

THE EIGHTFOLD HARVEST LORD

(CHAOS BOUNTY HUNTER) – 205 credits hiring fee

M	WS	BS	S	T	W	I	A	Ld	CI	WP	Int
5"	2+	6+	4	4	3	3+	3	7+	5+	8+	7+

	RNG		ACC						
WEAPON	S	L	S	L	Str	AP	D	Am	Traits
Paired Heavy Chain Cleavers	-	E	-	+1	S+2	-2	2	-	Paired, Sever, Melee
Fighting Knife	-	E	-	-	S	-1	1	-	Backstab, Melee

EQUIPMENT

- Plate Mail, Cult Icon

DRAMATIS PERSONAE RULES

- **Personal Style:** Dramatis Personae can only use the weapons and equipment options included on their profile – they can never be given other gear.

BOUNTY HUNTER RULES

- **“You Get What You Pay For”:** Once recruited, a Bounty Hunter does not count towards the gang’s fighter limit for a scenario.
- **“We’ll Get Our Bit...”:** The Bounty Hunter’s gang can earn creds off the bodies of their enemies:
 - ▶ **Dead, Not Alive:** When an opponent’s fighter dies, the gang immediately claims half their value in credits, rounded up to the nearest 5.
 - ▶ **Claiming Bounties:** Roll D6 when the gang takes a Captive – on 3+, the gang is cut in on an active warrant – gain D6x10 credits.

After the battle, if **neither** of these abilities were used, the Bounty Hunter remains with the gang.

If **one** ability was used, roll D6 – on 1-3, the Bounty Hunter leaves; on 4-6, they remain with the gang.

If **both** abilities were used, the Bounty Hunter departs, happy with their payment.

- **Gang Rating:** Bounty Hunters increase the Gang Rating in the same way as any other fighter.
- **Campaign Play:** Bounty Hunters do not gain XP or Advancements, never gain Lasting Injuries, and cannot work Territories.

GANG LOYALTY

The Eightfold Harvest Lord can only be hired by Chaos Helot, Corpse Grinder Cult, or Chaos-Corrupted gangs. Therefore, he is also an **Outlaw**.

BUTCHER’S MASK

Bonus Armour Save: Provides an armour save of 6+. This cannot be combined with other armour – but also cannot be modified by a weapon’s Armour Piercing.

Terrifying: An enemy attempting a *Fight* or *Shoot* action against the Butcher must first check Willpower – if failed, the enemy’s action is cancelled and their activation ends immediately.

SKILLS

- **Avatar of Blood:** Each time the Harvest Lord inflicts an unsaved wound with a *Melee* weapon, they discard one Flesh Wound and its effects.
- **Killing Blow:** When taking the *Fight (Basic)* action, the fighter may substitute all of their attacks for a single Killing Blow.

If the Killing Blow successfully hits the target, the attack’s Strength and Damage are doubled, and the target cannot attempt an armour save.

Weapons with the *Sidearm* trait cannot be used to deliver a Killing Blow.

- **Slaughterborn:** Each time the Harvest Lord inflicts an unsaved wound with a *Melee* weapon, their Movement increases by 1”. This effect lasts for the duration of the battle.



GENESTEALER CULT

DISCIPLES OF THE STAR CHILDREN

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GENESTEALER CULT RULES

AVOIDING DISCOVERY

The Genestealer Cult's semi-alien nature creates complications when the gang deals with the wider hive:

- When the gang takes the **Medical Escort** Post-Battle Action, the cost of treatment by the doc is increased to 3D6x10, to buy their silence.
- If a fighter is Captured and then picked for the **Sell to the Guilders** Post-Battle Action, they are worth their full value in credits, rather than the usual half.
- Genestealer Cult gangs cannot take the Sell to the Guilders Post-Battle Action, lest they risk revealing themselves.

RECRUITING BRUTES & HANGERS-ON

Genestealer Cults are highly insular and cautious operations, making them extremely selective about recruiting from outside their own "family."

To represent this, Genestealer Cult gangs use a modified table to determine how many combined Brutes and Hangers-On they can recruit:

REP	MAX
0-9	1
10-14	2
15-19	3
20-24	4
<i>Each additional +5</i>	<i>+1</i>

GENESTEALER CULT GANG LIST

ADEPT

(GANG LEADER) - 120 credits

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

EQUIPMENT

- The Adept may purchase any weapons or equipment from the *Genestealer Cult Equipment List*.
- During a campaign, the Adept may be given additional weapons and equipment purchased from this list; the Trading Post; or the Black Market.
- The Adept has no weapon restrictions – all types are available.

SKILLS

- The Adept gains one Primary skill at recruitment (see the “Wyrd Powers” rule, opposite), which costs no XP and does not increase their credit value.
- Primary Skills:** *Cunning, Leadership.*
- Secondary Skills:** *Agility, Savant.*

SPECIAL RULES

Gang Leader: A Genestealer Cult gang must always include a single fighter with this special rule.

- During campaign play, this fighter may not retire – the only way out for a gang leader is death.
- If this fighter dies during a campaign (or is otherwise permanently lost), another fighter must be promoted to replace them, gaining the Gang Leader rule.

Gang Hierarchy (Leader): If the gang is Bottling, and this fighter passes their Cool check, all friendly Genestealer Cult fighters within 12” automatically pass theirs.

In addition, during a campaign, this fighter can perform Post-Battle Actions.

Tools of the Trade: This fighter may take multiple equipment sets.

Group Activation (2): When this fighter activates, they may also activate two Ready fighters within 3” of their position, in addition to themselves.

This must be announced at the start of the activation, with chosen fighters clearly identified.

Activate the three fighters in any order, fully resolving each activation before proceeding to the next.

Note that a gang can only make **one** Group Activation per turn.

Unsanctioned Psyker: If this fighter is taken Out of Action, the enemy gang receives a bounty of D3x10 credits. If Captured and Sold to the Guilders, they are worth their full value in credits.

Avoiding Discovery: This fighter is subject to the following rules:

- If Critically Injured and provided with a Medical Escort Post-Battle Action, the fighter’s treatment cost is 3D6x10.
- If subjected to the Sell to the Guilders Post-Battle Action, the fighter is worth their full value in credits.
- This fighter cannot take the Sell to the Guilders Post-Battle Action.

WYRD POWERS

The Adept has access to six Genestealer Cult Wyrd Powers: *Hypnosis, Unbreakable Will, Zealot, Mind Control, Assail, and Force Blast.*

The Adept treats this group of wyrd powers as one of their Primary skill sets – therefore, at recruitment, they may choose one for free, and during a campaign may gain additional powers through Advancements.

ALPHA

(GANG LEADER) - 145 credits

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

EQUIPMENT

- The Alpha comes equipped with a **Hazard Suit** at recruitment.
- The Alpha may purchase any weapons or equipment from the *Genestealer Cult Equipment List*.
- During a campaign, the Alpha may be given additional weapons and equipment purchased from this list; the Trading Post; or the Black Market.
- The Alpha has no weapon restrictions – all types are available.

SKILLS

- The Alpha gains one Primary skill at recruitment, which costs no XP and does not increase their credit value.
- Primary Skills:** *Combat, Leadership, Shooting.*
- Secondary Skills:** *Cunning, Ferocity.*

SPECIAL RULES

Gang Leader: A Genestealer Cult gang must always include a single fighter with this special rule.

- During campaign play, this fighter may not retire – the only way out for a gang leader is death.
- If this fighter dies during a campaign (or is otherwise permanently lost), another fighter must be promoted to replace them, gaining the Gang Leader rule.

Gang Hierarchy (Leader): If the gang is Bottling, and this fighter passes their Cool check, all friendly Cult fighters within 12" automatically pass theirs.

In addition, during a campaign, this fighter can perform Post-Battle Actions.

Tools of the Trade: This fighter may take multiple equipment sets.

Group Activation (2): When this fighter activates, they may also activate two Ready fighters within 3" of their position, in addition to themselves.

This must be announced at the start of the activation, with chosen fighters clearly identified.

Activate the three fighters in any order, fully resolving each activation before proceeding to the next.

Note that a gang can only make **one** Group Activation per turn.

Avoiding Discovery: This fighter is subject to the following rules:

- If Critically Injured and provided with a Medical Escort Post-Battle Action, the fighter's treatment cost is 3D6x10.
- If subjected to the Sell to the Guilders Post-Battle Action, the fighter is worth their full value in credits.
- This fighter cannot take the Sell to the Guilders Post-Battle Action.

Third Arm: As an early-generation hybrid, the Alpha has an additional arm that grants the following abilities:

- They may carry four weapons, instead of three.
- Their ranged weapons lose the *Unwieldy* trait, if they had it.
- If the Alpha makes unarmed attacks, prior to the enemy's Reaction Attacks, resolve +1 bonus unarmed Attack with the *Rending* trait.
- The Alpha can triple-wield weapons with the *Melee* and/or *Sidearm* traits – doing so grants +2 bonus attacks in close combat, instead of the usual +1 for dual-wielding.
 - ▶ *Attacks from each weapon must be clearly designated prior to rolling, as normal.*

HYBRID ACOLYTE

(CHAMPION) - 85 credits

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

EQUIPMENT

- Hybrid Acolytes come equipped with a **Hazard Suit** at recruitment.
- Hybrid Acolytes may purchase any weapons or equipment from the *Genestealer Cult Equipment List*.
- During a campaign, an Acolyte may be given additional weapons and equipment purchased from this list; the Trading Post; or the Black Market.
- Acolytes has no weapon restrictions – all types are available.

ADDITIONAL OPTIONS

Third Arm: A Hybrid Acolyte can belong to an early generation for +45 credits, gaining an additional arm that grants the following abilities:

- They may carry four weapons, instead of three.
- Their ranged weapons lose the *Unwieldy* trait, if they had it.
- If the Acolyte makes unarmed attacks, prior to the enemy's Reaction Attacks, resolve +1 bonus unarmed Attack with the *Rending* trait.
- The Acolyte can triple-wield weapons with the *Melee* and/or *Sidearm* traits – doing so grants +2 bonus attacks in close combat, instead of the usual +1 for dual-wielding.
 - ▶ *Attacks from each weapon must be clearly designated prior to rolling, as normal.*

SKILLS

- Hybrid Acolytes gain one Primary skill at recruitment, which costs no XP and does not increase their credit value.
- Primary Skills:** *Cunning, Ferocity.*
- Secondary Skills:** *Agility, Combat, Leadership.*

SPECIAL RULES

Gang Hierarchy (Champion): If the gang is Bottling, and this fighter passes their Cool check, all friendly Genestealer Cult fighters within 6" automatically pass theirs.

In addition, during a campaign, this fighter can perform Post-Battle Actions.

Tools of the Trade: This fighter may take multiple equipment sets.

Group Activation (1): When this fighter activates, they may also activate one Ready fighter within 3" of their position, in addition to themselves.

This must be announced at the start of the activation, with the other chosen fighter clearly identified.

Activate the two fighters in any order, fully resolving each activation before proceeding to the next.

Note that a gang can only make **one** Group Activation per turn.

Avoiding Discovery: This fighter is subject to the following rules:

- If Critically Injured and provided with a Medical Escort Post-Battle Action, the fighter's treatment cost is 3D6x10.
- If subjected to the Sell to the Guilders Post-Battle Action, the fighter is worth their full value in credits.
- This fighter cannot take the Sell to the Guilders Post-Battle Action.

NEOPHYTE

(GANGER) - 45 credits

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

EQUIPMENT

- Neophytes come equipped with a **Hazard Suit** at recruitment.
- Neophytes (and Neophyte Specialists) may purchase any weapons or equipment from the *Genestealer Cult Equipment List*.
- During a campaign, a Neophyte may be given additional weapons purchased from this list.
 - ▶ *A Neophyte can only access Pistols, Basic Weapons, and Close Combat Weapons.*
 - ▶ *A Neophyte Specialist can additionally access Special Weapons.*
- During a campaign, a Neophyte may be given additional equipment purchased from this list, the Trading Post, or the Black Market.

ADDITIONAL OPTIONS

Third Arm: A Neophyte can belong to an early generation for +45 credits, gaining an additional arm that grants the following abilities:

- They may carry four weapons, instead of three.
- Their ranged weapons lose the *Unwieldy* trait, if they had it.
- If the Neophyte makes unarmed attacks, prior to the enemy's Reaction Attacks, resolve +1 bonus unarmed Attack with the *Rending* trait.
- The Neophyte can triple-wield weapons with the *Melee* and/or *Sidearm* traits – doing so grants +2 bonus attacks in close combat, instead of the usual +1 for dual-wielding.
 - ▶ *Attacks from each weapon must be clearly designated prior to rolling, as normal.*

SPECIAL RULES

Gang Fighter (Ganger): These fighters form the gang's backbone. The total number of Gang Leaders and Champions may **never** exceed the number of fighters with the *Gang Fighter (X)* rule.

Promotion (Neophyte Specialist): When the gang is founded, one Neophyte can be promoted to a Neophyte Specialist.

In a campaign, additional Neophytes may also be promoted through an Advancement.

A Neophyte Specialist gains the following additional rules:

- *Tools of the Trade:* This fighter may take multiple equipment sets.
- *Special Weapons:* This fighter may be given Special Weapons.
- *Specialist:* This fighter may spend XP to gain additional skills.

Avoiding Discovery: This fighter is subject to the following rules:

- If Critically Injured and provided with a Medical Escort Post-Battle Action, the fighter's treatment cost is 3D6x10.
- If subjected to the Sell to the Guilders Post-Battle Action, the fighter is worth their full value in credits.
- This fighter cannot take the Sell to the Guilders Post-Battle Action.

ABERRANT

(GANGER) - 95 credits

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

EQUIPMENT

- An Aberrant may purchase Close Combat Weapons and Armour from the *Genestealer Cult Equipment List*.
- During a campaign, an Aberrant may be given new Armour purchased from this list; the Trading Post; or the Black Market

SPECIAL RULES

Gang Fighter (Ganger): These fighters form the gang's backbone. The total number of Gang Leaders and Champions may **never** exceed the number of fighters with the *Gang Fighter (X)* rule.

Promotion (Aberrant Specialist): In the course of a campaign, the Aberrant may be promoted through an Advancement.

An Aberrant Specialist gains the following additional rules:

- *Tools of the Trade:* This fighter may take multiple equipment sets.
- *Specialist:* This fighter may spend XP to gain additional skills.

Avoiding Discovery: This fighter is subject to the following rules:

- If Critically Injured and provided with a Medical Escort Post-Battle Action, the fighter's treatment cost is 3D6x10.
- If subjected to the Sell to the Guilders Post-Battle Action, the fighter is worth their full value in credits.
- This fighter cannot take the Sell to the Guilders Post-Battle Action.

GENESTEALER CULT EQUIPMENT LIST

PISTOLS	
• Autopistol.....	10
• Hand Flamer.....	75
• Laspistol.....	10
• Needle Pistol.....	40
BASIC WEAPONS	
• Autogun.....	15
• Lasgun.....	15
• Shotgun (<i>Solid & Scatter Ammo</i>)....	30
SPECIAL WEAPONS	
• Flamer.....	140
• Grenade Launcher (<i>Frag & Krak Grenades</i>).....	55
• Long Las.....	20
• Web Gun.....	125

CLOSE COMBAT WEAPONS	
• Chainsword.....	25
• Flail.....	20
• Las-Cutter.....	85
• Maul.....	10
• Power Maul.....	30
• Power Pick.....	40
• Servo-Claw.....	30
• Two-Handed Hammer ►►.....	35
• Heavy Stubber ►►.....	130
GRENADES	
• Melta Bombs.....	60
• Photon Flash Grenades.....	15
• Scare Gas Grenades.....	45
• Smoke Grenades.....	15

ARMOUR	
• Flak Armour	10
PERSONAL EQUIPMENT	
• Bio-Booster.....	35
• Filter Plugs.....	10
• Photo Goggles.....	35
• Respirator.....	15
• Servo Harness (Partial).....	130
• & <i>Special Weapons only</i>).....	25
• 0-2 Cyber-Mastiff.....	100

GENESTEALER CULT SKILL ACCESS

	AGILITY	BRAWN	COMBAT	CUNNING	FEROCITY	LEADERSHIP	SHOOTING	SAVANT
Adept	<i>Secondary</i>	–	–	<i>Primary</i>	–	<i>Primary</i>	–	<i>Secondary</i>
Alpha	–	–	<i>Primary</i>	<i>Secondary</i>	<i>Secondary</i>	<i>Primary</i>	<i>Primary</i>	–
Hybrid Acolyte	<i>Secondary</i>	–	<i>Secondary</i>	<i>Primary</i>	<i>Primary</i>	<i>Secondary</i>	–	–
Neophyte	<i>Secondary</i>	–	<i>Secondary</i>	<i>Primary</i>	<i>Primary</i>	–	–	–
Aberrant	–	<i>Primary</i>	<i>Secondary</i>	<i>Secondary</i>	<i>Primary</i>	–	–	–

GENESTEALER CULT WYRD POWERS

1. HYPNOSIS (Basic)

- Target an enemy with the Ready condition, in line of sight and within 9”.
- The enemy treats the *Move (Simple)* action as *Move (Basic)*.

2. UNBREAKABLE WILL (Basic, Continuous Effect)

- While this power is maintained, any time a friendly fighter within 9” of the Adept must check Nerve or Willpower, they may use the Adept’s characteristic instead of their own.

3. ZEALOT (Double, Continuous Effect)

- While as this power is maintained, a friendly fighter within 9” of the Adept who takes either the *Fight (Basic)* or *Charge (Double)* action may re-roll any 1s.
- This power can be used once per game round.

4. MIND CONTROL (Basic)

- Target an enemy within 9”.
- The enemy immediately take a free *Shoot (Basic)* action against a target selected by the Adept.

5. ASSAIL (Basic)

- Target an enemy in line of sight and within 12”. Check Ballistic Skill – if hit, the enemy is moved D3” in any direction and then becomes Pinned.
- If they impact a terrain piece, they stop moving and suffer a Strength 3, AP 0, Damage 1 hit.
- If they reach base contact with another fighter, both fighters suffer a Strength 3, AP 0, Damage 1 hit, and become Pinned.

6. FORCE BLAST (Basic)

- All enemy fighters within 3” of the Adept are immediately pushed D3+1” directly away from them.
- If this would push a target over an edge, they stop moving and check Initiative – if passed, they become Pinned; if failed, they fall.
- If the target impacts a terrain piece, they become Pinned and suffer an automatic hit – the Strength is equal to the distance they were pushed.

HOUSE RULE: Force Blast reaches targets within 6”, rather than 3”. Both friendly and enemy fighters are affected.

GENESTEALER CULT EXOTIC BEASTS

PSYCHIC FAMILIAR

(EXOTIC BEAST) - 25 credits

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

EQUIPMENT

- The Psychic Familiar has no equipment and always makes unarmed attacks.

EXOTIC BEAST RULES

- Joining a Fight:** If its owner participates in a battle, the Exotic Beast may also be included and does not count towards the gang's fighter limit (and so are not considered in Bottle Tests). If its owner is removed for any reason, the Exotic Beast is also removed.
- Profile Restriction:** Exotic Beasts may never be issued new weapons or equipment – they can only use the ones included in their profile.
- Activation:** When its owner activates (including as part of a Group Activation), all of their Exotic Beasts also activate. The activations can be resolved in any order.
- Behaviour:** If an Exotic Beast ends its activation more than 3" away from their owner, it must make a Nerve check – if failed, it becomes Broken and immediately takes a free *Running for Cover* (Double) action.
 - An Exotic Beast flees towards its owner, rather than cover.
 - An Exotic Beast automatically Rallies if its activation ends within 3" of its owner (but does not gain XP).
- Campaign Play:** Exotic Beasts gain XP and Lasting Injuries as normal, and roll Advancements on the *Ganger Advancement Table* (they can be promoted to Specialist). They can be taken Captive, and a Rescue Mission can be mounted for them as normal. Exotic Beasts cannot work Territories.

RECRUITMENT LIMIT

- A fighter can possess a maximum of three Psychic Familiars.

SKILLS

- A Psychic Familiar comes with the *Catfall* and *Clamber* skills at recruitment:
 - CATFALL:** When the Familiar drops from an edge, it halves the distance for damage (rounding up).
When it lands, check Initiative – if passed, it remains Standing rather than becoming Pinned (this does not apply if it is Seriously Injured as a result).
 - CLAMBER:** When the Familiar climbs, it does not cost extra movement. It treats every vertical surface as a ladder.
- Primary Skills: *Combat*.
- Secondary Skills: *Ferocity*.

SPECIAL RULES

Omen of Fortune: The Familiar can sense bad fortune and forewarn its master with a flash of precognition.

Once per round, the Familiar can attempt to cancel one successful hit against its owner if they are within 3".

To negate a hit, the Familiar's owner must check Willpower before the enemy rolls to Wound. If passed, the attack counts as having missed (Blast markers and templates are placed as normal, but the fighter is assumed to have dodged clear).

Precognition: The Familiar has a 3+ armour save that can never be modified by a weapon's Armour Piercing value. Against Blast markers or templates, this decreases to 4+.

GENESTEALER CULT ARMOURY

CLOSE COMBAT WEAPONS

WEAPON	RANGE		ACCURACY		Str	AP	D	Ammo	Traits
	S	L	S	L					
Chainsword	-	E	-	+1	S	-1	1	-	Parry, Rending, Melee
Fighting Knife	-	E	-	-	S	-1	1	-	Backstab, Melee
Heavy Rock Cutter ►►	-	E	-	-	S+4	-4	3	-	Unwieldy, Melee
Heavy Rock Drill ►►	-	E	-	-	S+2	-3	2	-	Pulverise, Unwieldy, Melee
Heavy Rock Saw ►►	-	E	-	+1	S+3	-3	2	-	Rending, Unwieldy, Melee
Power Hammer	-	E	-	-	S+1	-1	2	-	Power, Melee
Power Maul	-	E	-	-	S+2	-1	1	-	Power, Melee
Power Pick	-	E	-	-	S+1	-3	1	-	Power, Pulverise, Melee
Power Sword	-	E	-	-	S+2	-2	1	-	Power, Parry, Melee
Shock Stave	E	2"	-	-	S+1	-	1	-	Shock, Versatile, Melee
Shock Whip	E	3"	-1	-	S+1	-	1	-	Shock, Versatile, Melee
Two-Handed Hammer ►►	-	E	-	-1	S+1	-	3	-	Knockback, Unwieldy, Melee

GRENADES

WEAPON	RANGE		ACCURACY		Str	AP	D	Ammo	Traits
	S	L	S	L					
Blasting Charge	-	Sx2	-	-	5	-1	2	5+	Blast (5"), Knockback, Grenade
Demolitions Charge	-	Sx2	-	-	6	-3	3	*	Blast (5"), Single Shot, Grenade
Frag Grenade	-	Sx3	-	-	3	-	1	4+	Blast (3"), Knockback, Grenade
Incendiary Grenades	-	Sx3	-	-	3	-	1	5+	Blast (5"), Blaze, Grenade

PISTOLS

WEAPON	RANGE		ACCURACY		Str	AP	D	Ammo	Traits
	S	L	S	L					
Autopistol	4"	12"	+1	-	3	-	1	4+	Rapid Fire (1), Sidearm
Hand Flamer	-	T	-	-	3	-	1	5+	Blaze, Template
Laspistol	8"	12"	+1	-	3	-	1	2+	Plentiful, Sidearm
Needle Pistol	4"	9"	+2	-	4	-1	-	6+	Toxin, Silence, Scarce, Sidearm

BASIC WEAPONS

WEAPON	RANGE		ACCURACY		Str	AP	D	Ammo	Traits
	S	L	S	L					
Autogun	8"	24"	+1	-	3	-	1	4+	<i>Rapid Fire (1)</i>
Lasgun	18"	24"	+1	-	3	-	1	2+	<i>Plentiful</i>
Shotgun									
♦ <i>Scatter Rounds</i>	4"	8"	+2	-	2	-	1	4+	<i>Scattershot</i>
♦ <i>Solid Ammo</i>	8"	16"	+1	-	4	-	2	4+	<i>Knockback</i>

SPECIAL WEAPONS

WEAPON	RANGE		ACCURACY		Str	AP	D	Ammo	Traits
	S	L	S	L					
Flamer	-	T	-	-	4	-1	1	5+	<i>Blaze, Template</i>
Grenade Launcher									
♦ <i>Frag Grenades</i>	6"	24"	-1	-	3	-	1	6+	<i>Blast (3"), Knockback</i>
♦ <i>Krak Grenades</i>	6"	24"	-1	-	6	-2	2	6+	
Long Las	18"	36"	-	+1	4	-	1	2+	<i>Plentiful</i>
Web Gun	-	T	-	-	5	-	-	5+	<i>Web, Silent, Template</i>

HEAVY WEAPONS

WEAPON	RANGE		ACCURACY		Str	AP	D	Ammo	Traits
	S	L	S	L					
Heavy Stubber ►►	20"	40"	-	-1	4	-1	1	4+	<i>Rapid Fire (2), Unwieldy</i>
Mining Laser ►►	18"	24"	-	-1	9	-3	3	3+	<i>Unwieldy</i>
Seismic Cannon ►►									
♦ <i>Short Wave</i>	12"	24"	-	-1	6	-1	2	5+	<i>Rapid Fire (1), Knockback, Seismic, Unwieldy</i>
♦ <i>Long Wave</i>	12"	24"	-1	-	3	-	1	5+	<i>Rapid Fire (2), Knockback, Seismic, Unwieldy</i>

ARMOUR

HAZARD SUIT

- The wearer gains a 6+ armour save.
- The wearer can never gain the Blaze condition, and is immune to the effects of the *Rad-Phage* trait.
- If the wearer also has a **respirator**, and is attacked by a weapon with the *Gas* trait, they gain +3 Toughness rather than the usual +2.

FLAK ARMOUR

- The wearer gains a 6+ armour save.
- Against weapons that use a Blast marker or Flame template, this increases to 5+.

MESH ARMOUR

- The wearer gains a 5+ armour save.

EQUIPMENT

BIO-BOOSTER

- The first time the owner rolls an Injury, roll one less die.
- If only one die would be used, instead roll two and choose which result to apply.

CULT ICON

- This symbol of devotion to the Star Children serves to inspire followers to greater acts in battle.
- The owner increases the number of fighters they can include in a Group Activation by +1.
- A gang can possess a maximum of one Cult Icon.

FILTER PLUGS

- If the owner is hit by a weapon with the *Gas* trait, their Toughness counts as +1 when rolling to determine whether they are affected.
- This item is one-use only. After applying the above modifier, the filter plugs are removed.

PHOTO GOGGLES

- If the Pitch Black rules are in effect, the owner can spot enemies up to 12" away, rather than 3".
- The owner can see through smoke clouds.
- If the owner is hit by a Flash weapon, they count suffer a -1 modifier to Initiative when rolling to determine whether they become subject to the Blind condition.

RESPIRATOR

- If the owner is hit by a weapon with the *Gas* trait, their Toughness counts as +2 when rolling to determine whether they are affected.

PETITIONING THE FAMILY

GENESTEALER CULT FAVOURS

At the campaign Arbitrator's discretion, gangs can attempt to gain a House Favour. Usually, this occurs at the start of a campaign week, but can be at any point the Arbitrator deems appropriate.

In a Genestealer Cult, favours represent the subtle aid of infiltrators in Necromunda's industries and institutions, or perhaps higher echelons of the conspiracy.

Be warned! While the gang's masters may bestow them gifts, they might also exact a price for those audacious enough to call upon them.

If a gang has an **Alliance**, they may not seek a favour.

PETITIONING FOR FAVOUR

Before the game, after choosing your crew for the scenario, then **roll 2D6 and add +1 for every enemy gang in the campaign with a higher Gang Rating than you** (to a maximum of +3).

Determine the final score and immediately apply the result from the list.

(2) BROOD CULL

Weakness within the brood cannot be allowed to fester and grow.

- Choose one fighter to submit themselves to the family.
- They are permanently removed from the gang, along with all their weapons and equipment.

(3-5) INDUSTRY OF WAR

The Brood turns its claws to building weapons for the cause, leading to a temporary increase in firepower.

- The gang gains 100 credits that must immediately be spent on weapons and equipment from the *Genestealer Cults Equipment List*.
- Any close combat weapons purchased gain the *Reckless* trait, and any ranged weapons purchased gain the *Unstable* trait.
- Any credits not spent immediately are lost.

(6-8) ALIEN EVOLUTION

More hybrids are born or drawn to the cult, boosting its numbers with capable fighters.

- Choose a Neophyte. Transfer all of their weapons and equipment to the Stash.
- The Neophyte is then replaced on the Gang Roster with a Hybrid Acolyte.
- The Hybrid Acolyte has no equipment, but can come with a third arm.
 - ▶ *A Genestealer-Infected gang instead replaces any fighter with the Gang Fighter (Ganger) rule.*

(9-10) BROOD WHISPERS

Psychic whispers echo in the minds of the brood members.

- Choose any fighter in the gang. They gain a random skill from either their Primary or Secondary set.

(11-12) PSYCHIC BOND

A blessed awakening! A brood member has blossomed into a psychic being under the command of the brood alpha.

- Choose a Neophyte – they become a psyker, gaining one power from the *Genestealer Cult Wyrd Powers* list as well as the following rule:
 - ▶ **Unsanctioned Psyker:** *If this fighter is taken Out of Action, the enemy gang receives a bounty of D3x10 credits. If Captured and Sold to the Guilders, they are worth their full value in credits.*
- The fighter treats the *Genestealer Cult Wyrd Power* list as one of their Primary skill sets from now on.

(13+) A TRUE BIRTH

A new generation of Purestrain Genestealers are born, deadly new weapons in the cult's growing arsenal!

- In any one battle during this campaign week, the gang can include a Purestrain Genestealer.
- The Genestealer gains *Infiltrate* alongside its usual skills.
- This precious being is too valuable to risk in a protracted battle. Before a battle, roll D3 – the Genestealer is removed from play in the End Phase of that round.
- No rule or effect can ever block the Purestrain Genestealer from participating in a battle.

GENESTEALER CULT SUB-PLOTS

USING SUB-PLOTS

NOTE: in the current edition of Necromunda, all of the House gangs now have their own unique Sub-Plots. Those that follow here are the original, general Sub-Plots. Some names and wording has been changed for the sake of characterisation, but the content is identical across gangs.

Sub-Plots are side missions a gang can pursue mid-battle – kept secret from the opponent until completed and rewarding extra credits, XP, Reputation, or Gang Tactics cards.

A House's fortunes are tied invisibly to those of its strongest gangs. Each gang leader is akin to a general in the House's armies – every victory granting the hidden masters more political capital to further their schemes.

As such, sometimes the House's nobles take a direct hand in matters – meddling in the gang's affairs, and sending them on errands, and pressing them into agendas where they can have the most impact. Gang leaders ignore these directives at their peril.

- Players should agree prior to the battle whether to use Sub-Plots. If so, a **deck of playing cards** is required. Each player privately draws one card, then consults their list of House Sub-Plots to see what secret assignment their gang has been given.
- Every **Joker** drawn must be shown to your opponent, then discarded. You must then privately draw **two** cards. If one of these is a Joker, do the same again.
- Once you complete a Sub-Plot, reveal it to your opponent, gain the rewards and apply the effects, then discard the card.

SUB-PLOTS TABLE

SPADES: INDUSTRIAL INFILTRATION

(A♠) A QUIET REBELLION

- A fighter in the enemy deployment zone can take the following action:
 - ▶ **HANG SEDITIOUS POSTER (Double):** *Workers of Necromunda unite! You have nothing to lose but your chains!*
- Reveal the first time you take this action. If the gang completes three *Hang Seditious Poster (Double)* actions, gain D3+1 Rep.

(2♠) UNDER THE RADAR

- A fighter in the enemy deployment zone can take the following action:
 - ▶ **ERASE CULT TRAIL (Double):** *Quietly cover up evidence of the cult's presence here.*
- Reveal the first time you take this action. If the gang completes three *Erase Cult Trail (Double)* actions, gain D3+1 Rep.

(3♠) ADVANCED REQUISITIONS

- Reveal when the battle begins.
- Randomly select one fighter – then choose weapon they are wielding. It gains +1 Strength and Damage for the remainder of the battle.
- If you win the battle, gain +D3 Rep.

(4♠) CRUCIAL SABOTAGE

- Reveal when the battle begins.
 - ▶ **Zone Mortalis:** *Your gang must destroy three doors.*
 - ▶ **Sector Mechanicus:** *Choose a terrain piece roughly 6" wide to destroy (it has Toughness 8, Wounds 8, and is hit automatically).*
- Claim if you destroy the target(s) – gain +D3 Rep

(5♠) SHOW OF STRENGTH

- Reveal at the end of the game, if at least five enemy fighters went Out of Action.
 - ▶ *Fighters who Bottled and fled the battlefield do not count.*
- Gain +D3+1 Rep.

(6♠) FRAMING THE ENEMY

- Reveal at the start of the battle. Randomly choose one enemy. A fighter in base contact with this enemy can take the following action:
 - ▶ **PLANT EVIDENCE (Basic):** Gain +D3 Rep. At the end of the battle, if this enemy is not Seriously Injured or Out of Action, gain an additional +D3 Rep.

(7♠) GAINING GROUND

- Reveal at the start of the battle. Choose a terrain piece at least 12" from your deployment zone.
- At the end of the game, if there are no enemies within 6" of this objective, gain +D3 Rep.

(8♠) BEHIND ENEMY LINES

- Reveal at the end of the game. If you have four or more fighters in the enemy deployment zone, gain +D6 Rep.

(9♠) EXECUTION

- Reveal when you take an enemy Gang Leader or Champion Out of Action.
- At the end of the game, if the enemy has no Gang Leader or Champions in play, gain +D6 Rep.

(10♠) A TRAGIC ACCIDENT

- Reveal if your fighter knocks an enemy down a Pitfall, or makes them fall from a height that sends them Out of Action.
- Gain +D3 Rep. At the end of the game, if three enemies have been taken Out of Action in this manner, gain an additional +D3 Rep.

(J♠) ALIEN STRENGTH

- Reveal if your fighter takes an enemy Out of Action with an unarmed attack.
- Gain +D3 Rep. This increases to +D6, if the victim was a Gang Leader or Champion.

(Q♠) TARGETING WEAK POINTS

- Reveal when the last enemy Juve goes Out of Action – gain +D6 Rep.
 - ▶ *If the enemy gang has no Juves, reveal when the three enemy fighters with the lowest value go Out of Action.*

(K♠) GUIDED BY THE STARS

- Reveal at the end of the battle, if you won the scenario within ten rounds.
- Gain +D6 Rep. This increases to +2D6, if you won the scenario within five rounds.

HEARTS: SOCIAL COERCION

(A♥) REMOVING A DISRUPTIVE ELEMENT

- Reveal at the start of the battle, after selecting crews but before deployment.
- Randomly select one enemy. At the end of the game, if this fighter is Out of Action, gain D6x10 credits.
- This increases to 2D6x10 credits if the target was taken Out of Action by a *Coup de Grace (Simple)* actions, or a weapon with the *Melee* trait.

(2♥) AN OPPORTUNITY TO SHINE

- Reveal at the start of the battle. Randomly select one of your participating Juves (if you have none, select a Ganger).
- At the end of the battle, if this fighter has not lost any Wounds, gain 10 credits.
- This increases to D6x10 if this fighter did not lose any Wounds, but inflicted at least one Wound on an enemy.

(3♥) HIDDEN ACCESS PASS

- A fighter within 3" of a Ductway (**Zone Mortalis**), or who is on the upper level of a terrain piece (**Sector Mechanicus**) can take the following action:
 - ▶ **SEARCH FOR ACCESS PASS (Double):** Roll D6 – on 5+, the fighter locates the stolen sector access pass left for the gang. Gain 2D6x10 credits.
 - If the fighter is taking this action on the last unsearched Ductway or terrain piece, do not roll – the action is automatically successful.*
- If you win the battle, gain +D3 Rep.

(4♥) A THREAT TO STAY AWAY

- If your fighter successfully hits an enemy Gang Leader with a close combat attack, you can choose to reveal.
- If you do, the attack ends without rolling to Wound, and with no further effect or impact on the enemy.
- Gain D6x10 credits. This increases to 2D6x10 credits if it was your Gang Leader who delivered this warning.

(5♥) SOWING DIVISION

- Reveal once two enemy fighters have become Broken during the game.
- Gain D3x10 credits. This increases to D6x10 if three or more enemies became Broken.

(6♥) A WILLING DISTRACTION

- Reveal at the start of the battle. The gang is acting as a loud and overt distraction from a separate Cult force.
- Your fighters reduce the benefits of cover by -1.
- If you win the battle, gain 2D6x10 credits. This increases to 3D6x10 credits, if you won with none of your fighters Out of Action.

(7♥) MAKE IT LOOK LIKE A ROBBERY

- A fighter in base contact with an enemy can take the following action:
 - ▶ **SHAKEDOWN (Basic):** Gain D3x10 credits. This increases to D6x10 credits if the target is a Gang Leader or Champion.
- Reveal the first time this action is taken.

(8♥) DOUBLE DAMAGE

- Reveal if the gang takes an enemy Out of Action by causing another fighter (friendly or enemy) to fall on them.
- Gain 2D6x10 credits. This increases to 3D6x10 credits if the fighter who goes Out of Action is a Gang Leader or Champion.

(9♥) AN EXPRESSION OF MIGHT

- Reveal if your fighter makes an attack that rolls 3+ Injury dice, and at least one of the results is Out of Action.
- Gain D6x10 credits.

(10♥) SILENT ELIMINATION

- Reveal if your fighter takes an enemy Out of Action, and no enemies have line of sight to either the fighter or the victim.
- Gain D3x10 credits. This increases to D6x10 credits if the victim was taken Out of Action by a weapon with the *Melee* trait.

(J♥) DRAWING ATTENTION

- Reveal at the end of any round where the gang has fired five or more weapons with the *Blast*, *Rapid Fire (X)*, or *Blaze* trait without causing any Wounds
- Gain 2D6x10 credits.

(Q♥) THE TAIL

- Reveal at the start of the game. Choose a random enemy. Any fighter within 12" of this enemy can take the following action:
 - ▶ **SHADOW (Double):** The fighter takes no other action this turn and gains the Shadowing condition.
 - **SHADOWING:** When the fighter's target next moves, the fighter automatically moves after them (they are stopped by impassable terrain or another fighter).

If the fighter ends this move more than 12" from the target, they lose the Shadowing condition.
- At the end of the game, if you have a fighter with the Shadowing condition, gain +D6 Rep.

(K♥) BLOOD DRIVE

- Reveal at the end of the battle. For every fighter (friend or enemy) who went Out of Action but did not suffer a *Memorable Death* (66), gain D3x10 credits.
- This increases to D6x10 credits if the fighter suffered a Critical Injury (61-65).

CLUBS: FOMENTING RESISTANCE

(A♣) SOCIAL ANXIETY

- Reveal at the beginning of the first round.
- Your Gang Leader's "Leading by Example" range is reduced to 6".
- Anyone who cannot trace line of sight to a friendly fighter suffers a -1 modifier to Leadership and Cool checks.
- If you win the battle, every participating fighter gains +D3 bonus XP.

(2♣) DOWN BUT NOT OUT

- Reveal at the start of the game. Randomly select a fighter. They lose -1 Movement, Weapon Skill, Ballistic Skill, and Strength for the duration of the battle.
- If this fighter ends the battle without being Seriously Injured or taken Out of Action, they gain +D6 bonus XP.

(3♣) FAMILY REUNION

- Reveal before rolling Priority in the first round.
- Randomly select D3 of your fighters who are not participating in this battle.
- Immediately place them within your deployment zone; they are now part of your existing crew.
- If you lose this battle, none of your fighters receive XP for this scenario.

HOUSE RULE: Your fighters still gain XP for taking enemies Out of Action.

(4♣) DANGEROUS MUNITIONS

- Reveal at the start of the battle. Your fighters may re-roll failed Ammo checks.
- Ranged attacks against your fighters all gain a +1 modifier to Damage.
- At the end of the battle, every fighter in the gang who did not go Out of Action gains +D3 bonus XP.

(5♣) THE STARS GO SILENT

- Reveal at the start of the battle. Every fighter in the gang must reduce their Cool by 2 for the duration of the battle.
- If you win the scenario, every participating fighter gains +D3 bonus XP. This increases to +D6 XP if you won with no fighters going Out of Action.

(6♣) THE AUTHORITIES THREATEN EXPOSURE

- Reveal prior to deployment. Your gang must set up before any other opponent, regardless of the any normal rules.
- Your opponent automatically takes Priority in the first round of the game, and adds +1 to their Priority roll in each round.
- At the end of the battle, any fighter who did not go Out of Action gains +D3 bonus XP.

(7♣) DOUBLE AGENT

- Reveal the first time one of your fighters with the *Gang Fighter (Ganger)* rules goes Out of Action.
- Do not remove them from play. Instead, they are returned to full Wounds and any negative conditions that were affecting them are cancelled.
- The double agent is now part of the enemy gang.
- If a fighter takes the double agent Out of Action (again), they gain +D6 bonus XP.
- If this happens, the double agent does not roll for Lasting Injury, as the "true" fighter never actually participated in this battle.

(8♣) MERCILESS SOLUTIONS

- Reveal the first time your gang takes the *Coup de Grace (Simple)* action. The fighter responsible gains +1 bonus XP.
- For the remainder of the battle, any fighter from the gang who takes the *Coup de Grace (Simple)* action gains +1 bonus XP (each fighter only gains this reward once, however).

(9♣) UNCLEAR STRATEGY

- Reveal the first time that you activate a Gang Leader or Champion. For the rest of the battle, this fighter cannot make Group Activations.
- At the end of the battle, if this fighter was not taken Out of Action, they gain +D3 bonus XP if they are a Champion, or +D6 bonus XP if they are a Gang Leader.

(10♣) HOLD THE LINE

- Reveal when a fighter enters base contact with two or more enemies.
- At the end of their activation, they gain +D3 bonus XP. This increases to +D6, if they have successfully taken all these enemies Out of Action by the end of their activation.

(J♣) NEVER ABANDON FAMILY

- Reveal when one of your fighters successfully Rallies. They gain +2 XP for doing so, rather than the usual +1 XP.
- For the remainder of the battle, any fighter from the gang who successfully Rallies gains +2 XP, instead of the usual +1 XP (each fighter only gains this reward once, however).

(Q♣) TREACHEROUS TERRAIN

- Reveal the first time that one of the following occurs:
 - ▶ *Your fighter successfully leaps a Pitfall*
 - ▶ *Your fighter successfully leaps a gap wider than their base*
 - ▶ *Your fighter survives damage from a fall or environmental hazard*
- They gain +1 bonus XP.
- For the remainder of the battle, any fighter who does the same gains +1 bonus XP (each fighter only gains this reward once, however).

(K♣) A BURST OF WILL

- Reveal when the gang suffers its first Flesh Wound.
- For the remainder of the battle, when the gang rolls a Flesh Wound result on the Injury die, they treat it as “No Effect.”
- However, any fighter who rolls for Lasting Injury must roll twice and take the worse result.
- At the end of the battle, every fighter who is not Seriously Injured or Out of Action gains +D3 bonus XP.

DIAMONDS: LONG-TERM PLANNING

(A♦) ASSET REDUCTION

- Reveal at the end of any round where three or more enemy fighters are Seriously Injured or taken Out of Action.
- Gain +1 random Gang Tactics card.

(2♦) FATE UNKNOWN

- Reveal when the gang takes an enemy Out of Action using a weapon with the *Melee* trait, in a location that is out of line of sight and more than 12" from other enemies.
- Gain +1 random Gang Tactics card.

(3♦) ASCENDANCY

- Reveal if at least half the enemy gang is Seriously Injured, Out of Action, or removed from play.
- Gain +1 random Gang Tactics card.

(4♦) A BREAKING OF THE WILL

- Reveal when an enemy fails a Willpower check by rolling 10+.
- Gain +1 random Gang Tactics card.

(5♦) HACKING ACCESS

- Reveal at the start of the battle. Choose three door consoles (**Zone Mortalis**) or terrain pieces (**Sector Mechanicus**) at least 6" from your deployment zone, and 8" from each other.
- A fighter within 1" of one of these objectives can take the following action:
 - ▶ **UPLOAD HACKED CODE (Double):** *Check Intelligence – if passed, gain +1 Gang Tactics card of your choice. This action can only be taken once per game.*

(6♦) A USEFUL TRINKET

- Reveal the first time that the gang takes an enemy Out of Action using a weapon with the *Melee* trait, or the *Coup de Grace (Simple)* action.
- Roll D6 – on 6+, you have located an item that will ease the family's progress in this sector and gain +1 Gang Tactics card of your choice.
- Otherwise, each successive time you make this roll adds an additional +1 to the result.

(7♦) NOT ALL ARE CHOSEN

- Reveal at the end of any round if three or more enemies are Prone.
- Gain +1 random Gang Tactics card.

(8 ♦) INTELLIGENCE GATHERING

- Reveal when a fighter within 6" of the enemy Gang Leader takes the following action:
 - ▶ **PICT-CAPTURE (Double):** *Smile! The fighter gains the Carrying Evidence condition.*
 - **CARRYING EVIDENCE:** *If this fighter returns to the gang's deployment zone, remove them from play.*

Gain +3 Gang Tactics cards of your choice.

The fighter does not count as being Out of Action or Seriously Injured for the purposes of Bottle tests

(9 ♦) OVERT OPERATIONS

- Reveal at the start of the battle. Randomly select one fighter to be the bomb carrier.
- The bomb carrier can take the following action if they are within 6" of the battlefield's centre:
 - ▶ **PLANT BOMB (Simple):** *Something to remember us by.*
- If the gang completes three *Plant Bomb (Simple)* actions, gain +1 Gang Tactics card of your choice.
- If the bomb carrier goes Out of Action before they have taken three *Plant Bomb (Simple)* actions, centre the Blast (5") marker on them – every fighter the marker touches suffers a Strength 3, AP 0, Damage 1 hit with the *Knockback* trait.

(10 ♦) SOMEWHAT SUBTLER MEANS

- A fighter in base contact with an enemy who has the *Gang Fighter (Ganger)* or *Gang Fighter (Juve)* rule can take the following action:
 - ▶ **BRIBE (Basic):** *The target must check Willpower – if failed, their gang gains D3x10 credits and that fighter is removed from play (they do not count as being Out of Action for the purposes of Bottle Tests).*
- Reveal the first time a fighter takes this action.
- This action can be taken multiple times.

(J ♦) CRITICAL DELIVERY

- Reveal at the start of the battle. Randomly select one fighter to be the courier.
- At the end of any round, if the courier is inside the enemy's deployment zone, remove them from play and gain +2 Gang Tactics cards of your choice.
- The courier does not count as being Out of Action for the purposes of Bottle Tests.

(Q ♦) AN OFFERING TO THE STARS

- Reveal at the start of the battle. Choose a point on the battlefield at least 12" from your deployment zone.
- As soon as there are two or more Seriously Injured fighters within 6" of this point, gain +1 Gang Tactics card of your choice.

(K ♦) ALIEN INFECTION

- Reveal at the start of the battle. Randomly select one fighters to be carrying a virulent infection.
- If the enemy gang takes this fighter Out of Action using a weapon with the *Melee* trait, gain +1 random Gang Tactics card.
- If the infected fighter is a Gang Leader or Champion, you may choose the card, instead.

DRAMATIS PERSONAE

PURESTRAIN GENESTEALER

(GENESTEALER CULT UNIQUE) – no hiring fee – special conditions apply

M	WS	BS	S	T	W	I	A	Ld	CI	WP	Int
6"	4+	6+	4	5	4	3+	4	7+	4+	6+	10+

	RNG		ACC						
WEAPON	S	L	S	L	Str	AP	D	Am	Traits
Razor-Sharp Talons	-	E	-	-	S+1	-1	1	-	Rending, Melee
Venomous Bite	-	E	-	-	-	-2	-	-	Toxin, Melee

RECRUITMENT

A gang can only (and briefly) recruit the Genestealer when Petitioning for Favour, on a roll of 13+.

EQUIPMENT

- Nocturnal Vision & Xenos Physiology (counts as Photo-Goggles and Bio-Booster)

DRAMATIS PERSONAE RULES

- Personal Style:** Dramatis Personae can only use the weapons and equipment options included on their profile – they can never be given other gear.

DRAMATIS PERSONAE RULES

- Personal Style:** Dramatis Personae can only use the weapons and equipment options included on their profile – they can never be given other gear.

UNIQUE FIGHTER RULES

- Recruitment:** This fighter may be retained for a single battle only. They depart afterwards, unless re-hired.
- “You Get What You Pay For”:** Once recruited, this fighter can always be added to the crew, regardless of how many the gang is allowed to bring to a scenario. They do not count towards the fighter limit.
- Campaign Play:** This fighter does not gain XP or Advancements, never gains Lasting Injuries, and cannot work Territories.

GANG LOYALTY

The Purestrain Genestealer can only be utilised by Genestealer Cult gangs.

SPECIAL RULES

A Precious Child: The Purestrain Genestealer is far too valuable to risk in a protracted battle. Before the battle, roll D3 – the Genestealer is automatically removed from play in the End Phase of that round.

Nightmare Predator: No rule or effect can ever block the Genestealer from participating in a battle.

SKILLS

- Dodge:** If an enemy successfully wounds the Purestrain Genestealer, roll D6 – on 6, the attack is negated. If it used a Blast marker or Flame template, the Genestealer is instead repositioned 2", to try and avoid the weapon.
- Evade:** Ranged attacks against the Genestealer suffer an additional -1 modifier to hit at Short range, or -2 at Long range (does not apply if it is Engaged, Seriously Injured, or in cover).
- Nerves of Steel:** When the Genestealer is hit by a ranged attack, check Cool – if passed, it may choose to not be Pinned.
- Rain of Blows:** The Genestealer treats the *Fight (Basic)* action as *Fight (Simple)*.
- Infiltrate:** During deployment, set the Genestealer aside instead of placing it.

Immediately before the start of the first round, deploy it anywhere on the battlefield that is not visible to or within 6" of any enemies.



OUTCASTS

THE FORGOTTEN AND THE FREE

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OUTCASTS RULES

HIGHLY CUSTOMISABLE LEADERS

Outcast gangs are centred around a powerful, charismatic, or magnetic leader.

CREATING A LEADER

- The Outcasts Gang Leader has four profiles to choose from – pick the one best suited to the miniature you have in mind.

ELEVATING A LEADER

- Alternatively, you can **elevate** an existing fighter to Gang Leader status.
- This can be any fighter with a profile, from any *Necromunda* publication or ruleset – including, but not limited to, Guild, Noble, and Criminal fighters, Dramatis Personae, and Hangers-On.

AFFILIATION

- To represent the huge variety of figures who come to lead an Outcasts gang, the Gang Leader must select an **Affiliation** – a glimpse into their origins or personality.
- Each Affiliation grants the gang specific bonuses and drawbacks.

ARCHETYPE

- As every leader has their personal style and way of doing things, the Gang Leader must select an **Archetype** – an indication of what kind of leader they are.
- An Archetype determines the Gang Leader's Primary and Secondary skill sets.

DEATH OF A LEADER

If the Outcast Gang Leader dies, the gang falls apart and a new Outcast gang forms to fill the power vacuum. To represent this, follow these steps:

- Create a new Outcasts gang, following all the usual rules.
- The new gang's starting credits are equal to 75% of the previous one's Wealth – or 1,000 credits, whichever is higher.
- Fighters from the previous gang can be added to the new one, simply by paying their value in credits. They come with any skills and equipment they carried.
- If at least half the fighters from the old gang are included in the new one, the gang starts with D6 less Rep (to a minimum of 1).
- The new gang inherits any Territory or Settlement structures the old one held.

OUTCASTS GANG LIST

OUTCAST LEADER

(GANG LEADER) - 125 credits

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

RECRUITMENT

The Outcast Leader is either **Custom** or **Elevated**:

- **Custom:** Choose one of the above profiles for the Outcast Leader – the one best suiting their model.
- **Elevated:** Any fighter with a profile can be Elevated to Outcast Leader status – this includes (but is not limited to) Hired Guns, Dramatis Personae, or Hangers-On. See over for rules.

AFFILIATION

- Upon recruitment, the Outcast Leader must select an **Affiliation**, which determines their access to equipment and Alliances.

ARCHETYPE

- Upon recruitment, the Outcast Leader must select an **Archetype**, which determines their Primary and Secondary skill access.

SKILLS

- The Outcast Leader gains one Primary skill at recruitment, which costs no XP and does not increase their credit value.
- If the **Wyrd** Archetype was chosen, the Outcast Champion may alternatively choose an additional wyrd power in place of a skill.

EQUIPMENT

- The Outcast Leader may purchase any weapons or equipment from the Trading Post, up to a Rarity value of (9).
- The Outcast Leader's Affiliation may open up additional options in this regard.
- During a campaign, the Outcast Leader may purchase additional weapons and equipment from the Trading Post or Black Market.
- The Outcast Leader can use any weapon.

SPECIAL RULES

Gang Leader: An Outcast gang must always include a single fighter with this special rule.

- During campaign play, this fighter may not retire – the only way
- out for a gang leader is death.
- If this fighter dies during a campaign (or is otherwise permanently lost), the gang disperses, and a new gang must be founded (see "Death of a Leader").

Gang Hierarchy (Leader): If the gang is Bottling, and this fighter passes their Cool check, all friendly Outcast fighters within 12" automatically pass theirs.

In addition, during a campaign, this fighter can perform Post-Battle Actions.

Tools of the Trade: This fighter may take multiple equipment sets.

Group Activation (2): When this fighter activates, they may also activate two Ready fighters within 3" of their position, in addition to themselves.

This must be announced at the start of the activation, with chosen fighters clearly identified.

Activate the three fighters in any order, fully resolving each activation before proceeding to the next.

Note that a gang can only make **one** Group Activation per turn.

(Wyrd Archetype) Unsanctioned Psyker: If this fighter is taken Out of Action, the enemy gang receives a bounty of D3x10 credits. If Captured and sold to the Guilders, they are worth their full value.

ELEVATING A LEADER

It is entirely appropriate that a Bounty Hunter, Hanger-On, or Dramatis Personae might rise up to rule their own gang at some point in their careers.

These rules empower you to use almost any Necromundan fighter as your Outcast Leader.

1. Choose the fighter you want to lead your gang. This can be literally any fighter with a profile, regardless of whether the gang would normally be able to field them or not.

Note that the campaign Arbitrator has input here – some selections may not be appropriate (as much fun as an Outcast gang led by a Scrapcode-Corrupted Ambot would be!)
2. Choose one of the following:
 - The chosen fighter keeps all of the skills and equipment included on their profile.
 - The chosen fighter replaces their existing skills and equipment with those of the default Outcast Leader.
3. Choose an appropriate Affiliation and Archetype.
4. The fighter retains their cost in credits. During a campaign, they gain XP and can purchase additional gear as normal.
5. The fighter retains any special rules on their profile, and additionally gains all the special rules of the default Outcast Leader.

Note that due to the incredibly wide variety of fighters that can be elevated, this method may lead to some unbalanced gangs.

The campaign Arbitrator always has final say over whether these rules can be used, and how they are applied.

OUTCAST DELEGATION GANGS

These rules empower you to create an Outcast gang centred around a Guilder, Criminal, or Noble House delegation.

1. Begin by choosing one of the delegations listed below, and deducting their total cost from your starting credits.

Note that some delegations include only a single fighter (such as the Fallen Houses Criminal Organisation, which provides a single Rebel Lord). These fighters are covered by the “Elevating a Leader” rules, opposite.
2. Add the delegation’s fighters to your Gang Roster. They come with all the skills, equipment, and special rules included on their profile.
3. The Delegation Leader must be given the Affiliation that matches their parent faction.
4. Choose Archetypes for the Delegation Leader and Champion.
5. The Delegation Leader and Champion both gain the “Tools of the Trade” rule and the ability to perform Post-Battle Actions.
6. During a campaign, delegation fighters have all the equipment restrictions of an Outcast fighter of the same rank.
7. Remaining credits can be spent on Outcast fighters as normal – these count as members of the delegation for rules purposes (including rules limiting the number of Gang Leaders and Champions you can have!).
8. If a member of the delegation becomes a Specialist, they gain access to the same skill sets as an Outcast Specialist.

NOTE: An Outcast gang centred around a delegation cannot form Alliances.

The section over the pages covers the necessary details for all available delegations.

CORPSE HARVESTING PARTY			
<i>Guilders Delegation – (550 credits)</i>			
FIGHTER	RANK	NUMBER	COST
Pale Consort	<i>Gang Leader</i>	1	160
Bone Scrivener	<i>Champion</i>	1	120
Corpse Grinder	<i>Ganger</i>	2	135

TOLL COLLECTORS			
<i>Guilders Delegation – (520 credits)</i>			
FIGHTER	RANK	NUMBER	COST
Master of Coin	<i>Gang Leader</i>	1	245
Skinflint	<i>Champion</i>	1	125
Groveller	<i>Ganger</i>	2	75

PYROMANTIC CONCLAVE			
<i>Guilders Delegation – (450 credits)</i>			
FIGHTER	RANK	NUMBER	COST
Pyrocaen Lord	<i>Gang Leader</i>	1	140
Pyromagir	<i>Champion</i>	1	220
Cynder	<i>Ganger</i>	2	45

SLAVER ENTOURAGE			
<i>Guilders Delegation – (710 credits)</i>			
FIGHTER	RANK	NUMBER	COST
Chain Lord	<i>Gang Leader</i>	1	280
Shackleman	<i>Champion</i>	1	190
Pit Fighter	<i>Ganger</i>	2	120

NAUTICAN SYPHONING DELEGATION			
<i>Guilders Delegation – (435 credits)</i>			
FIGHTER	RANK	NUMBER	COST
Master Nautican	<i>Gang Leader</i>	1	185
Syphonite	<i>Champion</i>	1	90
Subnautican	<i>Ganger</i>	1	160

SMUGGLER SHORE PARTY			
<i>Criminal Delegation – (600 credits)</i>			
FIGHTER	RANK	NUMBER	COST
Cold Trader	<i>Gang Leader</i>	1	215
Bosun	<i>Champion</i>	1	85
Voidborn Scum	<i>Ganger</i>	2	150

FACTORIA WORK GANG			
<i>Criminal Delegation – (450 credits)</i>			
FIGHTER	RANK	NUMBER	COST
Factoria Overseer	<i>Gang Leader</i>	1	160
Work Party Boss	<i>Champion</i>	1	80
Factoria Worker	<i>Ganger</i>	3	25

GREIM MILITARY ATTACHÉ			
<i>Noble Delegation – (330 credits)</i>			
FIGHTER	RANK	NUMBER	COST
Krieg Master	<i>Gang Leader</i>	1	240
Jagerkin	<i>Champion</i>	1	90

ULANTI COURT ADVISOR			
<i>Noble Delegation – (460 credits)</i>			
FIGHTER	RANK	NUMBER	COST
Courtier	<i>Gang Leader</i>	1	235
Mirror Mask	<i>Champion</i>	1	225

RAN LO AUDITING CONCLAVE			
<i>Noble Delegation – (370 credits)</i>			
FIGHTER	RANK	NUMBER	COST
Auditor	<i>Gang Leader</i>	1	180
Gelt-Scrivener	<i>Champion</i>	1	190

CATALLUS CARNIVAL			
<i>Noble Delegation – (320 credits)</i>			
FIGHTER	RANK	NUMBER	COST
Masked Killer	<i>Gang Leader</i>	1	245
Mindfrayed	<i>Champion</i>	1	75

KO'IRON MINISTORUM DELEGATION			
<i>Noble Delegation – (500 credits)</i>			
FIGHTER	RANK	NUMBER	COST
Prima Materis	<i>Gang Leader</i>	1	300
Frateris Bodyuard	<i>Ganger</i>	3	100

TY ONMYODO COVEN			
<i>Noble Delegation – (300 credits)</i>			
FIGHTER	RANK	NUMBER	COST
Onmyodo Telepath	<i>Gang Leader</i>	1	125
Onmyodo Null	<i>Ganger</i>	1	175

OUTCAST CHAMPION

(CHAMPION) - 60 credits

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

EQUIPMENT

- The Outcast Champion may purchase any weapons or equipment from the Trading Post, up to a Rarity value of (8).
- The Outcast Leader's Affiliation may open up additional equipment options for the Champion.
- During a campaign, the Outcast Champion may purchase additional weapons and equipment from the Trading Post or Black Market.
- The Outcast Champion can use any weapon.

ARCHETYPE

- Upon recruitment, the Outcast Champion must select an **Archetype**, which determines their Primary and Secondary skill access.

SKILLS

- The Outcast Champion gains one Primary skill at recruitment, which costs no XP and does not increase their credit value.
- If the **Wyrd** Archetype was chosen, the Outcast Champion may alternatively choose an additional wyrd power in place of a skill.

SPECIAL RULES

Gang Hierarchy (Champion): If the gang is Bottling, and this fighter passes their Cool check, all friendly Outcast fighters within 6" automatically pass theirs.

In addition, during a campaign, this fighter can perform Post-Battle Actions.

Tools of the Trade: This fighter may take multiple equipment sets.

Group Activation (1): When this fighter activates, they may also activate one Ready fighter within 3" of their position, in addition to themselves.

This must be announced at the start of the activation, with the other chosen fighter clearly identified.

Activate the two fighters in any order, fully resolving each activation before proceeding to the next.

Note that a gang can only make **one** Group Activation per turn.

(Wyrd Archetype) Unsanctioned Psyker: If this fighter is taken Out of Action, the enemy gang receives a bounty of D3x10 credits. If Captured and sold to the Guilders, they are worth their full value.

OUTCAST HIVE SCUM

(GANGER) - 30 credits

M	WS	BS	S	T	W	I	A	Ld	CI	WP	Int
5"	4+	4+	3	3	1	4+	1	6+	7+	7+	7+

EQUIPMENT

- Outcast Hive Scum (and Outcast Specialists) may purchase any weapons or equipment from the *Outcast Hive Scum Equipment List*.
- During a campaign, both an Outcast Hive Scum and Outcast Specialist may be given additional weapons purchased from this list, the Trading Post, and the Black Market.
 - ▶ *An Outcast Hive Scum can only use Pistols, Basic Weapons, and Close Combat Weapons.*
 - ▶ *An Outcast Specialist may additionally use Special Weapons.*

SPECIAL RULES

Gang Fighter (Ganger): These fighters form the gang's backbone. The total number of Gang Leaders and Champions may **never** exceed the number of fighters with the *Gang Fighter (X)* rule.

Promotion (Outcast Specialist): Unlike other gangs, an Outcast gang may not begin with a Specialist when first created.

However, during a campaign, Outcast Hive Scum may be promoted through an Advancement to become an Outcast Specialist.

An Outcast Specialist gains the following additional rules:

- *Tools of the Trade:* This fighter may take multiple equipment sets.
- *Special Weapons:* This fighter may purchase Special Weapons from the *Gunner Equipment List*.

Specialist: This fighter may spend XP to gain additional skills.

HIVE SCUM EQUIPMENT LIST

PISTOLS	
• Autopistol.....	10
• Laspistol.....	10
• Stub Gun.....	5
– <i>Dum Dum Rounds</i>	+5
• Reclaimed Autopistol.....	5
BASIC WEAPONS	
• Autogun.....	15
• Lasgun.....	15
• Reclaimed Autogun.....	10
• Sawn-Off Shotgun.....	15
• Shotgun (<i>Solid & Scatter Ammo</i>).....	30
• Throwing Knives.....	10

CLOSE COMBAT WEAPONS	
• Axe.....	10
• Chainsword.....	25
• Fighting Knife.....	15
• Flail.....	20
• Maul.....	10
• Sword.....	20
• Two-Handed Axe ▶▶.....	25
• Two-Handed Hammer ▶▶.....	35
GRENADES	
• Blasting Charges.....	30
• Frag Grenades.....	30
• Krak Grenades.....	45
• Smoke Grenades.....	15

ARMOUR	
• Flak Armour.....	10
• Furnace Plates.....	5
• Gutterforged Cloak.....	10
• Hazard Suit.....	10
• Mesh Armour.....	15
PERSONAL EQUIPMENT	
• Armoured Undersuit.....	25
• Drop Rig.....	10
• Filter Plugs.....	10
• Photo-Goggles.....	35
WEAPON ACCESSORIES	
• Telescopic Sight (<i>Pistols, Basic & Special Weapons</i>).....	25

OUTCAST ARCHETYPES

	AGILITY	BRAWN	COMBAT	CUNNING	FEROCITY	LEADERSHIP	SHOOTING	SAVANT	WYRD POWERS
Outcast Leader									
Brawler	Secondary	Primary	Secondary	–	Primary	Primary	–	–	–
Gunslinger	Primary	–	–	Secondary	–	Primary	Primary	Secondary	–
Survivor	Secondary	Secondary	Primary	–	Primary	Primary	–	–	–
Mastermind	Secondary	–	–	Primary	–	Primary	Secondary	Primary	–
Wyrd	–	–	–	Secondary	–	Primary	–	–	Special*

Outcast Champion									
Brawler	–	Primary	–	–	Secondary	Secondary	–	–	–
Gunslinger	Secondary	–	–	–	–	Secondary	Primary	–	–
Survivor	–	–	Secondary	–	Primary	Secondary	–	–	–
Mastermind	–	–	–	Primary	–	Secondary	–	Secondary	–
Wyrd	–	–	–	Secondary	–	Secondary	–	–	Special*

Outcast Hive Scum	–	–	–	Primary	Secondary	–	–	–	–
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*** SPECIAL – WYRD ARCHETYPE:** A fighter with the Wyrd Archetype begins with a single wyrd power. At recruitment, instead of choosing a skill, they can choose a second wyrd power. During a campaign, they can spend XP to gain new wyrd powers – following the same rules and costs for gaining a skill.

OUTCAST AFFILIATIONS

CHOOSING AN AFFILIATION

When an Outcast gang is created, its leader must choose an Affiliation – this is a glimpse into their origins, or speaks to the contacts they still maintain.

Each Affiliation comes with Benefits and Drawbacks, and also determines what equipment the gang will have access to, as well as the Alliances they can form.

Once chosen, an Affiliation can never be changed – not even an outcast can escape their past.

CLANLESS

The most common affiliation for an outcast, representing a leader without any strong ties to any of Necromunda's great factions – or a true outlander who was raised beyond the social structures of the hive.

Clanless leaders are universally looked down upon by the rest of society and so must work all the harder to provide themselves. However, being clanless does carry some benefits, as those who were never beholden to the rules of the Imperial House find breaking them all the easier.

BENEFITS

- Disregard the negative effects of being either Law-Abiding or Outlaw – clanless gangs may freely choose options available to both alignments, such as Hired Guns and Hangers-On.
- When Sold to the Guilders, Clanless fighters provide no bonus credits.

DRAWBACKS

- No additional options for purchasing weapons or equipment.
- Being universally distrusted, Clanless gangs may never form Alliances.

CLAN HOUSE

Many former clanners become outcasts after falling out of favour with their old masters. Such outcasts have certain advantages, such as specialised training or quiet access to restricted House tech; and even a fallen clanner is considered trustworthy by many former associates. Of course, clan affiliation also carries drawbacks, most notably that the House's enemies remain your own.

BENEFITS

- The Outcast Leader must select a Clan House to affiliate with (*Goliath, Escher, Orlock, Van Saar, Cawdor, or Delaquer*).
- For scenario or campaign purposes, the gang counts as being a gang of that chosen House.
- The gang may purchase gear from their affiliate House's equipment list (including Exotic Beasts).

DRAWBACKS

- The gang may only enter Alliances with factions that their affiliate House would normally form Strong Alliances with.
- Note that the gang does not gain the benefits of a Strong Alliance.

MERCHANT GUILD

It's rare for Guilders to go rogue, though it does happen – and a former Mercator certainly makes a formidable gang leader, often with a host of specialised equipment and weaponry at their disposal and strong (if covert) ties to their old associates. Even an outcast Guilder can call upon considerable aid, should they ask for it...

BENEFITS

- The Outcast Leader must select a Guild to affiliate with (*Corpse Guild, Guild of Coin, Iron Guild, Promethium Guild, Slave Guild, or Water Guild*).
- For scenario or campaign purposes, the gang counts as being a Guild of the chosen type.
- The gang may purchase any weapons and equipment from the Trading Post that their chosen Guild's delegation is equipped with (treating these as having a value of *Common*).
- The gang may purchase a Cult Icon for 40 credits.

DRAWBACKS

- The only Alliance the gang can form is with their chosen Guild.

CRIMINAL ORGANISATION

Criminals are a natural fit for outcast life, easily lending themselves to rejecting the constraints of Necromundan society. Hive scum flock readily to such banners, lured by the promise of easy creds – while the criminal mastermind's connections gain them access to illegal firepower... as well as backup from their former partners in crime.

BENEFITS

- The Outcast Leader must select a Criminal Organisation to affiliate with (*Cold Traders, Imperial Imposters, Rogue Factoria, Narco Lords, Fallen Houses, or Psi-Syndica*).
- For scenario or campaign purposes, the gang counts as being a Criminal Organisation of the chosen type.
- The gang may purchase any weapons and equipment from the Trading Post that their chosen Criminal Organisation's delegation is equipped with (treating these as having a value of *Common*).

DRAWBACKS

- The only Alliance the gang can form is with their chosen Criminal Organisation.

NOBLE HOUSE

The rarest of all outcasts, nobles only ever reject their pampered, spire-bound lives for very good reason, and without exception are talented, determined, and relentless men and women who universally hate their own kind. Outcast nobles often take their resources with them when they fall, ensuring their gangs are well-funded and equipped – though few trust their murky motivations and erratic behaviour.

BENEFITS

- The Outcast Leader must select a Noble House to affiliate with (*Greim, Ulanti, Ran Lo, Catallus, Ko'Iron, or Ty*).
- For scenario or campaign purposes, the gang counts as being a Noble House of the chosen type.
- The gang may purchase any weapons and equipment from the Trading Post that their chosen Noble House's delegation is equipped with (treating these as having a value of *Common*).

DRAWBACKS

- The gang can only form Alliances with Noble Houses – though never with their own.

HIVE SCUM ARMOURY

CLOSE COMBAT WEAPONS

WEAPON	RANGE		ACCURACY		Str	AP	D	Ammo	Traits
	S	L	S	L					
Axe	-	E	-	-	+1	-	1	-	<i>Disarm, Melee</i>
Chainsword	-	E	-	+1	S	-1	1	-	<i>Parry, Rending, Melee</i>
Fighting Knife	-	E	-	-	S	-1	1	-	<i>Backstab, Melee</i>
Flail	-	E	-	-	S	-1	1	-	<i>Entangle, Melee</i>
Maul (Club)	-	E	-	-	S	+1	2	-	<i>Melee</i>
Sword	-	E	-	+1	S	-1	1	-	<i>Parry, Melee</i>
Two-Handed Axe ►►	-	E	-	-1	S+2	-	2	-	<i>Unwieldy, Melee</i>
Two-Handed Hammer ►►	-	E	-	-1	S+1	-	3	-	<i>Knockback, Unwieldy, Melee</i>

GRENADES

WEAPON	RANGE		ACCURACY		Str	AP	D	Ammo	Traits
	S	L	S	L					
Blasting Charge	-	Sx2	-	-	5	-1	2	5+	<i>Blast (5"), Knockback, Grenade</i>
Frag Grenade	-	Sx3	-	-	3	-	1	4+	<i>Blast (3"), Knockback, Grenade</i>
Krak Grenade	-	Sx3	-	-1	6	-2	2	4+	<i>Demolitions, Grenade</i>
Smoke Grenade	-	Sx3	-	-	-	-	-	4+	<i>Blast (3"), Smoke, Grenade</i>

PISTOLS

WEAPON	RANGE		ACCURACY		Str	AP	D	Ammo	Traits
	S	L	S	L					
Autopistol	4"	12"	+1	-	3	-	1	4+	<i>Rapid Fire (1), Sidearm</i>
Laspistol	8"	12"	+1	-	3	-	1	2+	<i>Plentiful, Sidearm</i>
Stub Gun	6"	12"	+2	-	3	-	1	4+	<i>Plentiful, Sidearm</i>
♦ <i>Dum Dum Rounds</i>	5"	10"	+1	-	4	-	1	4+	<i>Limited, Sidearm</i>
Reclaimed Autopistol	4"	12"	+1	-	3	-	1	5+	<i>Rapid Fire (1), Sidearm</i>

BASIC WEAPONS

WEAPON	RANGE		ACCURACY				Ammo	Traits	
	S	L	S	L	Str	AP			D
Autogun	8"	24"	+1	-	3	-	1	4+	Rapid Fire (1)
Lasgun	18"	24"	+1	-	3	-	1	2+	Plentiful
Sawn-Off Shotgun	4"	8"	+2	-	3	-	1	6+	Scattershot, Plentiful
Shotgun									
♦ Scatter Rounds	4"	8"	+2	-	2	-	1	4+	Scattershot
♦ Solid Ammo	8"	16"	+1	-	4	-	2	4+	Knockback
Throwing Knives	Sx2"	Sx4"	-	-1	S	-1	-	5+	Toxin, Silent, Scarce

WEAPON ACCESSORIES

Accessories with a [★] cannot be fitted together on the same weapon.

TELESCOPIC SIGHT [★]

- **FITTED TO:** Pistols; all Basic & Special Weapons
- **EFFECTS:** If a fighter takes the *Aim (Basic)* action, this weapon always uses its modifier for Short range, even if the target is at Long range.

ARMOUR

FLAK ARMOUR

- The wearer gains a 6+ armour save.
- Against weapons that use a Blast marker or Flame template, this increases to 5+.

FURNACE PLATES

- The wearer gains a 6+ armour save, increased to 5+ against attacks originating within the fighter's frontal vision arc.
- This can never be reduced to less than 6+ by a weapon's AP or any other modifier.

GUTTERFORGED CLOAK

- Can be combined with other types of armour (except field armour).
- The wearer gains a 6+ armour save.
- Against environmental effects (such as Carnivorous Plants or Badzone Environments), this increases to 5+.

HAZARD SUIT

- The wearer gains a 6+ armour save.
- If the wearer also has a Respirator, when resolving a Gas attack, they count as +3 Toughness instead of +2.
- The wearer is never affected by the Blaze condition or the *Rad-Phage* weapon trait.

MESH ARMOUR

- The wearer gains a 5+ armour save.

EQUIPMENT

ARMoured UNDERSUIT

- An armoured undersuit can be worn in conjunction with armour, or on its own.
- If worn in conjunction with armour, the wearer improves their armour save by +1.
- If worn alone, the wearer gains a 6+ armour save.

DROP RIG

- If the owner is Active and within 1" of an edge, they can take the following action:
 - ▶ **DESCEND (Basic):** Move up to 3" horizontally, and up to 12" vertically. The fighter's vertical movement must be downwards – i.e. towards the ground.

FILTER PLUGS

- If the owner is hit by a weapon with the Gas trait, their Toughness counts as +1 when rolling to determine whether they are affected.
- This item is one-use only. After applying the above modifier, the filter plugs are removed.

PHOTO GOGGLES

- If the Pitch Black rules are in effect, the owner can spot enemies up to 12" away, rather than 3".
- The owner can see through smoke clouds.
- If the owner is hit by a Flash weapon, they count suffer a -1 modifier to Initiative when rolling to determine whether they become subject to the Blind condition.

OUTCAST FAVOURS

Because the notion of being Law-Abiding or Outlaw means very little to the typical Outcast gang – given that they exist outside Necromundan society by definition – this section includes both the generic **House Favours** and **Outlaw Favours** (reworded for character).

As always, the use of Favours is at the campaign Arbitrator's discretion. If they agree, the Outcast gang can attempt to gain a Favour from either one of these tables at the start of a campaign week (or at any point the Arbitrator deems appropriate).

HOUSE RULE: If an Outcast gang wishes to seek a Favour and the Arbitrator agrees, roll D6 – on 1-3, they may roll for a Law-Abiding Favour; on 4-6, they may roll for an Outlaw Favour.

For an Outcast gang, favours represent help from old bonds, friends, or associates – or perhaps locals and wanderers offering conditional aid – or simply the effects of living free from the shackles of ordinary society.

Be warned! While a favour may bestow benefit to the gang, there may also be a price if a deal goes south.

If a gang has an **Alliance**, they may not seek a favour.

SEEKING A FAVOUR

Before the game, after choosing your crew for the scenario and deciding on a Favour table, **roll 2D6 and add +1 for every enemy gang in the campaign with a higher Gang Rating than you** (to a maximum of +3).

Determine the final score and immediately apply the result from the chosen list.

LAW-ABIDING FAVOURS

(2) BRIDGES BURNED

An old associate unexpectedly betrays the gang.

- Choose one fighter with the *Gang Fighter (Ganger)* rule to be made an example of.
- They are permanently removed from the gang, along with all their weapons and equipment.

(3-5) SHUNNED

Cold glares and indifference are the outcast's lot in life.

- No effect – however, the gang may roll again on this table after playing their next battle, rather than waiting for a new campaign week.

(6-8) SPECIAL DELIVERY

Through a combination of cunning, haggling, and leaning on old contacts, a shipment of gear is diverted to the gang.

- Gain 2D6x10 credits, which must immediately be spent on weapons and equipment with a *Common* rating from the gang's available options (unspent credits are lost).

(9-10) WELCOME TO THE BOTTOM

Someone new has found themselves outcast, and with nowhere else to go, have come to petition the gang.

- The gang may recruit a free Ganger.
- This fighter does not come with any weapons or gear.

(11-12) PROUD SCARS

Outcasts don't have easy lives, but they are free, and every scar carries a story of hard-earned survivor's wisdom.

- Roll D3+1 and choose that many fighters in the gang.
- Each one gains +D6 bonus XP, rolled individually.

(13+) BURNING FOR REVENGE

An enraged outlander arrives, exiled from home and hearth and now armed to the teeth and seeking vengeance.

- The gang may recruit a free Ganger.
- This fighter comes with up to 150 credits' worth of weapons and gear from the gang's available equipment options.
- They also come with 2D6 XP.

OUTLAW FAVOURS

(2) BAD LUCK AND TROUBLE

Life is hard. Bullets go stray. Death is cheap.

- Choose one fighter with the *Gang Fighter (Ganger)* rule to be in the wrong place and the wrong time.
- They are permanently removed from the gang, along with all their weapons and equipment.

(3-5) CANNON FODDER

Use this scummer if you have to, but don't trust them an inch.

- The gang may recruit a free Hive Scum for their next battle.
- This unsavoury character is far from trustworthy. In each End Phase, they must check Leadership – if failed, they are immediately removed from play.

(6-8) STICK-UP

Opportunity knocks when a well-stocked Guilder caravan takes an unfortunate wrong turn.

- Gain 2D6x10 credits, which must immediately be spent on weapons and equipment with a *Common* rating from the Trading Post (unspent credits are lost).

(9-10) YOUNG GUNS

A would-be recruit finds their way to the crew.

- Roll D6 – on 4+, the gang may recruit a free Ganger.
- This fighter comes with up to 60 credits' worth of weapons and gear from the gang's available equipment options.

(11-12) HARD-WON KNOWLEDGE

Fortunes turn rapidly in the outlands. In order to survive, you need to learn fast and think quickly.

- Roll D3+1 and choose that many fighters in the gang.
- Each one gains +D6 bonus XP, rolled individually.

(13+) FRIEND OF CONVENIENCE

A manhunter requests to hide themselves briefly among the outcasts, all the better to track their quarry.

- The gang may recruit a free Bounty Hunter (including **Dramatis Personae**), who remains with the gang for the duration of the campaign week.

HOUSE RULE: A Hive Scum comes with 25 credits' worth of weapons and equipment. A non-Dramatis Personae Bounty Hunter comes with up to 150 credits worth of weapons and equipment.

OUTCAST SUB-PLOTS

USING SUB-PLOTS

Sub-Plots are side missions a gang can pursue mid-battle – kept secret from the opponent until completed and rewarding extra credits, XP, Reputation, or Gang Tactics cards.

A House's fortunes are tied invisibly to those of its strongest gangs. Each gang leader is akin to a general in the House's armies – every victory granting the hidden masters more political capital to further their schemes.

As such, sometimes the House's nobles take a direct hand in matters – meddling in the gang's affairs, and sending them on errands, and pressing them into agendas where they can have the most impact. Gang leaders ignore these directives at their peril.

- Players should agree prior to the battle whether to use Sub-Plots. If so, a **deck of playing cards** is required. Each player privately draws one card, then consults their list of House Sub-Plots to see what secret assignment their gang has been given.
- Every **Joker** drawn must be shown to your opponent, then discarded. You must then privately draw **two** cards. If one of these is a Joker, do the same again.
- Once you complete a Sub-Plot, reveal it to your opponent, gain the rewards and apply the effects, then discard the card.

SUB-PLOTS TABLE

SPADES: DAMAGE

(A♠) SPUDWRENCHING

- A fighter in the enemy deployment zone can take the following action:
 - ▶ **SPUDWRENCH (Double):** *Try a little “percussive maintenance” on a nearby piece of valuable-looking machinery.*
- Reveal the first time you take this action. If the gang completes three *Spudwrenching (Double)* actions, gain D3+1 Rep.

(2♠) SPREADING UNREST

- A fighter in the enemy deployment zone can take the following action:
 - ▶ **GRAFFITI (Double):** *Tag the walls with seditious propaganda.*
- Reveal the first time you take this action. If the gang completes three *Graffiti (Double)* actions, gain D3+1 Rep.

(3♠) SUPERIOR TOOLS

- Reveal when the battle begins.
- Randomly select one fighter – then choose weapon they are wielding. It gains +1 Strength and Damage for the remainder of the battle.
- If you win the battle, gain +D3 Rep.

(4♠) SCORCHED EARTH

- Reveal when the battle begins.
 - ▶ **Zone Mortalis:** *Your gang must destroy three doors.*
 - ▶ **Sector Mechanicus:** *Choose a terrain piece roughly 6” wide to destroy (it has Toughness 8, Wounds 8, and is hit automatically).*
- Claim if you destroy the target(s) – gain +D3 Rep

(5♠) SHOW OF FORCE

- Reveal at the end of the game, if at least five enemy fighters went Out of Action.
 - ▶ *Fighters who Bottled and fled the battlefield do not count.*
- Gain +D3+1 Rep.

(6♠) THE STITCH-UP

- Reveal at the start of the battle. Randomly choose one enemy. A fighter in base contact with this enemy can take the following action:
 - ▶ **PLANT EVIDENCE (Basic):** Gain +D3 Rep. At the end of the battle, if this enemy is not Seriously Injured or Out of Action, gain an additional +D3 Rep.

(7♠) DANGEROUS GROUND

- Reveal at the start of the battle. Choose a terrain piece at least 12" from your deployment zone.
- At the end of the game, if there are no enemies within 6" of this objective, gain +D3 Rep.

(8♠) RIGHT OF WAY

- Reveal at the end of the game. If you have four or more fighters in the enemy deployment zone, gain +D6 Rep.

(9♠) DECAPITATING STRIKE

- Reveal when you take an enemy Gang Leader or Champion Out of Action.
- At the end of the game, if the enemy has no Gang Leader or Champions in play, gain +D6 Rep.

(10♠) MEAT FOR THE MACHINE

- Reveal if your fighter knocks an enemy down a Pitfall, or makes them fall from a height that sends them Out of Action.
- Gain +D3 Rep. At the end of the game, if three enemies have been taken Out of Action in this manner, gain an additional +D3 Rep.

(J♠) CONTEMPTUOUS TAKEDOWN

- Reveal if your fighter takes an enemy Out of Action with an unarmed attack.
- Gain +D3 Rep. This increases to +D6, if the victim was a Gang Leader or Champion.

(Q♠) JUVE CULL

- Reveal when the last enemy Juve goes Out of Action – gain +D6 Rep.
 - ▶ *If the enemy gang has no Juves, reveal when the three enemy fighters with the lowest value go Out of Action.*

(K♠) SWIFT VICTORY

- Reveal at the end of the battle, if you won the scenario within ten rounds.
- Gain +D6 Rep. This increases to +2D6, if you won the scenario within five rounds.

HEARTS: PAYBACK

(A♥) EXTREME DISPLEASURE

- Reveal at the start of the battle, after selecting crews but before deployment.
- Randomly select one enemy. At the end of the game, if this fighter is Out of Action, gain D6x10 credits.
- This increases to 2D6x10 credits if the target was taken Out of Action by a *Coup de Grace (Simple)* actions, or a weapon with the *Melee* trait.

(2♥) UNTOUCHABLE

- Reveal at the start of the battle. Randomly select one of your participating Gangers.
- At the end of the battle, if this fighter has not lost any Wounds, gain 10 credits.
- This increases to D6x10 if this fighter did not lose any Wounds, but inflicted at least one Wound on an enemy.

(3♥) LOST VALUABLE

- A fighter within 3" of a Ductway (**Zone Mortalis**), or who is on the upper level of a terrain piece (**Sector Mechanicus**) can take the following action:
 - ▶ **SEARCH FOR HEIRLOOM (Double):** Roll D6 – on 5+, the fighter locates the missing valuable. Gain 2D6x10 credits.
 - If the fighter is taking this action on the last unsearched Ductway or terrain piece, do not roll – the action is automatically successful.*
- If you win the battle, gain +D3 Rep.

(4♥) A WARNING

- If your fighter successfully hits an enemy Gang Leader with a close combat attack, you can choose to reveal.
- If you do, the attack ends without rolling to Wound, and with no further effect or impact on the enemy.
- Gain D6x10 credits. This increases to 2D6x10 credits if it was your Gang Leader who delivered this warning.

(5♥) CRUEL AND UNUSUAL

- Reveal once two enemy fighters have become Broken during the game.
- Gain D3x10 credits. This increases to D6x10 if three or more enemies became Broken.

(6♥) NARCO-FEARLESS

- Reveal at the start of the battle. The gang has been hitting the chems, leaving them a little short of self-preservation.
- Your fighters reduce the benefits of cover by -1.
- If you win the battle, gain 2D6x10 credits. This increases to 3D6x10 credits, if you won with none of your fighters Out of Action.

(7♥) RECOVERY JOB

- A fighter in base contact with an enemy can take the following action:
 - ▶ **SHAKEDOWN (Basic):** Gain D3x10 credits. This increases to D6x10 credits if the target is a Gang Leader or Champion.
- Reveal the first time this action is taken.

(8♥) DEATH FROM ABOVE

- Reveal if the gang takes an enemy Out of Action by causing another fighter (friendly or enemy) to fall on them.
- Gain 2D6x10 credits. This increases to 3D6x10 credits if the fighter who goes Out of Action is a Gang Leader or Champion.

(9♥) A SUITABLE SPECTACLE

- Reveal if your fighter makes an attack that rolls 3+ Injury dice, and at least one of the results is Out of Action.
- Gain D6x10 credits.

(10♥) NO WITNESSES

- Reveal if your fighter takes an enemy Out of Action, and no enemies have line of sight to either the fighter or the victim.
- Gain D3x10 credits. This increases to D6x10 credits if the victim was taken Out of Action by a weapon with the *Melee* trait.

(J♥) MAKE SOME NOISE

- Reveal at the end of any round where the gang has fired five or more weapons with the *Blast*, *Rapid Fire (X)*, or *Blaze* trait without causing any Wounds
- Gain 2D6x10 credits.

(Q♥) SHADOWING

- Reveal at the start of the game. Choose a random enemy. Any fighter within 12" of this enemy can take the following action:
 - ▶ **SHADOW (Double):** The fighter takes no other action this turn and gains the Shadowing condition.
 - **SHADOWING:** When the fighter's target next moves, the fighter automatically moves after them (they are stopped by impassable terrain or another fighter).
- If the fighter ends this move more than 12" from the target, they lose the Shadowing condition.*
- At the end of the game, if you have a fighter with the Shadowing condition, gain +D6 Rep.

(K♥) WORK FOR THE DOCS

- Reveal at the end of the battle. For every fighter (friend or enemy) who went Out of Action but did not suffer a *Memorable Death* (66), gain D3x10 credits.
- This increases to D6x10 credits if the fighter suffered a *Critical Injury* (61-65).

CLUBS: LUCK

(A♣) VOX FAILURE

- Reveal at the beginning of the first round.
- Your Gang Leader's "Leading by Example" range is reduced to 6".
- Anyone who cannot trace line of sight to a friendly fighter suffers a -1 modifier to Leadership and Cool checks.
- If you win the battle, every participating fighter gains +D3 bonus XP.

(2♣) FAILED ASSASSINATION

- Reveal at the start of the game. Randomly select a fighter. They lose -1 Movement, Weapon Skill, Ballistic Skill, and Strength for the duration of the battle.
- If this fighter ends the battle without being Seriously Injured or taken Out of Action, they gain +D6 bonus XP.

(3♣) WANDERING WATCHMEN

- Reveal before rolling Priority in the first round.
- Randomly select D3 of your fighters who are not participating in this battle.
- Immediately place them within your deployment zone; they are now part of your existing crew.
- If you lose this battle, none of your fighters receive XP for this scenario.

HOUSE RULE: Your fighters still gain XP for taking enemies Out of Action.

(4♣) LOADED FOR SUMP SPIDER

- Reveal at the start of the battle. Your fighters may re-roll failed Ammo checks.
- Ranged attacks against your fighters all gain a +1 modifier to Damage.
- At the end of the battle, every fighter in the gang who did not go Out of Action gains +D3 bonus XP.

(5♣) OUT OF FAVOUR

- Reveal at the start of the battle. Every fighter in the gang must reduce their Cool by 2 for the duration of the battle.
- If you win the scenario, every participating fighter gains +D3 bonus XP. This increases to +D6 XP if you won with no fighters going Out of Action.

(6♣) HOUSE SPIES

- Reveal prior to deployment. Your gang must set up before any other opponent, regardless of the any normal rules.
- Your opponent automatically takes Priority in the first round of the game, and adds +1 to their Priority roll in each round.
- At the end of the battle, any fighter who did not go Out of Action gains +D3 bonus XP.

(7♣) DOPPELGANGER

- Reveal the first time one of your fighters with the *Gang Fighter (Ganger)* rules goes Out of Action.
- Do not remove them from play. Instead, they are returned to full Wounds and any negative conditions that were affecting them are cancelled.
- The doppelganger is now part of the enemy gang.
- If a fighter takes the doppelganger Out of Action (again), they gain +D6 bonus XP.
- If this happens, the doppelganger does not roll for Lasting Injury, as the "true" fighter never actually participated in this battle.

(8♣) A BIT OF PAYBACK

- Reveal the first time your gang takes the *Coup de Grace (Simple)* action. The fighter responsible gains +1 bonus XP.
- For the remainder of the battle, any fighter from the gang who takes the *Coup de Grace (Simple)* action gains +1 bonus XP (each fighter only gains this reward once, however).

(9♣) BAD DAY

- Reveal the first time that you activate a Gang Leader or Champion. For the rest of the battle, this fighter cannot make Group Activations.
- At the end of the battle, if this fighter was not taken Out of Action, they gain +D3 bonus XP if they are a Champion, or +D6 bonus XP if they are a Gang Leader.

(10♣) ACT OF DEFIANCE

- Reveal when a fighter enters base contact with two or more enemies.
- At the end of their activation, they gain +D3 bonus XP. This increases to +D6, if they have successfully taken all these enemies Out of Action by the end of their activation.

(J♣) GRIM RESOLVE

- Reveal when one of your fighters successfully Rallies. They gain +2 XP for doing so, rather than the usual +1 XP.
- For the remainder of the battle, any fighter from the gang who successfully Rallies gains +2 XP, instead of the usual +1 XP (each fighter only gains this reward once, however).

(Q♣) HAZARD PAY

- Reveal the first time that one of the following occurs:
 - ▶ *Your fighter successfully leaps a Pitfall*
 - ▶ *Your fighter successfully leaps a gap wider than their base*
 - ▶ *Your fighter survives damage from a fall or environmental hazard*
- They gain +1 bonus XP.
- For the remainder of the battle, any fighter who does the same gains +1 bonus XP (each fighter only gains this reward once, however).

(K♣) CHEMICAL SOLUTIONS

- Reveal when the gang suffers its first Flesh Wound.
- For the remainder of the battle, when the gang rolls a Flesh Wound result on the Injury die, they treat it as “No Effect.”
- However, any fighter who rolls for Lasting Injury must roll twice and take the worse result.
- At the end of the battle, every fighter who is not Seriously Injured or Out of Action gains +D3 bonus XP.

DIAMONDS: FREEDOM

(A♦) OUTLAW VENDETTA

- Reveal at the end of any round where three or more enemy fighters are Seriously Injured or taken Out of Action.
- Gain +1 random Gang Tactics card.

(2♦) STRANGERS IN THE HIVE

- Reveal when the gang takes an enemy Out of Action using a weapon with the *Melee* trait, in a location that is out of line of sight and more than 12" from other enemies.
- Gain +1 random Gang Tactics card.

(3♦) DEATHLY SILENCE

- Reveal if at least half the enemy gang is Seriously Injured, Out of Action, or removed from play.
- Gain +1 random Gang Tactics card.

(4♦) MIND SLAVERS

- Reveal when an enemy fails a Willpower check by rolling 10+.
- Gain +1 random Gang Tactics card.

(5♦) SCRAP CODE

- Reveal at the start of the battle. Choose three door consoles (**Zone Mortalis**) or terrain pieces (**Sector Mechanicus**) at least 6" from your deployment zone, and 8" from each other.
- A fighter within 1" of one of these objectives can take the following action:
 - ▶ **UPLOAD HACKED CODE (Double):** *Check Intelligence – if passed, gain +1 Gang Tactics card of your choice. This action can only be taken once per game.*

(6♦) THE COLD TRADE

- Reveal the first time that the gang takes an enemy Out of Action using a weapon with the *Melee* trait, or the *Coup de Grace (Simple)* action.
- Roll D6 – on 6+, you have located a smuggled object and gain +1 Gang Tactics card of your choice.
- Otherwise, each successive time you make this roll adds an additional +1 to the result.

(7♦) SUPPRESSION ORDER

- Reveal at the end of any round if three or more enemies are Prone.
- Gain +1 random Gang Tactics card.

(8 ♦) OFFICIAL SECRETS

- Reveal when a fighter within 6" of the enemy Gang Leader takes the following action:
 - ▶ **PICT-CAPTURE (Double):** *Smile! The fighter gains the Carrying Evidence condition.*
 - **CARRYING EVIDENCE:** *If this fighter returns to the gang's deployment zone, remove them from play.*

Gain +3 Gang Tactics cards of your choice.

The fighter does not count as being Out of Action or Seriously Injured for the purposes of Bottle tests

(9 ♦) A LITTLE SURPRISE

- Reveal at the start of the battle. Randomly select one fighter to be the bomb carrier.
- The bomb carrier can take the following action if they are within 6" of the battlefield's centre:
 - ▶ **PLANT BOMB (Simple):** *Something to remember us by.*
- If the gang completes three *Plant Bomb (Simple)* actions, gain +1 Gang Tactics card of your choice.
- If the bomb carrier goes Out of Action before they have taken three *Plant Bomb (Simple)* actions, centre the Blast (5") marker on them – every fighter the marker touches suffers a Strength 3, AP 0, Damage 1 hit with the *Knockback* trait.

(10 ♦) THE PAYOFF

- A fighter in base contact with an enemy who has the *Gang Fighter (Ganger)* or *Gang Fighter (Juve)* rule can take the following action:
 - ▶ **BRIBE (Basic):** *The target must check Willpower – if failed, their gang gains D3x10 credits and that fighter is removed from play (they do not count as being Out of Action for the purposes of Bottle Tests).*
- Reveal the first time a fighter takes this action.
- This action can be taken multiple times.

(J ♦) GUILDER PACKET

- Reveal at the start of the battle. Randomly select one fighter to be the courier.
- At the end of any round, if the courier is inside the enemy's deployment zone, remove them from play and gain +2 Gang Tactics cards of your choice.
- The courier does not count as being Out of Action for the purposes of Bottle Tests.

(Q ♦) DARK OFFERING

- Reveal at the start of the battle. Choose a point on the battlefield at least 12" from your deployment zone.
- As soon as there are two or more Seriously Injured fighters within 6" of this point, gain +1 Gang Tactics card of your choice.

(K ♦) BAD BLOOD

- Reveal at the start of the battle. Randomly select one fighters to be carrying a virulent infection.
- If the enemy gang takes this fighter Out of Action using a weapon with the *Melee* trait, gain +1 random Gang Tactics card.
- If the infected fighter is a Gang Leader or Champion, you may choose the card, instead.

PART IV

CAMPAIGN PLAY



PLAYING A CAMPAIGN

INTRODUCTION TO CAMPAIGNS

In a **campaign**, players commit to multiple games in a shared setting, their gangs fighting for control of territory within the underhive.

The state of a player's gang persists from battle to battle – casualties must be replenished with new blood, wealth must be hoarded, weapons upgraded, and wounds and starvation dealt with.

As the campaign progresses, a gang's fighters grow and change. Some will rise to become terrifying legendary figures – while others will meet an abrupt, ignominious end in some forgotten corner of the underhive.

This is a huge part of the appeal of a campaign – watching your fighters rise and fall, visualising their emerging personalities, rivalries, and relationships, the gang's dynamics changing as they develop.

There are currently three campaigns and one mini-campaign available in Necromunda:

DOMINION CAMPAIGN

- A gang war for control of Territories, each granting its owner a unique ability.
- This is the most basic campaign, but also the easiest to run and the most malleable for Arbitrators.

LAW & MISRULE CAMPAIGN

- The eternal struggle between Law-Abiding and Outlaw gangs for control of various underhive Rackets.
- This campaign introduces the Black Market.

UPRISING CAMPAIGN

- Charts the rise of a dark rebellion and subsequent fall of the hive – with gangs aligned to Order, Chaos, or remaining Neutral, all caught up in the slow collapse.
- Plays in two parts – in the first, life is normal and resources abundant; in the second, rules for starvation, madness, and scarcity take hold!

ASSAULT ON PRECINCT-FORTRESS 17 MINI-CAMPAIGN

- A special narrative campaign that can be played in an afternoon, or a couple of evenings.
- Tells the tale of Captain Chancer's desperate defence of his precinct against a numerically overwhelming alliance of gangs called the Thunderboys.
- Consists of between 2-7 scenarios.

OUTLANDER CAMPAIGN

- Far from the hive centres, gangs found new settlements they then work to build and expand – while raiding and battling their rivals.

HOW CAMPAIGNS WORK

- Campaigns typically run to a schedule. Players meet up, fight a battle, then work out the effects of that battle on their gang.
- A gang's fighters can earn **experience** (or "XP").
- They can spend XP to gain **Advancements** – either improving their profile, or gaining new skills.
- Fighters can also suffer debilitating **Lasting Injuries** that will affect their prowess.
- They can even be taken **Captive** by a rival gang, necessitating a rescue before they are sold off to a life in the slag mines, executed, or worse!
- A campaign is run by an **Arbitrator**. This is the player who agrees to act as the organiser, and has the final say in any disputes.
- The following sections expand on each of the above.

GAINING EXPERIENCE

- There are several ways for a fighter to gain XP.
- Most commonly, every scenario grants XP rewards for participating fighters (if they meet the criteria).
- However, a fighter can **always** gain XP by achieving the following:

EXPERIENCE
Directly taking an enemy Gang Leader or Champion Out of Action, via any means: +2 XP .
Directly taking any other type of enemy fighter Out of Action, via any means: +1 XP .
Rallying successfully, losing the Broken condition: +1 XP .

IMPORTANT: A fighter does not gain XP for Seriously Injuring an enemy who goes Out of Action later on.

To gain the XP, the fighter must have directly and immediately triggered the Out of Action result on their enemy – whether through combat, shooting, sending them over an edge, etc.

ADVANCEMENTS

- An **Advancement** is either an increase to a fighter's profile characteristic, or a new skill.
- Advancements are purchased with XP. On rare occasions, a special rule or ability might grant one.
- A fighter's Advancement is recorded on their card. This increases both their value and the Gang Rating.

PRIMARY FIGHTER ADVANCEMENTS

- A primary fighter is a *Gang Leader*, *Champion*, *Juve*, *Prospect*, or *Specialist* (or gang-specific equivalent).
- These fighters can choose how and when to spend their XP on Advancements, using the below table.
- Any Advancement can be gained multiple times, but the cost cumulatively increases by +2 each time.

COST	PRIMARY FIGHTER ADVANCEMENT
3 XP	Gain +1 Willpower or Intelligence
4 XP	Gain +1 Leadership or Cool
5 XP	Gain +1 Initiative
5 XP	Gain +1" Movement
6 XP	Gain +1 Weapon Skill or Ballistic Skill
6 XP	Gain a random skill from any Primary skillset
8 XP	Gain +1 Strength or Toughness
9 XP	Choose a skill from any Primary skillset
9 XP	Gain a random skill from any Secondary skillset
12 XP	Gain +1 Wound or Attack
12 XP	Specialist Only: Promote to Champion and gain a random skill from any Primary skillset
15 XP	Gain a random skill from any skillset

GANGER ADVANCEMENTS

- Whereas primary fighters are the "main characters," Gangers are the "supporting cast."
- As such, they gain Advancements in an automatic, streamlined manner.
- Each time a Ganger reaches 6 XP, roll 2D6 and gain the Advancement from the below table.

2D6	GANGER ADVANCEMENT
2	Promotion to Specialist
3-4	Gain +1 Weapon Skill or Ballistic Skill
5-6	Gain +1 Strength or Toughness
7	Gain +1" Movement or +1 Initiative
8-9	Gain +1 Willpower or Intelligence
10-11	Gain +1 Leadership or Cool
12	Promotion to Specialist

LASTING INJURIES

- When a fighter goes Out of Action in a one-off skirmish, they are assumed to have been killed.
- However, when a fighter goes Out of Action in a campaign, the enemy responsible instead rolls D66 to see if a **Lasting Injury** occurred.
- If an Injury roll results in multiple Out of Action results, each one requires a separate Lasting Injury roll.

D66	LASTING INJURY
11	LESSON LEARNED: Gain +D3 XP and enter Recovery.
12-26	OUT COLD: No additional effect.
31-45	GRIEVOUS INJURY: Enter Recovery.
46	HUMILIATED: -1 Leadership and Cool, then enter Recovery.
51	HEAD INJURY: -1 Intelligence and Willpower, then enter Recovery.
52	EYE INJURY: -1 Ballistic Skill, then enter Recovery.
53	HAND INJURY: -1 Weapon Skill, then enter Recovery.
54	HOBBLED: -1" Movement, then enter Recovery.
55	SPINAL INJURY: -1 Strength, then enter Recovery.
56	ENFEEBLED: -1 Toughness, then enter Recovery.
61-65	CRITICAL INJURY: The fighter is in critical condition and will die after the battle if they do not receive a Medical Escort Post-Battle Action.
66	MEMORABLE DEATH: The fighter is killed instantly. If this occurred from a ranged or melee attack, the enemy responsible gains +1 bonus XP.

GOING INTO RECOVERY

- If a fighter enters Recovery, they miss the Post-Battle Sequence and the next game.
- This means a Gang Leader or Champion in Recovery cannot perform Post-Battle Actions.
- After the requisite time has passed, a fighter in Recovery is cleared during the Wrap-Up stage of the Post-Battle Sequence, meaning they can perform Post-Battle Actions afterwards, if desired.
- Regardless of how many Lasting Injuries are rolled, a fighter in Recovery only ever misses a maximum of one game.

CHARACTERISTIC PENALTIES

- Some Lasting Injuries impose a permanent penalty to a fighter's profile characteristic.
- This must be amended on their fighter card – noting that their credit value does not change.

MINIMUM CHARACTERISTICS

- Characteristics cannot be penalised beyond a certain point, no matter how many injuries are suffered.
- If a fighter's characteristic would be penalised below this point, they go into Recovery but otherwise suffer no further effect.
 - ▶ *Weapon Skill, Ballistic Skill & Initiative: Cannot be penalised to be worse than 6+.*
 - ▶ *Leadership, Cool, Willpower & Intelligence: Cannot be penalised to be worse than 12+.*
 - ▶ *Movement, Strength, & Toughness: Cannot be reduced to less than 1.*

BEING CAPTURED

- During the Post-Battle Sequence, a gang might Capture an enemy fighter. This occurrence should be recorded on both Gang Rosters.
- Naturally, a Captured fighter cannot participate in battles, or take Post-Battle Actions.
- A gang must always be given the opportunity to free a Captured fighter from their enemy.
- An "opportunity" counts as the next time these two gangs face each other. When this happens, the Captured fighter's player may challenge their opponent for a Rescue Mission.
 - ▶ *This supersedes the "Determine Scenario" rules of the Pre-Battle Sequence.*
- If a different scenario is played, the opportunity for a rescue is passed up and the capturing gang is now free to sell the Captive to the Guilders, if desired (after this battle, or any future battle).
- Otherwise, the Captive's home gang can challenge for a Rescue Mission for as long as their opponent holds the Captive.

The two gangs can, at any time in the campaign (and regardless of whether a Rescue Mission has been attempted or not) come to an agreement to secure the Captive's return – whether through a ransom of credits, a prisoner exchange, or surrendering a Territory or valuable weapon. If an agreement is reached, the Captive is immediately returned and available to fight.



THE DOMINION CAMPAIGN

CAMPAIGN INTRODUCTION

This campaign focuses on gangs fighting battles for control of different Territories.

A Territory is a location in the underhive. The gangs wish to control as many Territories as possible, in order to expand their own wealth and power.

CAMPAIGN LENGTH

- The Dominion Campaign is divided into seven weeks:
 - ▶ *Occupation Phase: three weeks*
 - ▶ *Downtime: one week*
 - ▶ *Takeover Phase: three weeks*
- At the conclusion of the seventh week, rather than finding a single campaign winner, gangs are awarded **Triumphs** based on their achievements.

TERRITORIES

- The number of Territories in a campaign depends on the number of players.
- Every gang has a Settlement Territory representing their hideout. This can never be lost, nor staked on a battle.
- Gangs claim new Territories by winning battles. They might seize control of an unclaimed Territory – or steal one from a rival gang.
- Every Territory grants its owner a **Boon** – this might generate credits, provide cheap equipment, or grant an ongoing ability.

THE ARBITRATOR

- The Arbitrator is the campaign organiser.
- They track results and monitor which gang controls which Territories.
- They keep the campaign running to time, and just generally encourage the players to fight battles and have a good time.
- If the Arbitrator is inspired and willing to put in more time and work, they can add more flavour and texture to the campaign with custom scenarios or terrain, unique characters, and new Territories.
- Of course, this is a lot more work – but it can result in a truly memorable and deeply satisfying experience for everyone.

GANGS IN THE CAMPAIGN

- The Dominion Campaign's structure is focused on the six House Gangs, and so is not always compatible with the latest version of Necromunda.
- Therefore, although any gang can be used in the Dominion Campaign, for its structure to work, some flexibility is necessary.
- The rules specifically set out that for the purposes of Dominion Campaign rules:
 - ▶ *Chaos Helot gangs count as Cawdor.*
 - ▶ *Genestealer Cult gangs count as Orlock.*
 - ▶ *Venators may choose which House to count as.*
- Later gangs – namely Enforcers, Corpse Grinders, Slave Ogryns, and Outcasts – will require the Arbitrator to create specific rules to allow their use.
 - ▶ *It is reasonable to consider doing the same for Chaos Helots, Genestealer Cults, and Venators.*

SETTING UP THE CAMPAIGN

The Arbitrator takes charge of organisation. This is best done in a single session joined by everyone playing in the campaign.

- **Set Start and End Dates:** The Dominion Campaign should last a total of seven weeks.
- **Found Gangs:** All players should run their gangs past the Arbitrator, who must ensure they fit the narrative and playstyle the group wants.
- **Generate Territories:** Follow the process below.

FOUNDING GANGS

- Every player has a starting budget of 1,000 credits to found their gang (unspent credits go into their Stash).
- Every player must complete a fighter card for every model in their gang, plus a gang roster to track all the relevant attributes.
- Most importantly, every gang must have a **name**.

GANG ATTRIBUTES

In the Dominion Campaign, each gang tracks the following:

- **Gang Rating:** The total cost of every fighter in the gang (including alternative loadouts). Gang Rating measures the gang's size and access to resources.
- **Wealth:** The total cost of every fighter in the gang plus the value of anything in its Stash.
- **Reputation:** Starts at 1, and can never drop below 1. "Rep" is a measure of the gang's standing and power in their section of the hive.

FIGHTER ATTRIBUTES

Each fighter in a gang also tracks their own attributes:

- **Experience:** Fighters spend "XP" to purchase Advancements, becoming stronger or more capable.
- **Advancements:** A record of the improvements made to a fighter's profile. The more Advancements a fighter has, the more expensive any future ones will be.
- **In Recovery / Captured By:** When a fighter goes Out of Action, they must roll for Lasting Injury, possibly forcing them to miss the next battle.

Similarly, a fighter can be Captured by a rival gang, keeping them out of commission until they are rescued, ransomed, or sold to the Guilders.

If either of the above happens, check the "In Recovery / Captured By" box to record this.

COMPLETING A GANG ROSTER

- The gang roster is a total record of the gang's presence in the Dominion Campaign.
- This includes Territories held, Gang Rating, Reputation, and Wealth; the equipment and credits held in its Stash; as well as each fighter's Experience and Advancements.
- The gang roster template does not represent any kind of "limit" on gang size or scope – if you run out of space, simply attach a second gang roster.

GENERATING TERRITORIES

The number of Territories generated depends on the number of players in the campaign.

PLAYERS	TERRITORIES
3	9
4	12
5	15
6	18
7	21
8	24

Naturally, the **Necromunda Campaign Territory card set**

is ideal for generating Territories – otherwise, you can use an online **random number generator** or a deck of **playing cards** with the Hearts, Clubs, and Jokers removed.

Either way, consult the table over the page, noting that Territories marked with a [❖] are the ones offering an Enhanced Boon to a particular House.

1. For each House gang participating in the campaign, randomly generate one Territory each that grants them an Enhanced Boon.
2. Then, keep generating Territories until the total number matches the player count above. Unused Territories are discarded.
3. All Territories are revealed to the players.

No.	CARD	TERRITORY
1	A ♦	Archaeotech Device ❖ (VS)
2	2 ♦	Bone Shrine ❖ (C)
3	3 ♦	Collapsed Dome
4	4 ♦	Corpse Farm ❖ (C)
5	5 ♦	Drinking Hole ❖ (D)
6	6 ♦	Fighting Pit ❖ (G)
7	7 ♦	Gambling Den ❖ (D)
8	8 ♦	Generatorium ❖ (VS)
9	9 ♦	Mine Workings ❖ (O)
10	10 ♦	Narco Den ❖ (E)
11	J ♦	Needle Ways ❖ (D)
12	Q ♦	Old Ruins
13	K ♦	Promethium Cache
14	A ♠	Refuse Drift ❖ (C)
15	2 ♠	Rogue Doc Shop
16	3 ♠	Settlement
17	4 ♠	Slag Furnace ❖ (G)
18	5 ♠	Sludge Sea
19	6 ♠	Smelting Works ❖ (G)
20	7 ♠	Stinger Mould Sprawl ❖ (E)
21	8 ♠	Synth Still ❖ (E)
22	9 ♠	Tech Bazaar ❖ (VS)
23	10 ♠	Toll Crossing ❖ (O)
24	J ♠	Tunnels ❖ (O)
25	Q ♠	Wastes
26	K ♠	Workshop

CAMPAIGN VARIANTS

The Dominion Campaign is all about gangs fighting over known sections of the underhive, their territories constantly changing hands as they struggle for superiority.

However, the campaign can be easily varied to represent a war breaking out across long-established gang strongholds – or gangs exploring the unknown, battling to seize control of unclaimed region.

VARIANT 1: OLD KINGDOMS

Some parts of the underhive have been under the thumb of various gangs since before living memory. Every now and then, someone tries to change things and the gangs go to war – re-soaking the same old ground with flesh blood.

In this variant, each gang begins with two random Territories from among the selection drawn.

The remainder comprise a small pool of unclaimed Territories.

There is no Occupation Phase in this variant – instead, there are two Takeover Phases of three weeks each, separated by a week of Downtime.

VARIANT 2: INTO THE UNKNOWN

Adventurous gangs may set out to explore some uncharted section of the hive, hoping for fortune and glory – perhaps pioneering into some inaccessible area now opened up, or prospecting deep in Hive Bottom or the Ash Wastes.

In this variant, instead of gangs revealing their Territories at the start of the campaign, they are kept secret.

Territories are still staked for each battle, but are only revealed when they are fought over – otherwise, they remain private.

During the Takeover Phase, battles might be fought over revealed or unrevealed Territories.

RUNNING THE CAMPAIGN

The Dominion Campaign is divided into three Phases, each running for a fixed length of time.

(1) OCCUPATION PHASE (THREE WEEKS)

- In this Phase, each battle has a single unclaimed Territory at stake.
- The winner of the battle gains control of that Territory.
- The staked Territory should be determined between the gang when issuing and accepting challenges.
- Each gang may fight as many battles as desired during this time.
- During this Phase, if every Territory becomes claimed (meaning there are none left to fight over), the Occupation Phase ends and Downtime begins.
 - ▶ *Downtime length does not change as a result, but the Arbitrator may choose to extend the Takeover Phase if the Occupation Phase ended early.*

(2) DOWNTIME (ONE WEEK)

- Here is where players can catch their breath, and gangs to patch their wounds. If desired, **Side Battles** can be fought during this period.
- Once Downtime begins, every gang completes the following sequence:
 - (1) **FIGHTERS RECOVER:** All fighters currently in Recovery are automatically cleared for return.
 - (2) **CAPTIVES ARE RETURNED:** All Captive fighters are automatically returned to their gangs, while their former captors receive half of their value in credits (rounding up to the nearest 5).
 - (3) **JUVE PROMOTION:** Any Juve with five or more Advancements is automatically promoted to a Champion – change their fighter type accordingly.
 - (4) **FRESH MEAT:** Every gang gains 250 credits to spend new fighters and/or Hangers-On. Any credits not spent for this purpose are lost (gangs can naturally supplement this with credits taken from their Stash).

SIDE BATTLES

Any time after resolving the Downtime sequence, players who want more games can play a Side Battle.

Territories are never staked during Side Battles – and while fighters can gain XP and Lasting Injuries, gangs do not gain credits or Reputation.

Instead, the Arbitrator should create a special reward for the victor, such as an unpredictable piece of archaeotech, a unique drug, or a custom Tactics card.

(3) TAKEOVER PHASE (THREE WEEKS)

- In this Phase, when a battle is fought, the challenger must nominate one Territory controlled by their opponent that they will target.
- If the challenger wins the ensuing battle, they gain control of this Territory.
- Alternatively, gangs may choose to fight over any as-yet unclaimed Territory left over from the Occupation Phase.
- Either way, the staked Territory must be clear at the start of the battle.
- As in the Occupation Phase, gangs may fight as many battles as they wish in this period.

WHAT THE ARBITRATOR TRACKS

The Arbitrator must keep track of the following information during the campaign:

- The number of battles fought by each gang.
- The owner of each Territory.
- Which unclaimed Territories have been nominated by players and are due to be fought over.
- How many enemies each gang has taken Out of Action.
- Each gang's Wealth (the total value of every fighter and their weapons and gear, plus any credits and equipment in the Stash).
- Each gang's Reputation – players should report this to the Arbitrator after each battle.

PRE-BATTLE SEQUENCE

The following steps take place before each battle, while both players are present:

PRE-BATTLE SEQUENCE	
1	Make a Challenge & Stake Territory
2	Advancements & Hired Guns
3	Determine Scenario
4	Set Up the Battlefield
5	Choose Crews
6	Announce Territory Boons
7	Gang Tactics & Bonuses
8	Deployment

(1) MAKE A CHALLENGE & STAKE TERRITORY

- To begin a game, one player must challenge another.
- The challenger must nominate one Territory that will be staked on the outcome of the battle.
 - ▶ *In the Occupation Phase, it is any unclaimed Territory.*
 - ▶ *In Downtime, for a Side Battle, disregard this step – no Territory is staked.*
 - ▶ *In the Takeover Phase, this is either a Territory controlled by their opponent, or any unclaimed Territory left over from the Occupation Phase.*
- The other player must then either accept or refuse the challenge.
- If refused, the challenger automatically takes control of the nominated Territory.
- If accepted, the players proceed to arrange a battle. If either gang fails to attend, they forfeit and their opponent takes (or keeps) control of the staked Territory.
- Note that player understanding is encouraged here – real life does sometimes intrude on hobby time. Most people will happily reschedule a game if need be, but if this becomes habit, it may be necessary for an Arbitrator to step in and enforce the Territory forfeit.

(2) ADVANCEMENTS & HIRED GUNS

- Each gang may spend XP to purchase Advancements for their fighters.
- Each gang may spend credits to recruit Hired Guns.
- For both Advancements and then recruitment, players should proceed in order of their Gang Rating, lowest to highest (roll off in the event of a tie).

(3) DETERMINE SCENARIO

Roll 2D6 and consult the table:

2D6	RESULT	SCENARIO
2-5	That's My Turf	Takeover / Border Dispute / Sneak Attack
6-7	Territory	Toll Bridge / Escape the Pit! / Escape the Badzone
8-9	Death Match	Stand-Off / The Trap / Ambush / Something to Prove
10-12	Underdog	The gang with the lowest Gang Rating picks the scenario and whether they will attack or defend

Players should agree whether the battle will be **Zone Mortalis** or **Sector Mechanicus** (if not, the player who chooses the scenario decides; or if neither player chose the scenario, the winner of a roll off).

DETERMINING ATTACKER & DEFENDER

- In the Dominion Campaign, any scenario instructions for choosing an attacker and defender are ignored.
- In the Occupation Phase, the player who chose the scenario decides whether to attack or defend.
- In the Takeover Phase, the player who issued the challenge is automatically the attacker.
 - ▶ *Holding the Wastes Territory changes this rule.*
- In either Phase, if neither player chose the scenario, the winner of a roll off decides whether to attack or defend.

RESCUE MISSIONS

- If one gang has Captured one or more enemy fighters, their owner may instead challenge the captor to play either a **Rescue Mission** or **Public Execution** scenario.
- If this challenge is accepted, this scenario is automatically used for the battle.
- If the challenge is refused, the Captive is automatically released back to their home gang.
- No Territory is staked on this battle; the Captured fighter is effectively the stake.

(4) SET UP THE BATTLEFIELD

- Proceed to set up the battlefield, following any special instructions for the scenario.
- The default methods are outlined in the “Battlefield Setup” section.

(5) CHOOSE CREWS

- The scenario details the method each player must use to select their starting crews.
- These rules are explained in the “Preparing to Fight” section.

(6) ANNOUNCE TERRITORY BOONS

- Many Territories grant specific **Boons** that can be used during a battle.
- Each player must announce to their opponent which of these Boons, if any, they will be using in this battle.
- If a Boon is not announced, it cannot be used during the game.

(7) GANG TACTICS & BONUSES

- The scenario details how many Gang Tactics cards each player may draw, and whether this is random or freely chosen.
- The gang with the lowest Crew Rating is the underdog, and may be able to purchase additional bonuses to level the field. These are identified in each scenario.

(8) DEPLOYMENT

- Many scenarios provide specific instructions on how each gang deploys.
- Otherwise, the standard deployment rules are outlined in the “Preparing to Fight” section.

POST-BATTLE SEQUENCE

Once a game is complete, the following steps are resolved in the presence of each player:

POST-BATTLE SEQUENCE	
1	Wrap-Up
2	Reassign Territory
3	Receive Rewards
4	Collect Income
5	Resolve Post-Battle Actions
6	Update Gang Roster
7	Report Results to Arbitrator

(1) WRAP-UP

SUCCUMING TO INJURY

- Every fighter who ended the battle Seriously Injured must roll D6.
- On 3+, they recover without incident.
- On 1-2, they succumb to the injuries they suffered during the battle – they count as going Out of Action and must therefore roll for Lasting Injury.

CAPTURING ENEMY FIGHTERS

- If only one gang has fighters remaining on the battlefield at the end of the game, they might manage to Capture an enemy.
- That gang rolls 2D6 and adds the number of enemy fighters who went Out of Action (including those who succumbed during Wrap-Up).
- Add an additional +1 for every Bounty Hunter currently working for the gang.
- On 11+, one enemy has been Captured – chosen randomly from those participating but excluding any who were killed (obviously).

OTHER EFFECTS

- Any other events that happen “at the end of the battle” occur now.
- Fighters for either gang who were previously in Recovery are now cleared to participate again (meaning Gang Leaders and Champions will be able to take Post-Battle Actions shortly).
- It is always good form to shake hands and congratulate / commiserate with your opponent.

(2) REASSIGN TERRITORY

- The player who won the battle takes (or retains) control of the staked Territory.
- In the event of a draw in the Occupation Phase, the Territory remains unclaimed.
- In the event of a draw in the Takeover Phase, the Territory is retained by its incumbent owner.

(3) RECEIVE REWARDS

- Each gang receives the rewards provided by the scenario, based on their performance in the battle.
- Any equipment is added to the Stash, ready to be distributed to fighters in Step 6.

CHANGES TO REPUTATION

- Most scenarios describe ways for a gang to gain or lose Rep.
- If a gang simultaneously gains and loses Rep, apply the gains first.

(4) COLLECT INCOME

- The gangs generate income from each Territory they control with this ability.
- Remember, each gang has a permanent Settlement Territory that generates income.
- The credits generated are added to the gang’s Stash.

(5) RESOLVE POST-BATTLE ACTIONS

- Each Gang Leader and Champion can make **one post-battle action**.
- To do so, they must not be in Recovery or Captured.
- These actions are carried out one at a time, in any order but in view of the opponent. Unless explicitly stated, the same action can be taken more than once.
- In addition to those below, more Post-Battle Actions might become available via certain skills, Territories, or other means:
 - ▶ *Action 1: Find Rare Items*
 - ▶ *Action 2: Sell Captives to the Guilders*
 - ▶ *Action 3: Medical Escort*

ACTION 1: FIND RARE ITEMS

The fighter visits the local Trading Post, making enquiries, greasing palms, and calling on old contacts.

- This action increases the gang's chances of locating rare or remarkable gear.
- If a Gang Leader takes this action, they grant a +2 modifier to the **Seek Rare Equipment** roll in Step 6.
- Each Champion who takes this action grants a +1 modifier to the roll.
- By default, the Dominion Campaign does not incorporate the Black Market. Arbitrators are of course free to change this.

ACTION 2: SELL CAPTIVES TO THE GUILDERS

The fighter offloads their prisoners to the tender mercies of the Guilders in exchange for some cold hard creds.

- The fighter can sell any number of Captives from any number of gangs as a single Post-Battle Action.
- A Captive can only be sold if their gang has had a chance to rescue them.
- Each Captive is worth half the value on their fighter card, in credits (rounding up to the nearest 5).
- For all intents and purposes, the Captive is now lost to their gang. Their owning player must remove them from their Gang Roster.

ACTION 3: MEDICAL ESCORT

The fighter rushes a critically injured comrade to the doc.

- Choose one fighter who suffered a Critical Injury during the battle. They are taken to the doc for treatment.
- The cost of the medical procedure is 2D6x10 credits.
- If the gang cannot or will not pay, the victim dies automatically.
- Otherwise, roll a D6 on the table below:

D6	SURGERY RESULT
1	COMPLICATIONS: Sorry chum, but that's life in the hive – or not, as it happens. The fighter dies on the operating table.
2-5	STABILISED: Roll D6, add 50, and apply that Lasting Injury result.
6	FULL RECOVERY: The fighter enters Recovery, but otherwise they thankfully suffer no lasting effects.

(6) UPDATE ROSTER

Resolve each of the below steps, in order.

(1) DELETE DEAD & RETIRING FIGHTERS

- Any fighters who died during or after the battle are permanently deleted from the roster.
- What happens to their equipment depends on the outcome of the battle:
 - ▶ *If the gang had at least one fighter left on the battlefield at the end of the game, any lost fighters' gear is added back to the gang's Stash.*
 - ▶ *If the fighter was taken to the doc but subsequently died (due to lack of funds, or a bad roll), their gear is added back to the gang's Stash.*
 - ▶ *If the gang had no fighters left on the battlefield at the end of the game, their gear is permanently lost.*
 - ▶ *Regardless of any circumstances, armour is always lost and can never be recovered.*
- Any fighters can be retired at this point – usually because injuries have left them unfit for battle. These are permanently deleted from the roster.
- Their weapons and equipment is transferred to the gang's Stash (except for Armour – no underhiver is dumb enough to give that up).

(2) VISIT THE TRADING POST

- The below actions can be taken in any order, and there is no limit to how many times each one can be performed.
- Naturally, a gang must have enough credits saved to complete any intended purchase.
 - (a) **Purchase from House Vendor:** The gang can freely buy any gear stated on their *House Equipment List* at the price shown, adding it to their Stash.
 - (b) **Purchase Common Items:** The gang can freely buy any item listed as “Common” from the Trading Post list, at the price shown, adding it to their Stash.
 - (c) **Purchase Rare Equipment:** To determine which items are currently in stock, roll 2D6 and apply the following modifiers:
 - ▶ +2 if a Gang Leader took the “Find Rare Items” Post-Battle Action
 - ▶ +1 for each Champion who took the “Find Rare Items” Post-Battle Action
 - ▶ +1 for every 10 points of the gang’s Reputation
 - ▶ (+X) for any other applicable skill or abilityThe gang can buy any item with a Rarity value equal or less than the final score (so the higher it is, the more exotic the gear on offer), at the price shown, adding it to their Stash.

Note that you may only make this roll once after each battle.
 - (d) **Sell Unwanted Equipment:** Any equipment in the gang’s Stash can be sold at the Trading Post.

The gang receives its original value in credits, minus D6x10 (to a minimum of 5).

Note that weapons cannot be sold – only equipment.
 - (e) **Recruit Fighter:** The gang may take on a new fighter from their Gang List. They do not come with any equipment, unless specifically noted in their entry.
 - (f) **Hire Hanger-On:** The gang may hire a Hanger-On, who comes with whatever gear is listed on their entry. Note that the number of Hangers-On is limited by a gang’s Reputation.

(3) GAIN TERRITORY BOONS

- Some Territories might grant additional recruits, Hangers-On, or other gear – add these now.
- Any gear goes into the gang’s Stash.

(4) DISTRIBUTE GEAR

- If desired, proceed to assign any weapons or gear held in the Stash to selected fighters.
- Remember that many fighters are restricted in what weapons they can use, and that no fighter can carry more than three weapons.
 - ▶ *Weapons with the Unwieldy trait count as two.*
- Note that once a fighter is given a weapon, they will never relinquish it – it cannot be sold, nor replaced. Hive gangers are too suspicious to let their weapons go.
- Once a fighter has been issued weapons and gear, update the value on their fighter card accordingly.

(5) UPDATE GANG RATING

- Proceed to amend your Gang Rating according to any fighters, recruits, or gear that were gained or lost.
- Note that because Gang Rating is not updated until this step, any reference to it prior refers to the old, pre-amended value.

(6) REPORT RESULTS TO ARBITRATOR

- Proceed to inform the Arbitrator about the battle so that they can update the campaign stats.
- This should state which gangs fought, who won, whether any Territory was claimed, how many enemies each gang took Out of Action, and the updated Gang Rating and Wealth values of each gang.

The Dominion Campaign:

ENDING THE CAMPAIGN

The Dominion Campaign ends at the conclusion of the Takeover Phase.

The Arbitrator then tallies the final results and assigns Triumphs – these are the laurels of victory, the bragging rights and sources of pride for the players who have fought through the campaign.

While the Arbitrator can simply tell people what they won, it is far more fun and satisfying to bring all the players together and announce the winner of each Triumph in a grand manner!

There are five Triumphs, and a player can earn more than one.

In the event of a tie, nobody is awarded the Triumph.

TRIUMPHS & CRITERIA FOR WINNING

(1) DOMINATOR

Most Territories held at the end of the campaign.

(2) SLAUGHTERER

Most enemy fighters taken Out of Action across the whole campaign.

(3) CREDITOR

Largest Wealth at the end of the campaign.

(4) WARMONGER

Most battles fought across the whole campaign.

(5) POWERBROKER

Highest Reputation at the end of the campaign.

LIST OF TERRITORIES

GANG HIDEOUT

- Gangs always have a **Settlement Territory**, representing their home turf or hideout.
- This can never be lost, nor staked on a battle.

TERRITORY BOONS

- Each Territory grants a bonus ability called a “**Boon**” to the gang who controls it.
- A gang receives the benefits of a Boon for as long as it holds that Territory – if the Territory changes hands, so does the Boon.

INCOME FROM BOONS

- If a Boon grants the gang additional credits, these are added to the Stash during the Post-Battle Sequence, when working out income.
- A gang can use an income-generating Territory even if they only just won it from the preceding battle.

RECRUITS FROM BOONS

- If a Boon grants the gang new fighters, Hired Guns, or Hangers-On, these are gained for free – but note that they never come with equipment.
- They increase Gang Rating and Wealth, as normal.
- Any Hired Gun gained from a Boon will leave if that Territory is lost – however, gang fighters gained from a Boon are permanent.
- Any Hanger-On gained from a Boon does not count towards the maximum number the gang can have, and can be gained regardless of Reputation.

EQUIPMENT FROM BOONS

- Any equipment gained from a Boon is added directly to the gang’s Stash at the end of the battle.
- From there, it may be assigned to any eligible fighter.
- If that Territory is lost, the gang must delete all the equipment it provided – it cannot be maintained without the expertise present inside the Territory.

REPUTATION

- The gang’s Rep increases when the Territory is gained.
- It decreases accordingly if the Territory is lost.

ENHANCED BOONS

- Each gang places particular importance on certain Territories.
- This is represented by **Enhanced Boons** – these Territories grant more powerful abilities to gangs from a specific House.
- An Enhanced Boon may be in addition to a standard Boon, or instead of it.

No.	CARD	TERRITORY
1	A ♦	Archaeotech Device ❖ (VS)
2	2 ♦	Bone Shrine ❖ (C)
3	3 ♦	Collapsed Dome
4	4 ♦	Corpse Farm ❖ (C)
5	5 ♦	Drinking Hole ❖ (D)
6	6 ♦	Fighting Pit ❖ (G)
7	7 ♦	Gambling Den ❖ (D)
8	8 ♦	Generatorium ❖ (VS)
9	9 ♦	Mine Workings ❖ (O)
10	10 ♦	Narco Den ❖ (E)
11	J ♦	Needle Ways ❖ (D)
12	Q ♦	Old Ruins
13	K ♦	Promethium Cache
14	A ♠	Refuse Drift ❖ (C)
15	2 ♠	Rogue Doc Shop
16	3 ♠	Settlement
17	4 ♠	Slag Furnace ❖ (G)
18	5 ♠	Sludge Sea
19	6 ♠	Smelting Works ❖ (G)
20	7 ♠	Stinger Mould Sprawl ❖ (E)
21	8 ♠	Synth Still ❖ (E)
22	9 ♠	Tech Bazaar ❖ (VS)
23	10 ♠	Toll Crossing ❖ (O)
24	J ♠	Tunnels ❖ (O)
25	Q ♠	Wastes
26	K ♠	Workshop

(1) ARCHAEO TECH DEVICE

(A ♦)

Relics from a long-lost age, even before the hive stretched fully skyward, possessing wondrous power and danger in equal measure.

► TERRITORY BOON

- Any weapon in the gang may be imbued with the *Blaze*, *Rad-Phage*, *Seismic*, or *Shock* trait, in exchange for also gaining the *Unstable* trait.
- All weapons must be given the same trait.
- If the Territory is lost, so are the imbued traits.

❖ VAN SAAR – ENHANCED BOON

- Increase Reputation by +2 while the Territory is held.
- Weapons can be imbued with two of the listed traits, instead of one. Otherwise, all of the same rules apply.

(2) BONE SHRINE

(2 ♦)

Tattered shrines made from bones and noose-rope are common in the underhive. Few gangers would pass one without tossing in a cred as a plea for a blessing.

► TERRITORY BOON

- Generate 2D6x5 credits for income.

❖ CAWDOR – ENHANCED BOON

- Increase Reputation by +2 while the Territory is held.
- Generate 4D6x5 credits for income, rather than 2D6x5.

(3) COLLAPSED DOME

(3 ♦)

Many ancient domes honeycombing the underhive eventually collapse under the weight of time, leaving treasures trapped beneath dangerous and unstable wreckage.

► TERRITORY BOON

- Generate income – choose to roll between 2D6x10 and 6D6x10 and gain that amount.
- If any double is rolled, zero income is generated and a random fighter must roll for Lasting Injury.

(4) CORPSE FARM

(4 ♦)

These facilities process the proteins of the dead into the corpse-starch that feeds the hive – understandably doing a very brisk, if shunned trade.

► TERRITORY BOON

- Gain D6x10 credits for every fighter that died in the gang's last battle (friendly or enemy).

❖ CAWDOR – ENHANCED BOON

- Increase Reputation by +1 for as long as the Territory is held.
- Generate 2D6x10 credits for each dead fighter, rather than D6x10.

(5) DRINKING HOLE

(5 ♦)

Reeking of liquor, sweat and blood, here is where hivers go to numb their sorrows or find courage at the bottom of a bottle of Wildsnake or Second Best.

► TERRITORY BOON

- Increase Reputation by +1 while the Territory is held.
- Fighters from the controlling gang may re-roll failed Cool checks, at a cost of an additional -1 modifier to hit for the remainder of the battle.

❖ DELAQUE – ENHANCED BOON

- Increase Reputation by +2 for as long as the Territory is held.
- Delaque disregards the standard Boon. Instead, nominate three enemy fighters at the start of the battle. They gain the Spiked Drinks condition:
 - **SPIKED DRINKS:** The fighter suffers an additional -1 modifier to all tests and checks for the duration of the battle.

(6) FIGHTING PIT

(6 ♦)

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, beneath the gaze of baying crowds.

► TERRITORY BOON

- At the start of every battle, the gang may recruit two Hive Scum for free, each with 25 credits worth of equipment.

❖ GOLIATH – ENHANCED BOON

- In addition to the above, increase Reputation by +2 while the Territory is held.

(7) GAMBLING DEN

(7 ♦)

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

- Increase Reputation by +1 for as long as the Territory is held.
- Using a standard deck of playing cards, the owner may do some gambling of their own: **declare a suit**, then **shuffle the deck** and **draw a card**:
 - If the suit drawn matches the one declared, gain credits equal to the number on the card x10.
 - If the suit drawn matches the colour of the one declared, gain credits equal to the number on the card x5.
 - If a Joker is drawn, all of the gang's post-battle income is transferred to another gang of the Arbitrator's choosing.
 - On any other result, no income is gained.
- The royal suits' value for this purpose is Jack: 11, Queen: 12, King: 13, Ace: 14.

❖ DELAQUE – ENHANCED BOON

- Increase Reputation by +1 for as long as the Territory is held.
- The gang can gamble, as above.
- Before a battle, prior to choosing crews, nominate one enemy fighter. Their debt is called in, and they cannot join the opposing gang's crew for this battle.

(8) GENERATORIUM

(8 ♦)

Deep in the hive, light and power relies on tapping energy conduits or barely-functioning generators. Those who control the source can let it flow... or cut it off at a whim.

► TERRITORY BOON

- At the beginning of any Priority Phase, before the roll, the gang can choose to cut the power.
- This immediately brings the Pitch Black rules into effect.
- In each End Phase, before making Bottle Tests, roll D6 – on 5+, the generators restart and the Pitch Black rules cease immediately.

❖ VAN SAAR – ENHANCED BOON

- In addition to the above, increase Reputation by +1 for as long as the Territory is held.

(9) MINE WORKINGS

(9 ♦)

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

- Generate D6x10 credits for income.
- Any Captives held by the gang can be put to work in the mines. This is a permanent move and cannot be taken back.
 - Each Captive working the mines increases income generated by an additional +D6x10.
 - Captives in the mine can never be sold to the Guilders.
 - Captives in the mine can still be targeted for a Rescue Mission.
 - If this Territory changes hands, any Captives working the mine also transfer.

❖ ORLOCK – ENHANCED BOON

- In addition to the above, increase Reputation by +2 for as long as the Territory is held.

(10) NARCO DEN

(10 ♦)

Filled with the scents of exotic smoke, the bubble of fume-bottles, and the hiss of chem-injectors, rich and poor alike come here to chase dreams and forget nightmares.

► TERRITORY BOON

- Generate D6x5 credits for income.

❖ ESCHER – ENHANCED BOON

- In addition to the above, increase Reputation by +1 for as long as the Territory is held.
- If the gang also controls a Synth Still, this Territory generates D6x10 credits for income, instead of D6x5.

(11) NEEDLE WAYS

(J ♦)

These are the vents, crawl tunnels, and pipes threading through the hive's mass. Those able to navigate them can pass unseen almost anywhere.

► TERRITORY BOON

- During deployment, the gang may keep up to three fighters from their crew in reserve.
- At the end of the first round, nominate any spot on the ground surface of the battlefield and deploy each fighter in reserve within 2" of it.

❖ DELAQUE – ENHANCED BOON

- The gang may keep two groups of up to three fighters in reserve, using the above method.
- The fighters must be specified before the battle.

(12) OLD RUINS

(Q ♦)

A complex of old ruins stands tall on the tangled landscape of the underhive, the tattered treasures of past ages waiting beneath ashes and rubble.

► TERRITORY BOON

- Generate D3x10 credits for income.
- Every Dome Runner attached to the gang gains +1 to the dice roll for using their ability.

(13) PROMETHIUM CACHE

(K ♦)

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

- Choose three fighters in the gang – they gain Incendiary Charges for free.
- Any fighter wielding a weapon with the *Blaze* trait may re-roll failed Ammo checks.

(14) REFUSE DRIFT

(A ♠)

Vast agglomerations of refuse gather in areas of the underhive, shifting like dunes in a desert.

► TERRITORY BOON

- Generate 2D6x5 credits for income.
- If a double is rolled, the income is still gained, but a random fighter must enter Recovery.

❖ CAWDOR – ENHANCED BOON

- Increase Reputation by +1 for as long as the Territory is held.
- Disregard the negative effect for rolling a double.

(15) ROGUE DOC SHOP

(2 ♠)

A sawbones, blood cleanser or surgeon has set up shop. Any gang willing to provide this rogue healer with protection can count on their loyal service.

► TERRITORY BOON

- The gang gains a Rogue Doc Hanger-On for free.

(16) SETTLEMENT

(3 ♠)

Settlements dot the underhive. Most are scrap-shanties, peopled by the brave, the foolish and the desperate.

► TERRITORY BOON

- Generate D6x10 credits for income.
- Increase Reputation by +1 for as long as the Territory is held.
- After each battle, the gang may roll two D6s – if one rolls a 6, gain a Juve (or equivalent) for free. If both roll a 6, gain a Ganger (or equivalent) for free.

(17) SLAG FURNACE

(4 ♠)

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

- Generate D6x5 credits for income.

❖ GOLIATH – ENHANCED BOON

- Increase Reputation by +2 for as long as the Territory is held.
- After each battle, the gang may roll two D6s – if one rolls a 6, gain a Bully for free. If both roll a 6, gain a Bruiser for free.

(18) SLUDGE SEA

(5 ♠)

Effluent and polluted water drains down through the hive, catching in brown pools to form lakes of fuming, iridescent sludge.

► TERRITORY BOON

- Choose three fighters in the gang – they gain Choke Gas Grenades charges for free.

(19) SMELTING WORKS

(6 ♠)

Crags and seams of valuable Slag can be found across the underhive, mute markers to the ancient industries that grew the Spire.

► TERRITORY BOON

- Generate D6x5 credits for income.

❖ GOLIATH – ENHANCED BOON

- If the gang also controls a Slag Furnace, this Territory generates D6x10 credits for income, instead of D6x5.

(20) SYNTH STILL

(7 ♠)

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

- When visiting the Trading Post, the gang treats the following items as Common: *Chem-Synths*, *Medicae Kits*, *Stimm-Slug Stashes*, and any weapon with the *Gas* or *Toxin* trait.

❖ ESCHER – ENHANCED BOON

- Increase Reputation by +1 for as long as the Territory is held.
- In addition to the above, the items indicated also have their costs halved, rounding up.

(21) STINGER MOULD SPRAWL

(8 ♠)

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

- The gang may re-roll one Lasting Injury result per battle.
- A result of Memorable Death cannot be re-rolled.

❖ ESCHER – ENHANCED BOON

- Increase Reputation by +1 for as long as the Territory is held.
- The gang may re-roll one Lasting Injury result per battle, including Memorable Death.
- If this re-roll is not used, during the Post-Battle Sequence the gang may remove one existing Lasting Injury effect from a fighter.

(22) TECH BAZAAR

(9 ♠)

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

- Generate D6x10 credits for income.
- The gang gains access to the following Post Battle Action:
 - **HAGGLE:** Roll 2D6 (add +1 if the fighter taking this action has Exotic Furs):

On 8+, the gang may purchase one Trading Post item, up to this Rarity, for half price (rounding down).

On 4-7, the gang may purchase one Common item from the Trading Post at half price (rounded down).

On 2-3, the fighter's poor haggling means the Post-Battle Action is wasted.

❖ VAN SAAR – ENHANCED BOON

- Increase Reputation by +1 for as long as the Territory is held.
- The gang can Haggle, as above.
- If the gang also controls an Archaeotech Device, this Territory generates 2D6x10 credits for income, instead of D6x10.

(23) TOLL CROSSING

(10 ♠)

Gangs often set up tolls at points of passage such as chasms, sludge rivers, or bottlenecks, extracting creds from those who wish to pass swiftly and safely on their way.

► TERRITORY BOON

- Generate D6x5 credits for income.

❖ ORLOCK – ENHANCED BOON

- The gang automatically takes Priority in the first round of any battle.
- Any gang in the campaign can pay 20 to the Territory owner to gain this privilege for one battle.

(23) TUNNELS

(J ♠)

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

- During deployment, the gang may keep up to three fighters from their crew in reserve.
- After the rest of the gang is deployed, place two 2"-wide tunnel entrance markers on any battlefield edge.
- In each Priority Phase, roll D6 – on 4+, the fighters in reserve all arrive within 1" of the same tunnel entrance.
- On the turn they arrive, these fighters may be activated as a single group.

❖ ORLOCK – ENHANCED BOON

- Increase Reputation by +1 for as long as the Territory is held.
- The gang may keep up to six fighters in reserve, using the above method.
- The fighters must be specified before the battle.

(24) WASTES

(Q ♠)

Tracts of ash, shapeless rubble, and twisted metal structures run through the underhive, their size waxing and waning with the ages.

► TERRITORY BOON

- If an enemy challenges the gang during the Occupation Phase, the gang may choose which Territory is staked instead of the attacker.
- During the Takeover Phase, if an enemy challenges for a Territory under the gang's control, the Gang Leader may check Intelligence – if passed, play the Ambush scenario with the gang as the attacker.

(25) WORKSHOP

(K ♠)

These makeshift scrapyards are typically strewn with ammo belts and machine carcasses, their denizens often strange recluses, muttering to their creations of rusting treasure.

► TERRITORY BOON

- The gang gains an Ammo-Jack Hanger-On for free.



THE LAW & MISRULE CAMPAIGN

CAMPAIGN INTRODUCTION

This campaign focuses on gangs fighting battles for control of different Rackets.

A Racket is any profitable enterprise that gives a gang power, wealth and prestige, both shady and legitimate.

CAMPAIGN LENGTH

- The Law & Misrule Campaign lasts seven weeks, separated into:
 - ▶ *Expansion Phase: three weeks*
 - ▶ *Downtime: one week*
 - ▶ *Justice Phase: three weeks*
- There is no single winner of the campaign – rather, at the conclusion of the seventh week, gangs are awarded **Triumphs** based on their achievements.

ALIGNMENT

- Gangs participating in the Law & Misrule Campaign always have an alignment – this is either Law-Abiding, or Outlaw.
- There are benefits and drawbacks to each.
- Certain events during the campaign may cause a gang to switch alignments (though some gangs are permanently locked into an alignment and can never change).

RACKETS

- The number of Rackets in a campaign depends on the number of players.
- Every gang begins the campaign in control of a set number of Rackets.
- Gangs claim new Rackets by winning battles. They might seize control of an unclaimed Racket – or co-opt one from a rival gang.
- Every Racket grants its owner a **Boon** – this might generate credits, provide cheap equipment, or grant an ongoing ability.

IMPORTANT: Many Rackets grant a Guild Bond, automatically entering the gang into a Guilder Alliance.

If the gang already has an Alliance (of any category), this Racket instead grants one Bounty Hunter with 150 credits of weapons and equipment, or two Hive Scum with 25 credits of weapons and equipment.

INTRIGUES

- Intrigues are a unique component of the Law & Misrule Campaign. These are sub-plots a gang can try to fulfil during a battle.
- Completing an Intrigue grants bonus rewards.
- Intrigues are divided into Law-Abiding and Outlaw categories, though gangs can seek to complete them regardless of their own alignment.
- However, if a gang completes an Intrigue from their opposite alignment, they may be forced to switch!

THE ARBITRATOR

- The Arbitrator is the campaign organiser.
- They track results and monitor which gang controls which Rackets.
- They also keep each campaign phase 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, they can add more flavour and texture to the campaign with custom scenarios or terrain, unique characters, and new Rackets.
- Of course, this is a lot more work – but it can result in a truly memorable and deeply satisfying experience for everyone.

GANGS IN THE CAMPAIGN

- The Law & Misrule Campaign is ideally suited for 6-10 gangs.
- This campaign is compatible with the latest version of Necromunda, so any gang can be used.

SETTING UP THE CAMPAIGN

The Arbitrator takes charge of organisation. This is best done in a single session joined by everyone playing in the campaign.

- **Set Start and End Dates:** The Law & Misrule Campaign should last a total of seven weeks.
- **Found Gangs:** All players should run their gangs past the Arbitrator, who must ensure they fit the narrative and playstyle the group wants.
- **Determine Rackets:** Follow the process below.

FOUNDING GANGS

- Every player has a starting budget of 1,000 credits to found their gang (any not spent are transferred to their Stash).
- Every player must complete a fighter card for every model in their gang, plus a gang roster to track all the relevant attributes.
- Every gang must choose its alignment – either Law-Abiding or Outlaw.
- Most importantly, every gang must have a **name**.

DETERMINING ALIGNMENT

- Some gangs are locked to a specific alignment, others can choose which alignment to start as:

GANG	LOCKED ALIGNMENT
House Gangs	None
Chaos-Corrupted Gangs	Permanent Outlaw
Chaos Helots	Permanent Outlaw
Corpse Grinder Cults	Permanent Outlaw
Genestealer Cults	None
Genestealer-Corrupted Gangs	None
Venator Bands	Permanent Law-Abiding
Enforcers	Permanent Law-Abiding
Slave Ogryns	Permanent Outlaw

SPECIAL RULE: OUTLAW

A fighter with the *Outlaw* rule may only be recruited and fielded as part of an Outlaw gang – this applies to every type of fighter, including Brutes, Hired Guns, and Dramatis Personae.

LAW-ABIDING GANGS

- May claim bounties on Outlaw Captives (after allowing their gang a chance at rescue).
- May trade Captives with other Law-Abiding gangs – but not with Outlaw gangs.
- There is no bounty for Law-Abiding fighters.
- May freely visit the Trading Post, but have restricted access to the Black Market.
- May hire any Hanger-On, Brute, Hired Gun, or Dramatis Personae without the *Outlaw* rule.
- May form Guild Alliances.

OUTLAW GANGS

- All Outlaw fighters have a bounty on their head.
- Cannot claim bounties for Captives, but may freely trade them with any gang, regardless of alignment.
- May execute or sacrifice Captives (after allowing their gang a chance at rescue).
- May freely visit the Black Market, but have restricted access to the Trading Post.
- Can no longer recruit Brutes or Exotic Beasts from their Gang List (though may keep existing recruits).
- Any Hired Gun recruited gains the *Outlaw* rule.
- Can only hire Dramatis Personae with the *Outlaw* rule.
- Can no longer Petition for Favours – instead, they can only seek *Outlaw Favours*.
- May form Criminal Alliances.

SWITCHING ALIGNMENTS

- During the Law & Misrule Campaign, there are two ways a gang's alignment might change as a consequence of their actions and choices:
 - ▶ **Forced:** *The gang completes an Intrigue from the opposite alignment and are subsequently caught.*
 - ▶ **Voluntary:** *The gang declares to the Arbitrator that they are switching alignments.*
- Note that a gang with a locked alignment may never switch to the opposite.
- When a gang switches alignment, all of its Hangers-On (excluding Brutes) immediately depart.
- If a gang switches alignment while part of an alliance, it must immediately Test the Alliance, applying a +3 modifier to the roll.

GANG ATTRIBUTES

In the Law & Misrule Campaign, every gang tracks the following three attributes:

- **Gang Rating:** The total cost of every fighter in the gang (including alternative loadouts). Gang Rating measures the gang's size and access to resources.
- **Wealth:** The total cost of every fighter in the gang plus the value of anything in its Stash.
- **Reputation & Alignment:** "Rep" is a measure of the gang's standing and power in their section of the hive. It starts at 1, and can never drop below 1. In the Law & Misrule Campaign, this is expressed as, for example: *Law-Abiding (3)* or *Outlaw (6)*.

FIGHTER ATTRIBUTES

Each fighter in a gang also tracks their own attributes:

- **Experience:** Fighters spend "XP" to purchase Advancements, becoming stronger or more capable.
- **Advancements:** A record of the improvements made to a fighter's profile. The more Advancements a fighter has, the more expensive any future ones will be.
- **In Recovery / Captured By:** When a fighter goes Out of Action, they must roll for Lasting Injury, which may force them to miss the next battle.

Similarly, a fighter can be Captured by a rival gang, keeping them out of commission until they are rescued, ransomed, or sold to the Guilders.

If either of the above happens, check the "In Recovery / Captured By" box to record this.

COMPLETING A GANG ROSTER

- The gang roster is a total record of the gang's presence in the Law & Misrule Campaign.
- This includes Rackets held, Gang Rating, Reputation, and Wealth; the equipment and credits held in its Stash; as well as each fighter's Experience and Advancements.
- The gang roster template does not represent any kind of "limit" on gang size or scope – if you run out of space, simply attach a second gang roster.

GENERATING RACKETS

1. At the start of the campaign, every gang gains two random Rackets.
2. All of the remaining ones form the pool of unclaimed Rackets which gangs will fight over.

The **Intrigues & Rackets Card Pack** is ideal for generating Rackets.

Otherwise, you can use either an online **random number generator** – or a deck of **playing cards** with the Diamonds, Spades, and Jokers removed.

No.	CARD	RACKET
1	A ♣	Archaeotech Auctioning
2	2 ♣	Blood Pits
3	3 ♣	Bullet Cutting
4	4 ♣	Caravan Route Control
5	5 ♣	Corpse Guild Bond
6	6 ♣	Gambling Empire
7	7 ♣	Ghast Prospecting
8	8 ♣	Guild of Coin Bond
9	9 ♣	Life Coin Exchange
10	10 ♣	Narco-Distribution
11	J ♣	Out-Hive Smuggling Routes
12	Q ♣	Peddlers of Forbidden Lore
13	K ♣	Production Skimming
14	A ♥	Promethium Guild Bond
15	2 ♥	Proxies of the Ommissiah
16	3 ♥	Redemptionist Backers
17	4 ♥	Settlement Protection
18	5 ♥	Slave Guild Bond
19	6 ♥	Spire Patronage
20	7 ♥	The Cold Trade
21	8 ♥	The Resurrection Game
22	9 ♥	Water Guild Bond
23	10 ♥	Whisper Brokers
24	J ♥	Witch Seeking
25	Q ♥	Wyrd Trade
26	K ♥	Xenos Beast Trafficking

OUTLAW FAVOURS

Once a gang is Outlawed, they can no longer petition their House or master for aid. However, they can still find support if they go looking.

At the campaign Arbitrator's discretion, an Outlaw gang can attempt to gain a Favour at the start of a campaign week – but can be at any point the Arbitrator deems appropriate.

For an Outlaw gang, favours represent locals and wanderers offering conditional aid – or perhaps simply the benefit of living free among the badzones. Despite lacking the support of a House or master, outlaws never seem to want for support on Necromunda.

Be warned! While a favour may bestow benefit to the gang, there may also be a price if a deal goes south.

If a gang has an **Alliance**, they may not seek a favour.

PETITIONING FOR FAVOUR

Important: Only Outlaw gangs can petition for Outlaw Favours.

Before the game, after choosing your crew for the scenario, then **roll 2D6 and add +1 for every enemy gang in the campaign with a higher Gang Rating than you** (to a maximum of +3).

Determine the final score and immediately apply the result from the list.

(2) A BAD BUSINESS

Life is hard on the wrong side of the law.

- Choose one fighter with the *Gang Fighter (Ganger)* or *Gang Fighter (Juve)* rule to suffer an unfortunate “accident.”
- They are permanently removed from the gang, along with all their weapons and equipment.

(3-5) TREACHEROUS SCUM

Outlaws must make do with whatever “help” is on offer.

- The gang may recruit a free Hive Scum for their next battle.
- This unsavoury character is far from trustworthy. In each End Phase, they must check Leadership – if failed, they are immediately removed from play.

HOUSE RULE: A Hive Scum comes with 25 credits' worth of weapons and equipment.

(6-8) FOR THE CAUSE

A like-minded soul makes a donation of arms and equipment to the outlaws

- Gain 2D6x10 credits, which must immediately be spent on weapons and equipment with a Common rating from the Trading Post (unspent credits are lost).

(9-10) YOUNG GUNS

A would-be recruit finds their way to the crew.

- Roll D6 – on 1-3, the gang may recruit a free Juve; or on 4+, a free Ganger.
- This fighter comes with up to 60 credits' worth of weapons and gear from the gang's relevant equipment list.

(11-12) BADZONE WISDOM

Living out in the badzones teaches a thing or two about survival.

- Roll D3+1 and choose that many fighters in the gang.
- Each one gains +D6 bonus XP, rolled individually.

(13+) WASTELAND WANDERER

A noteworthy badzone wanderer takes an interest in the gang, joining up for a while to further their own agenda.

- The gang may recruit a free Bounty Hunter (including **Dramatis Personae**), who remains with the gang for the duration of the campaign week.

HOUSE RULE: A non-Dramatis Personae Bounty Hunter comes with up to 150 credits worth of weapons and equipment.

RUNNING THE CAMPAIGN

The Law & Misrule Campaign is divided into three Phases, each running for a fixed length of time.

(1) EXPANSION PHASE (THREE WEEKS)

- In this Phase, each battle has a single unclaimed Racket at stake.
- The winner of the battle gains control of that Racket.
- The staked Racket should be determined between the gang when issuing and accepting challenges.
- Each gang may fight as many battles as desired during this time.
- During this Phase, if every Racket becomes claimed (meaning there are none left to fight over), the Occupation Phase ends and Downtime begins.
 - ▶ *Downtime length does not change as a result, but the Arbitrator may choose to extend the Takeover Phase if the Occupation Phase ended early.*

(2) DOWNTIME (ONE WEEK)

- Here is where players can catch their breath, and gangs to patch their wounds. If desired, **Side Battles** can be fought during this period.
- Once Downtime begins, every gang completes the following sequence:
 - (5) **FIGHTERS RECOVER:** *All fighters currently in Recovery are automatically cleared for return.*
 - (6) **JUVE PROMOTION:** *Any Juve with five or more Advancements is automatically promoted to a Champion – change their fighter type accordingly.*
 - (7) **FRESH MEAT:** *Every gang gains 250 credits to spend new fighters and/or Hangers-On. Any credits not spent for this purpose are lost (gangs can naturally supplement this with credits taken from their Stash).*

SIDE BATTLES

Any time after resolving the Downtime sequence, players who want more games can play a Side Battle.

Rackets are never staked during Side Battles – and while fighters can gain XP and Lasting Injuries, gangs do not gain credits or Reputation.

Instead, the Arbitrator should create a special reward for the victor, such as an unpredictable piece of archaeotech, a unique drug, or a custom Tactics card.

(3) JUSTICE PHASE (THREE WEEKS)

- In this Phase, a challenger must nominate one Racket controlled by their opponent that they will target.
- If the challenger wins the ensuing battle, they gain control of this Racket.
- As in the Expansion Phase, gangs may fight as many battles as they wish in this period.

WHAT THE ARBITRATOR TRACKS

The Arbitrator must keep track of the following information during the campaign:

- The number of battles fought by each gang.
- The owner of each Racket.
- Which unclaimed Rackets have been nominated by players and are due to be fought over.
- How many enemies each gang has taken Out of Action.
- Each gang's Wealth (the total value of every fighter and their weapons and gear, plus any credits and equipment in the Stash).
- Each gang's Reputation – players should report this to the Arbitrator after each battle.

The Law & Misrule Campaign:

ALIGNMENT REWARDS

As a gang's Rep grows, they attract aid and followers – whether from hive authorities, or motley rogues and outcasts.

This is represented by the below tables. Once a gang's Reputation hits the stated threshold, they gain the associated bonus.

However, if Reputation ever drops below the threshold, the bonus (and any associated Hanger-On it provided) is lost.

LAW-ABIDING GANGS	
REP	REPUTATION REWARD
5-9	HIRED MUSCLE: Gain a free Propagandist Hanger-On.
10-14	WATCH PATROL: Gain +50% credits when claiming a bounty.
15-19	REGULATORS: Gain one free Bounty Hunter at the start of each battle.
20-24	SANCTIONED PEACEKEEPERS: When claiming a bounty, double the credits value.
25+	LOCAL AUTHORITIES: Gain a free Fixer Hanger-On.

OUTLAW GANGS	
REP	REPUTATION REWARD
5-9	GRIFTERS: Gain a free Scabber Hanger-On.
10-14	RACKETEERS: Reduce the cost of all Black Market items by -10%.
15-19	UNDERGROUND NETWORK: Gain two free Hive Scum at the start of each battle.
20-24	CRIMINAL ENTERPRISE: Reduce the cost of all Black Market items by -25%.
25+	KINGPINS: Gain a free Proxy Hanger-On.

HOUSE RULE: Bounty Hunters come with 40 credits worth of gear. Hive Scum come with 25 credits worth of gear each.

PRE-BATTLE SEQUENCE

The following steps take place before each battle, while both players are present:

PRE-BATTLE SEQUENCE	
1	Make a Challenge & Stake Racket
2	Buy Advancements & Recruit Hired Guns
3	Determine Scenario
4	Set Up the Battlefield
5	Choose Crews
6	Announce Racket Boons
7	Gang Tactics & Bonuses
8	Deployment

(1) MAKE A CHALLENGE & STAKE RACKET

- To begin a game, one player must challenge another.
- The challenger must nominate one Racket that will be staked on the outcome of the battle.
 - ▶ *In the Expansion Phase, it is any unclaimed Racket.*
 - ▶ *In Downtime, for a Side Battle, disregard this step – no Racket is staked.*
 - ▶ *In the Justice Phase, this is a Racket controlled by their opponent.*
- The other player must then either accept or refuse the challenge.
- If refused, the challenger automatically takes control of the nominated Racket.
- If accepted, the players proceed to arrange a battle. If either gang fails to attend, they forfeit and their opponent takes (or keeps) control of the staked Racket.
- Note that player understanding is encouraged here – real life does sometimes intrude on hobby time. Most people will happily reschedule a game if need be, but if this becomes habit, it may be necessary for an Arbitrator to step in and enforce the Racket forfeit.

(2) ADVANCEMENTS & HIRED GUNS

- Each gang may spend XP to purchase Advancements for their fighters.
- Each gang may spend credits to recruit Hired Guns.
- For both Advancements and then recruitment, players should proceed in order of their Gang Rating, lowest to highest (roll off in the event of a tie).

(3) DETERMINE SCENARIO

Roll 2D6 and consult the table:

2D6	RESULT	SCENARIO
2-5	Crimes	Looters / Propaganda / Escort Mission
6-7	Treasure	Scavenge / Archaeo Hunters / Forgotten Riches
8-9	Death Match	Stand-Off / The Trap / Ambush / Something to Prove
10-12	Underdog	The gang with the lowest Gang Rating picks the scenario and whether they will attack or defend

Players should agree whether the battle will be **Zone Mortalis** or **Sector Mechanicus** (if not, the player who chooses the scenario decides; or if neither player chose the scenario, the winner of a roll off).

DETERMINING ATTACKER & DEFENDER

- In the Law & Misrule Campaign, any scenario instructions for choosing an attacker and defender are ignored.
- In the Expansion Phase, the player who chose the scenario decides whether to attack or defend.
- In the Justice Phase, the player who issued the challenge is automatically the attacker.
- In either Phase, if neither player chose the scenario, the winner of a roll off decides whether to attack or defend.

RESCUE MISSIONS

- If one gang has Captured one or more enemy fighters, their owner may instead challenge the captor to play either a **Rescue Mission** or **Public Execution** scenario.
- If this challenge is accepted, this scenario is automatically used for the battle.
- If the challenge is refused, the Captive is automatically released back to their home gang.
- No Racket is staked on this battle; the Captured fighter is effectively the stake.

(4) GENERATE INTRIGUES

- Each gang generates three Intrigues for themselves.
- A gang can claim any of these Intrigues during the battle.

(5) SET UP THE BATTLEFIELD

- Proceed to set up the battlefield, following any special instructions for the scenario.
- The default methods are outlined in the “Battlefield Setup” section.

(6) CHOOSE CREWS

- The scenario details the method each player must use to select their starting crews.
- These rules are explained in the “Preparing to Fight” section.

(7) ANNOUNCE RACKET BOONS

- Many Rackets grant specific **Boons** that can be used during a battle.
- Each player must announce to their opponent which of these Boons, if any, they will be using in this battle.
- If a Boon is not announced, it cannot be used during the game.

(8) GANG TACTICS & BONUSES

- The scenario details how many Gang Tactics cards each player may draw, and whether this is random or freely chosen.
- The gang with the lowest Crew Rating is the underdog, and may be able to purchase additional bonuses to level the field. These are identified in each scenario.

(9) DEPLOYMENT

- Many scenarios provide specific instructions on how each gang deploys.
- Otherwise, the standard deployment rules are outlined in the “Preparing to Fight” section.

POST-BATTLE SEQUENCE

After a game, resolve the following steps in the presence of each player:

PRE-BATTLE SEQUENCE	
1	Wrap-Up
2	Alignment Test
3	Reassign Racket
4	Receive Rewards
5	Collect Income
6	Resolve Post-Battle Actions
7	Update Gang Roster
8	Report Results to Arbitrator

(1) WRAP-UP

SUCCUMING TO INJURY

- Every fighter who ended the battle Seriously Injured must roll D6.
- On 3+, they recover without incident.
- On 1-2, they succumb to the injuries they suffered during the battle – they count as going Out of Action and must therefore roll for Lasting Injury.

CAPTURING ENEMY FIGHTERS

- If only one gang has fighters remaining on the battlefield at the end of the game, they might manage to Capture an enemy.
- That gang rolls 2D6 and adds the number of enemy fighters who went Out of Action (including those who succumbed during Wrap-Up).
- Add an additional +1 for every Bounty Hunter currently working for the gang.
- On 11+, one enemy has been Captured – chosen randomly from those participating but excluding any who were killed (obviously).

OTHER EFFECTS

- Any other events that happen “at the end of the battle” occur now.
- Fighters who were in Recovery are now cleared to participate again (meaning Gang Leaders and Champions can take Post-Battle Actions shortly).
- Be sure to shake hands and congratulate your opponent – the most important step!

(2) ALIGNMENT TEST

- If a gang claimed any Intrigues from their opposite alignment, they must roll the number of D6s stated on that Intrigue.
- If any D6 rolls a 1, the gang switches alignment and immediately applies all resulting effects of this.
 - ▶ *If the gang is Law-Abiding, roll +1 additional D6 for each fighter who participated in the battle while equipped with an Illegal item.*
 - ▶ *Gangs that are locked to an alignment (and therefore unable to switch) instead lose -5 Rep.*

(3) REASSIGN RACKET

- The player who won the battle takes (or retains) control of the staked Racket.
- In the event of a draw in the Expansion Phase, the Racket remains unclaimed.
- In the event of a draw in the Justice Phase, the Racket is retained by its incumbent owner.

(4) RECEIVE REWARDS

- Each gang receives the rewards provided by the scenario, based on their performance in the battle.
- Any equipment is added to the Stash, ready to be distributed to fighters in Step 6.

CHANGES TO REPUTATION

- Most scenarios describe ways for a gang to gain or lose Rep.
- If a gang simultaneously gains and loses Rep, apply the gains first.

(5) COLLECT INCOME

- The gangs generate income from each Racket they control with this ability.
- The credits generated are added to the gang’s Stash.

(5) RESOLVE POST-BATTLE ACTIONS

- Each Gang Leader and Champion can make **one post-battle action**.
- To do so, they must not be in Recovery or Captured.
- These actions are carried out one at a time, in any order but in view of the opponent. Unless explicitly stated, the same action can be taken more than once.
- In addition to those below, more Post-Battle Actions might become available via certain skills, Rackets, or other means:
 - ▶ *Action 1: Convince to Trade*
 - ▶ *Action 2: Find Rare Items (Law-Abiding only)*
 - ▶ *Action 3: Find Illegal Items (Outlaw only)*
 - ▶ *Action 4: Claim Bounties (Law-Abiding only)*
 - ▶ *Action 5: Dispose of Captives (Outlaw only)*
 - ▶ *Action 6: Medical Escort*

ACTION 1: CONVINCE TO TRADE

Honest traders resent the notion of dealing with known criminals, while black marketeers rarely trust those who cannot be vouched for by mutual contacts.

- This action lets a gang attempt to access the marketplace of their opposite alignment.
- **Law-Abiding:** Check the fighter's Intelligence – if passed, the gang can access the Black Market this week. Otherwise, it cannot.
- **Outlaw:** Check the fighter's Cool – if passed, the gang can access the Trading Post this week. Otherwise, it cannot.

ACTION 2: FIND RARE ITEMS (LAW-ABIDING ONLY)

The fighter visits the local Trading Post, making enquiries, greasing palms, and calling on old contacts.

- Outlaw fighters cannot take this action.
- This action increases a Law-Abiding gang's chances of locating rare or remarkable gear.
- If a Gang Leader takes this action, they grant a +2 modifier to the **Seek Rare Equipment** roll in Step 6.
- Each Champion who takes this action grants a +1 modifier to the roll.

ACTION 3: FIND ILLEGAL ITEMS (OUTLAW ONLY)

The fighter is welcomed into the hidden Black Market and its world of dangerous vendors and shady back-room deals.

- Law-Abiding fighters cannot take this action.
- This action increases an Outlaw gang's chances of locating illegal or exotic gear.
- If a Gang Leader takes this action, they grant a +2 modifier to the **Seek Illegal Equipment** roll in Step 6.
- Each Champion who takes this action grants a +1 modifier to the roll.

ACTION 4: CLAIM BOUNTIES (LAW-ABIDING ONLY)

There's good coin to be made hauling both corpses and warm bodies in to the local Guilders.

- A Law-Abiding gang can claim the following bounties:
 - ▶ **Confirmed Dead:** Each Outlaw who suffered a Memorable Death in the battle grants the gang a bounty of 2D6x10 credits.
 - ▶ **Taken Alive:** Each enemy Outlaw being held Captive by the gang grants a bounty equal to their full value in credits.
 - ▶ This can only be claimed if the Captive's gang has had the opportunity to rescue them.
 - ▶ If claimed, the Captive is effectively lost to their gang. Their owning player must remove them from their Gang Roster.

ACTION 5: DISPOSE OF CAPTIVES (OUTLAW ONLY)

Living outside the system, outlaws generally take a more practical approach to prisoners.

- The gang executes the Captive. Their owning player must remove them from the Gang Roster.
- Chaos-affiliated gangs have the option of **sacrificing** Captives to the Dark Gods.
- In either case, a Captive can only be disposed of once their gang has had the opportunity to rescue them.
 - ▶ Remember that Outlaw gangs can freely trade Captives with any gang without it costing a Post-Battle Action – meaning they can demand a ransom or arrange some sort of exchange.

ACTION 6: MEDICAL ESCORT

The fighter rushes a critically injured comrade to the doc.

- Choose one fighter who suffered a Critical Injury during the battle. They are taken to the doc for treatment.
- The cost of the medical procedure is 2D6x10 credits.
- If the gang cannot or will not pay, the victim dies automatically.
- Otherwise, roll a D6 on the table below:

D6	SURGERY RESULT
1	COMPLICATIONS: Sorry chum, but that's life in the hive – or not, as it happens. The fighter dies on the operating table.
2-5	STABILISED: Roll D6, add 50, and apply that Lasting Injury result.
6	FULL RECOVERY: The fighter enters Recovery, but otherwise they thankfully suffer no lasting effects.

(6) UPDATE ROSTER

Resolve each of the below steps, in order.

(1) DELETE DEAD & RETIRING FIGHTERS

- Any fighters who died during or after the battle are permanently deleted from the roster.
- What happens to their equipment depends on the outcome of the battle:
 - If the gang had at least one fighter left on the battlefield at the end of the game, any lost fighters' gear is added back to the gang's Stash.*
 - If the fighter was taken to the doc but subsequently died (due to lack of funds, or a bad roll), their gear is added back to the gang's Stash.*
 - If the gang had no fighters left on the battlefield at the end of the game, their gear is permanently lost.*
 - Regardless of any circumstances, armour is always lost and can never be recovered.*
- Any fighters can be retired at this point – usually because injuries have left them unfit for battle. These are permanently deleted from the roster.
- Their weapons and equipment is transferred to the gang's Stash (except for Armour – no underhiver is dumb enough to give that up).

(2) MAKE MARKETPLACE TRADES

The below actions can be taken in any order, and there is no limit to how many times each one can be performed.

Note that a gang must have enough credits saved to complete any intended purchase.

(a) PURCHASE FROM HOUSE VENDOR

The gang can freely buy any gear from their *House Equipment List*, adding it to their Stash.

(b) VISIT THE TRADING POST

Law-Abiding gangs may visit the Trading Post freely.

Meanwhile, Outlaw gangs must attempt the “Convince to Trade” Post-Battle Action to gain access – if this was failed, skip this step and jump directly to (c).

*** Purchase Common Items:** The gang can freely buy any item listed as “Common” on the Trading Post list, at the price shown, adding it to their Stash.

*** Purchase Rare Items:** To determine which items are currently in stock, roll 2D6 and apply the following modifiers:

- +2 if a Gang Leader took the “Find Rare Items” Post-Battle Action
- +1 for each Champion who took the “Find Rare Items” Post-Battle Action
- +1 for every 10 points of the gang's Reputation
- (+X) for any other applicable skill or ability
- 2 if the visiting fighter belongs to an Outlaw gang

The gang can buy any item with a Rarity value equal or less than the final score (so the higher it is, the more exotic the gear on offer), at the price shown, adding it to their Stash.

Note that you may only make this roll once after each battle.

(c) VISIT THE BLACK MARKET

Outlaw gangs may visit the Black Market freely.

However, Law-Abiding gangs must attempt the “Convince to Trade” Post-Battle Action to gain access – if this was failed, skip this step and jump directly to (d).

*** Purchase Illegal Items:** To determine which items are currently in stock, roll 2D6 and apply the following modifiers:

- ▶ +2 if a Gang Leader took the “Find Illegal Items” Post-Battle Action
- ▶ +1 for each Champion who took the “Find Illegal Items” Post-Battle Action
- ▶ +1 for every 10 points of the gang’s Reputation
- ▶ (+X) for any other applicable skill or ability
- ▶ -1 if the visiting fighter belongs to a Law-Abiding gang

The gang can buy any item with an Illegal value equal or less than the final score, adding it to their Stash.

As with the Trading Post, you may only make this roll once after each battle.

(d) SELL UNWANTED EQUIPMENT

Any equipment in the gang’s Stash can be sold for its original value in credits, minus D6x10 (to a minimum of 5).

Note that only equipment can be sold – never weapons.

(e) RECRUIT A NEW FIGHTER

The gang may take on a new fighter from their Gang List. They do not come with any equipment, unless specifically noted in their entry.

(f) HIRE A HANGER-ON

The gang may hire a Hanger-On, who comes with whatever gear is listed on their entry.

Any Hangers-On hired by an Outlaw gang automatically gain the *Outlaw* rule.

Note that the number of Hangers-On is limited by a gang’s Reputation.

(3) GAIN RACKET BOONS

- Some Rackets might grant additional recruits, Hangers-On, or other gear – add these now.
- Any gear goes into the gang’s Stash.

(4) DISTRIBUTE GEAR

- If desired, proceed to assign any weapons or gear held in the Stash to selected fighters.
- Remember that many fighters are restricted in what weapons they can use, and that no fighter can carry more than three weapons.
 - ▶ Weapons with the *Unwieldy* trait count as two.
- Note that once a fighter is given a weapon, they will never relinquish it – it cannot be sold, nor replaced. Hive gangers are too suspicious to let their weapons go.
- Once a fighter has been issued weapons and gear, update the value on their fighter card accordingly.

(5) UPDATE GANG RATING

- Proceed to amend your Gang Rating according to any fighters, recruits, or gear that were gained or lost.
- Note that because Gang Rating is not updated until this step, any reference to it prior refers to the old, pre-amended value.

(6) REPORT RESULTS TO ARBITRATOR

- Proceed to inform the Arbitrator about the battle so that they can update the campaign stats.
- This should state which gangs fought, who won, whether any Racket was claimed, how many enemies each gang took Out of Action, and the updated Gang Rating and Wealth values of each gang.

ENDING THE CAMPAIGN

The Law & Misrule Campaign ends at the conclusion of the Justice Phase.

The Arbitrator then tallies the final results and assigns Triumphs – these are the laurels of victory, the bragging rights and sources of pride for the players who have fought through the campaign.

While the Arbitrator can simply tell people what they won, it is far more fun and satisfying to bring all the players together and announce the winner of each Triumph in a grand manner!

There are five Triumphs, and a player can earn more than one.

In the event of a tie, nobody is awarded the Triumph.

WEIGHING THE BALANCE

The Law & Misrule Campaign emphasises the balance of power between the proponents of law and order, and the forces of crime and disorder.

As such, the alignment with the most Triumphs has successfully tipped the scales in their favour in this small corner of the underhive – bringing on an era of iron-fisted law or a descent into criminal chaos.

TRIUMPHS & CRITERIA FOR WINNING

(1) RACKETEER

Most Rackets held at the end of the campaign.

(2) SILENCER

Most Gang Leaders from the opposite alignment taken Out of Action across the whole campaign.

(3) FINANCIER

Largest Wealth at the end of the campaign.

(4) MUSCLE

Most battles fought across the whole campaign.

(5) EPITOME OF LAW / EPITOME OF MISRULE

Highest Reputation at the end of the campaign.

LIST OF RACKETS

RACKET BOONS

- Each Racket in the Law & Misrule Campaign grants a bonus ability to its controlling gang, called a “**Boon.**”
- A gang receives the benefits of a Boon for as long as it holds that Racket – if the Racket changes hands, so does the Boon.

GENERATING INCOME FROM BOONS

- If a Boon grants the gang additional credits, these are added to the Stash during the Post-Battle Sequence, when working out income.
- A gang can use an income-generating Racket even if they only just won it from the preceding battle.

GAINING RECRUITS FROM BOONS

- If a Boon grants the gang new fighters, Hired Guns, or Hangers-On, these are gained for free – but note that they never come with equipment.
- These recruits increase the Gang Rating and Wealth values of the gang as normal.
- Any Hired Gun gained from a Boon will leave if that Racket is lost – however, gang fighters gained from a Boon are permanent, and will not leave with the Racket.
- Any Hanger-On gained from a Boon does not count towards the maximum number the gang can have, and can be gained regardless of Reputation.

GAINING EQUIPMENT FROM BOONS

- Any equipment gained from a Boon is added directly to the gang’s Stash at the end of the battle.
- From there, it may be assigned to any eligible fighter.
- If that Racket is lost, the gang must delete all the equipment it provided – it cannot be maintained without the expertise present inside the Racket.

GAINING REPUTATION FROM BOONS

- The gang’s Rep increases as soon as they take ownership of the Racket.
- Conversely, their Rep decreases by the same amount if ownership of the Racket is lost.

LINKED RACKETS & ENHANCED BOONS

- Each Racket lists a number of **linked Rackets** in their entry.
- These represent the notion that controlling one enterprise enhances the operation of another – for example, running out-hive smuggling routes is much easier if you also have a bond with the Toll Guild.
- Controlling linked Rackets grants the gang the Racket’s **Enhanced Boons**. Treat these as in addition to standard Boons, unless otherwise advised.

No.	CARD	RACKET
1	A ♣	Archaeotech Auctioning
2	2 ♣	Blood Pits
3	3 ♣	Bullet Cutting
4	4 ♣	Caravan Route Control
5	5 ♣	Corpse Guild Bond
6	6 ♣	Gambling Empire
7	7 ♣	Ghast Prospecting
8	8 ♣	Guild of Coin Bond
9	9 ♣	Life Coin Exchange
10	10 ♣	Narco-Distribution
11	J ♣	Out-Hive Smuggling Routes
12	Q ♣	Peddlers of Forbidden Lore
13	K ♣	Production Skimming
14	A ♥	Promethium Guild Bond
15	2 ♥	Proxies of the Ommissiah
16	3 ♥	Redemptionist Backers
17	4 ♥	Settlement Protection
18	5 ♥	Slave Guild Bond
19	6 ♥	Spire Patronage
20	7 ♥	The Cold Trade
21	8 ♥	The Resurrection Game
22	9 ♥	Water Guild Bond
23	10 ♥	Whisper Brokers
24	J ♥	Witch Seeking
25	Q ♥	Wyrd Trade
26	K ♥	Xenos Beast Trafficking

(1) ARCHAEO TECH DEVICE

(A ♣)

Archaeotech is the buried treasure of ages past, and those who buy and sell it can reap fortunes – or lose everything.

► LINKED RACKETS

- Proxies of the Omnissiah
- The Cold Trade

► RACKET BOONS

- Choose one fighter. They gain a free item from the Imperial Weapons section of the Black Market, for as long as the Racket is held.
- Generate 2D6x10 credits for income – however, if a double is rolled, no income is gained.

► ENHANCED BOONS

- **One Linked Racket Held:** Increase the above income to 3D6x10 credits.
- **Two Linked Rackets Held:** Increase the above income to 4D6x10 credits.

(2) BLOOD PITS

(2 ♣)

The fighting arenas of Necromunda are stained red with the blood of those who fought there and sing with the roars of the crowd.

► LINKED RACKETS

- Slave Guild Bond
- Xenos Beast Trafficking

► RACKET BOONS

- Recruit up to two Hive Scum (including their equipment) for free at the start of each battle.
- **HOUSE RULE:** Each Hive Scum comes with 25 credits worth of equipment for free, and can be armed with more using credits from your own Stash.

► ENHANCED BOONS

- **One Linked Racket Held:** Gain access to the following Post-Battle Action:
 - **FIGHT IN THE PITS:** Check Weapon Skill with a -1 modifier. If passed, permanently gain one random Brawn or Combat skill. On a natural 1, instead roll for Lasting Injury.
- **Two Linked Rackets Held:** In addition to the above effects, generate 2D6x10 credits for income.

(3) BULLET CUTTING

(3 ♣)

Bullets, guns, and blades are the eternal trade of Necromunda – everyone needs at least one.

► LINKED RACKETS

- Blood Pits
- Proxies of the Omnissiah

► RACKET BOONS

- All of the gang's fighters may re-roll failed Ammo checks.
- When visiting the Trading Post, the gang treats all items with Rarity (9) or lower as Common.
- When visiting the Black Market, the gang treats all items with Illegal (9) or lower as Common.

► ENHANCED BOONS

- **One Linked Racket Held:** Generate D6x10 credits for income.
- **Two Linked Rackets Held:** Increase the above amount to 2D6x10 credits for income.

(4) CARAVAN ROUTE CONTROL

(4 ♣)

The safe ways through the hive are few and well-worn; control these, and you control the flow of slaves and credits.

► LINKED RACKETS

- Guild of Coin Bond
- The Cold Trade

► RACKET BOONS

- Generate D6x10 credits for income.

► ENHANCED BOONS

- **One Linked Racket Held:** Increase the above amount to 2D6x10 credits for income.
- **Two Linked Rackets Held:** Increase the above amount to 2D6x10 credits for income.

(5) CORPSE GUILD BOND

(5 ♣)

The Corpse Guild is always looking for agents to help them secure more merchandise for the flesh grinders.

► LINKED RACKETS

- None

► RACKET BOONS

- While the gang controls this Racket, it may not control any other Guild Bond Racket.
- Generate D6x10 credits for income. The result is increased by +1 for every other Racket the gang controls.

► ENHANCED BOON (LAW-ABIDING)

- Form an automatic alliance with the Corpse Guild.
- This allows the gang to add a Corpse Harvesting Party to their crew prior to any battle.

► ENHANCED BOON (OUTLAW)

- Recruit one Bounty Hunter and up to two Hive Scum (including their equipment) for free at the start of each battle.

HOUSE RULE: The Bounty Hunter comes with 80 credits worth of equipment for free, while each Hive Scum comes with 25 credits' worth. Any can be armed with more using credits from your own Stash.

(6) GAMBLING EMPIRE

(6 ♣)

Fortunes are won and lost on the spin of a wheel or a toss of the dice, no matter what, the house always wins...

► LINKED RACKETS

- Blood Pits
- Whisper Brokers

► RACKET BOONS

- Using a standard deck of playing cards, **declare a suit**, then **shuffle the deck** and **draw a card**:
 - If the suit drawn matches the one declared, gain credits equal to the card's value x10 (Jack 11, Queen 12, Ace 14).
 - If the suit drawn matches the colour of the one declared, gain credits equal to the card's value x5.
 - On any other result, no income is gained.

► ENHANCED BOONS

- **One Linked Racket Held:** Before a battle, nominate one enemy fighter. Their debt is called in, and they cannot join the opposing gang's crew for this battle.

(7) GHAST PROSPECTING

(7 ♣)

Ghast is the single most precious substance on Necromunda, the secret source of Lord Helmawr's wealth.

► LINKED RACKETS

- Caravan Route Control
- Out-Hive Smuggling Routes

► RACKET BOONS

- At the start of each battle, choose three fighters. Each one gains a dose of Ghast. If not taken during the battle, the dose is lost.

► ENHANCED BOONS

- **One Linked Racket Held:** Generate 2D6x10 credits for income.
- **Two Linked Rackets Held:** Increase the above amount to 4D6x10 credits for income.

(8) GUILD OF COIN BOND

(8 ♣)

Middlemen and merchants fill the underhive, and the Guild of Coin ensures these miscreants pay their dues.

► LINKED RACKETS

- None

► RACKET BOONS

- While the gang controls this Racket, it may not control any other Guild Bond Racket.
- Generate D6x10 credits for income. The result is increased by +1 for every other Racket the gang controls.

► ENHANCED BOON (LAW-ABIDING)

- Form an automatic alliance with the Guild of Coin.
- This allows the gang to add Toll Collectors to their crew prior to any battle.

► ENHANCED BOON (OUTLAW)

- Recruit one Bounty Hunter and up to two Hive Scum (including their equipment) for free at the start of each battle.

HOUSE RULE: The Bounty Hunter comes with 80 credits worth of equipment for free, while each Hive Scum comes with 25 credits' worth. Any can be armed with more using credits from your own Stash.

(9) LIFE COIN EXCHANGE

(9 ♣)

Anyone can be killed... if you are willing to pay the coin.

► LINKED RACKETS

- Corpse Guild Bond
- Whisper Brokers

► RACKET BOONS

- Recruit one free Bounty Hunter or two free Hive Scum (including equipment) for at the start of each battle.

HOUSE RULE: The Bounty Hunter comes with 80 credits worth of equipment for free, while each Hive Scum comes with 25 credits' worth. Any can be armed with more using credits from your own Stash.

► ENHANCED BOONS

- **One Linked Racket Held:** Generate D6x10 credits for income.
- **Two Linked Rackets Held:** Every member of the gang temporarily gains the *Fearsome* skill:
 - **FEARSOME:** *If the fighter is targeted with a Charge (Double) action, the enemy must check Willpower after declaring it – if failed, they cannot move and their activation ends immediately.*

(10) NARCO-DISTRIBUTION

(10 ♣)

Chem-elixirs and narco-distillations flow like rivers through the shadows of Necromunda.

► LINKED RACKETS

- Ghost Prospecting
- Out-Hive Smuggling Routes

► RACKET BOONS

- When visiting the Trading Post, the gang treats *Chem-Synths*, *Medicae Kits*, *Stimm-Slug Stashes*, and any weapon with the *Gas* or *Toxin* trait as Common.

► ENHANCED BOONS

- **One Linked Racket Held:** Generate 2D6x10 credits for income.
- **Two Linked Rackets Held:** Increase the above amount to 3D6x10 credits for income.

(11) OUT-HIVE SMUGGLING ROUTES (J ♣)

All cargo passing through the hive is checked, authorised and stamped by official process... except when it isn't...

► LINKED RACKETS

- Ghost Prospecting
- The Cold Trade

► RACKET BOONS

- Generate D6x10 credits for income.

► ENHANCED BOONS

- **One Linked Racket Held:** Increase the above amount to 2D6x10 credits for income.
- **Two Linked Rackets Held:** Increase the above amount further, to 3D6x10 credits for income.

(12) PEDDLERS OF FORBIDDEN LORE (Q ♣)

Some shadowy organisations are said to read futures in pools of water or the dripping of a fuel pipe, and speak words that lure the shadows to walk beside them.

► LINKED RACKETS

- The Resurrection Game
- Wyrd Trade

► RACKET BOONS

- When rolling Priority, the gang may choose to re-roll their result.

► ENHANCED BOONS

- **One Linked Racket Held:** Generate 2D6x10 credits for income.
- **Two Linked Rackets Held:** The Gang Leader and all Champions gain a 4+ armour save that cannot be modified by a weapon's Armour Piercing value.
- **HOUSE RULE:** This counts as Field Armour.

(13) PRODUCTION SKIMMING (K ♣)

One of the simplest ways to turn a profit in the hive is to skim a little off the top of its forges, stills, labs, or mines.

► LINKED RACKETS

- Caravan Route Control
- Guild Bond (any)

► RACKET BOONS

- Generate D6x10 credits for income.

► ENHANCED BOONS

- **One Linked Racket Held:** Increase the above amount to 2D6x10 credits for income.
- **Two Linked Rackets Held:** Increase the above amount further, to 3D6x10 credits for income.

(14) PROMETHIUM GUILD BOND (A ♥)

Those in service to the Promethium Guild can expect a 'warm' reception, should they report a failure to execute their duty.

► LINKED RACKETS

- None

► RACKET BOONS

- While the gang controls this Racket, it may not control any other Guild Bond Racket.
- Generate D6x10 credits for income. The result is increased by +1 for every other Racket the gang controls.

► ENHANCED BOON (LAW-ABIDING)

- Form an automatic alliance with the Promethium Guild.
- This allows the gang to add a Pyromantic Conclave to their crew prior to any battle.

► ENHANCED BOON (OUTLAW)

- Recruit one Bounty Hunter and up to two Hive Scum (including their equipment) for free at the start of each battle.

HOUSE RULE: The Bounty Hunter comes with 80 credits worth of equipment for free, while each Hive Scum comes with 25 credits' worth. Any can be armed with more using credits from your own Stash.

(15) PROXIES OF THE OMNISSIAH (2 ♥)

The Tech-Priests of the Machine God watch the hive's industrial enclaves with a careful eye, as not only do they produce many sacred machines, but many lost technological secrets lie buried beneath their depths.

► LINKED RACKETS

- Archaeotech Auctioning
- Promethium Guild Bond

► RACKET BOONS

- All of the gang's fighters may re-roll failed Ammo checks.
- When visiting the Trading Post, the gang counts all bionics as Common.

► ENHANCED BOONS

- **One Linked Racket Held:** Generate D6x10 credits for income.
- **Two Linked Rackets Held:** Each fighter may imbue one of their weapons with either the *Shock* or *Seismic* trait, in exchange for it also gaining the *Unstable* trait.

(16) REDEMPTIONIST BACKERS (3 ♥)

The Cult of the Redemption is not a forgiving creed, and its most fanatical supporters often funnel money and equipment to those who willing to pursue its goals.

► LINKED RACKETS

- Promethium Guild Bond
- Witch Seeking

❖ SPECIAL

- Helot Cult, Genestealer Cult, Corpse Griner Cult, and Genestealer or Chaos-corrupted gangs can hold this Racket, but can never use its Boons.

► RACKET BOONS

- Any weapon with the *Blaze* trait may re-roll a failed Ammo check.

► ENHANCED BOONS

- **One Linked Racket Held:** Generate D6x10 credits for income.
- **Two Linked Rackets Held:** Increase the above amount to 2D6x10 credits for income.

(17) SETTLEMENT PROTECTION (4 ♥)

Underhive settlements who want to survive will pay gangs a handsome price – both to keep others away, and keep their hard-won lives free of the “unfortunate problems.”

► LINKED RACKETS

- Guild Bond (any)
- Bullet Cutting

► RACKET BOONS

- The gang may recruit one Hanger-On for free.
- Generate D6x10 credits for income.

► ENHANCED BOONS

- **One Linked Racket Held:** Increase the above amount to 2D6x10 credits for income.
- **Two Linked Rackets Held:** Increase the above amount further, to 3D6x10 credits for income.

(18) SLAVE GUILD BOND (5 ♥)

A good pit fighter fetches a high price in the underhive. It falls to the agents of the Slave Guild to seek out potential sources.

► LINKED RACKETS

- None

► RACKET BOONS

- While the gang controls this Racket, it may not control any other Guild Bond Racket.
- Generate D6x10 credits for income. The result is increased by +1 for every other Racket the gang controls.

► ENHANCED BOON (LAW-ABIDING)

- Form an automatic alliance with the Slave Guild.
- This allows the gang to add a Slaver Entourage to their crew prior to any battle.

► ENHANCED BOON (OUTLAW)

- Recruit one Bounty Hunter and up to two Hive Scum (including their equipment) for free at the start of each battle.

HOUSE RULE: The Bounty Hunter comes with 80 credits worth of equipment for free, while each Hive Scum comes with 25 credits' worth. Any can be armed with more using credits from your own Stash.

(19) SPIRE PATRONAGE

(6 ♥)

Hive nobility sometimes take a fancy to an underhive gang, showering them with unthinking gifts like prize pets.

► LINKED RACKETS

- Blood Pits
- Proxies of the Ommissiah

► RACKET BOONS

- If the gang won its battle, generate 2D6x10 credits for income.

► ENHANCED BOONS

- **One Linked Racket Held:** The Gang Leader and each Champion may all choose one of the following items for free: *Gold-Plated Gun, Exotic Furs, Opulent Jewellery, Uphive Raiments*.
- **Two Linked Rackets Held:** The Gang Leader gains a Caryatid Exotic Beast for free. It will not leave if the gang loses Rep – only if the Racket is lost.

(20) THE COLD TRADE

(7 ♥)

This is the traffic of forbidden devices brought in from off-world. Some surface in the depths of the underhive, and command a grand price to those who value them.

► LINKED RACKETS

- Out-Hive Smuggling Routes
- Spire Patronage

► RACKET BOONS

- Choose one fighter. They gain a free item from the Xenos Weapons section of the Black Market, for as long as the Racket is held.
- When visiting the Black Market, the gang counts items from the Xenos Weapons section as Common.

► ENHANCED BOONS

- **One Linked Racket Held:** Generate D6x10 credits for income.
- **Two Linked Rackets Held:** Increase the above amount to 2D6x10 credits for income.

(21) THE RESURRECTION GAME

(8 ♥)

The line between life and death is thinner than many think. A little alchemy, a few words, a drop of blood, some technology from the deeps, and the fallen can rise again... For a price!

► LINKED RACKETS

- Corpse Guild Bond
- Peddlers of Forbidden Lore

► RACKET BOONS

- The gang may ignore one Critical Injury or Memorable Death per battle (the fighter simply enters Recovery).

► ENHANCED BOONS

- **One Linked Racket Held:** Generate 2D6x10 credits for income.
- **Two Linked Rackets Held:** Opponents may pay to resurrect a dead fighter, for a cost equal to the fighter's total value, including gear, plus an additional +100 credits. Then, roll 2D6:
 - 7-12: The fighter is resurrected, gaining the Fearsome skill.
 - 3-6: The fighter is resurrected, gaining the Fearsome skill but losing -1 Toughness.
 - 2: The resurrection fails. Sorry, chum!

(22) WATER GUILD BOND

(9 ♥)

Water is life on Necromunda, and the Water Guild and its agents have the responsibility to protect it – or extract it, from those who presume to cross them.

► LINKED RACKETS

- None

► RACKET BOONS

- While the gang controls this Racket, it may not control any other Guild Bond Racket.
- Generate D6x10 credits for income. The result is increased by +1 for every other Racket the gang controls.

► ENHANCED BOON (LAW-ABIDING)

- Form an automatic alliance with the Water Guild.
- This allows the gang to add a Nautican Syphoning Delegation to their crew prior to any battle.

► ENHANCED BOON (OUTLAW)

- Recruit one Bounty Hunter and up to two Hive Scum (including their equipment) for free at the start of each battle.

HOUSE RULE: The Bounty Hunter comes with 80 credits worth of equipment for free, while each Hive Scum comes with 25 credits' worth. Any can be armed with more using credits from your own Stash.

(23) WHISPER BROKERS

(10 ♥)

More valuable than jewels and more elusive than clean water, knowledge is true power.

► LINKED RACKETS

- Life Coin Exchange
- Peddlers of Forbidden Lore

► RACKET BOONS

- Gain an additional D3 Gang Tactics cards before the battle, in addition to any already gained.

► ENHANCED BOONS

- **One Linked Racket Held:** If challenged, you choose which Racket is staked (instead of the attacker).
- **Two Linked Rackets Held:** If challenged for a Racket under the gang's control, the Gang Leader may check Intelligence – if passed, automatically play the Ambush scenario, with the gang as the attacker.

(24) WITCH SEEKING

(J ♥)

The threat of the psyker is held in check not only by agents of the Imperium, but also hired mercenaries hunting ceaselessly for those bearing the sign of the witch.

► LINKED RACKETS

- Redemptionist Backers
- Slave Guild Bond

❖ SPECIAL

- Only a Law-Abiding gang can hold this Racket.
- If an Outlaw gang takes control of this Racket, it counts as a Wyrd Trade while they hold it.

► RACKET BOONS

- All fighters in the gang may choose one of their weapons with the *Melee* trait and imbue it with the *Shock* trait.

► ENHANCED BOONS

- **One Linked Racket Held:** The gang doubles the bounty for Unsanctioned Psykers (even those who gain this rule temporarily).
- **Two Linked Rackets Held:** In addition to the above, the Gang Leader may check Intelligence before claiming a bounty – if passed, they identify the victim as a witch and receive double credits.

(21) WYRD TRADE

(Q ♥)

Unsanctioned psykers: incredibly dangerous, incredibly useful. Able to break minds, discover secrets, and kill with a thought, trading in wyrds is dangerous... and a mark of great power.

► LINKED RACKETS

- Peddlers of Forbidden Lore
- Whisper Brokers

► RACKET BOONS

- When visiting the Trading Post, the gang counts Ghost as Common.

► ENHANCED BOONS

- **One Linked Racket Held:** Generate 2D6x10 credits for income.
- **Two Linked Rackets Held:** Increase the above amount to 3D6x10 credits for income.

(22) XENOS BEAST TRAFFICKING

(K ♥)

From spire menageries to underhive fighting pits, alien creatures are always in demand.

► LINKED RACKETS

- Blood Pits
- Out-Hive Smuggling Routes

► RACKET BOONS

- The Gang Leader gains a free Exotic Beast – choose either a Grapplehawk or Gyrinx Cat.
- When visiting the Black Market, the gang counts the Grapplehawk and Gyrinx Cat Exotic Beasts as Common.

► ENHANCED BOONS

- **One Linked Racket Held:** Generate D6x10 credits for income.
- **Two Linked Rackets Held:** Increase the above amount to 2D6x10 credits for income.

LIST OF INTRIGUES

INTRODUCTION

Intrigues are secondary objectives a gang can choose to fulfil during any battle.

Each one represents an opportunity – a tempting offer or gambit that may grant great rewards if claimed.

There are Law-Abiding and Outlaw Intrigues, but gangs can claim them regardless of alignment.

However, note that if a gang claims an Intrigue from their opposite alignment, there is a risk that word of their actions will get out, harming their reputation and credibility, and perhaps forcing them to change alignment.

DESIGNER'S NOTE: SUB-PLOTS

Intrigues are a variant of Sub-Plots, so it is recommended that other types are not used in the Law & Misrule Campaign – it would likely overburden the game with rules.

GENERATING INTRIGUES

- Each gang generates three Intrigues for themselves – place them face-up and visible nearby.
- The **Intrigues & Rackets Card Pack** is ideal for this purpose.
- Otherwise, you can refer to the table opposite with either an online **random number generator** – or a deck of **playing cards** with Hearts, Clubs, and Jokers removed.

CLAIMING INTRIGUES

- A gang can claim their Intrigues during the battle.
- To do so, simply pick it up (or identify it) and announce it as claimed.
- Once claimed, the Intrigue's effects must occur, and reverting the decision to claim it is not allowed.

BETRAYING YOUR ALIGNMENT

- After the battle, if a gang claimed an Intrigue from their opposite alignment, they must make an Alignment Test.
- If this happens, the effects occur immediately.

No.	CARD	INTRIGUE	ALIGNMENT
1	A ♦	Wreck the Place	Outlaw
2	2 ♦	Seed the Rebellion	Outlaw
3	3 ♦	Burn it Down!	Outlaw
4	4 ♦	Blow it Up!	Outlaw
5	5 ♦	Make them Bleed!	Outlaw
6	6 ♦	Clear the Smuggling Routes	Outlaw
7	7 ♦	Collect a Debt	Outlaw
8	8 ♦	Reveal the Imposter	Outlaw
9	9 ♦	Stand Alone	Outlaw
10	10 ♦	Hit the Stimms	Outlaw
11	J ♦	Resurrect the Dead	Outlaw
12	Q ♦	Run with the Ghosts	Outlaw
13	K ♦	Corrupt the Machine	Outlaw
14	A ♠	Stitch them Up!	Law-Abiding
15	2 ♠	The Price of Peace	Law-Abiding
16	3 ♠	Minimum Force	Law-Abiding
17	4 ♠	Hold the Line	Law-Abiding
18	5 ♠	Show of Force	Law-Abiding
19	6 ♠	Keep the Trade Flowing	Law-Abiding
20	7 ♠	Cut Off the Head	Law-Abiding
21	8 ♠	Watch from the Shadows	Law-Abiding
22	9 ♠	Break their Will	Law-Abiding
23	10 ♠	Mark the Impure	Law-Abiding
24	J ♠	Carry a Guild Bond	Law-Abiding
25	Q ♠	Bring them In Dead or Alive	Law-Abiding
26	K ♠	Retrieve the Informer	Law-Abiding

(1) WRECK THE PLACE

(K ♦)

Tear things down! Break what works and leave the rest in ruin.

Alignment Test: *Outlaw, D6*

- Any fighter in the opponent's deployment zone can take the following action:
 - **VANDALISE (Basic):** *Smash something! Record the number of times this action is taken.*
- Claim once the gang makes two *Vandalise (Basic)* actions. Gain +1 Rep.
- If your opponent's deployment zone does not follow standard rules, you may re-draw a different Intrigue.

(2) SEED THE REBELLION

(2 ♦)

Rise up! Rise up against the overlords!

Alignment Test: *Outlaw, D6*

- Any fighter in the opponent's deployment zone can take the following action:
 - **GRAFFITI (Basic):** *Make your presence known! Record the number of times this action is taken.*
- Claim once the gang makes two *Graffiti (Basic)* actions. Gain +1 Rep. This increases to +2 if you make four *Graffiti (Basic)* actions.
- If your opponent's deployment zone does not follow standard rules, you may re-draw a different Intrigue.

(3) BURN IT DOWN!

(3 ♦)

Set a fire and leave nothing but ashes!

Alignment Test: *Outlaw, 2D6*

- Any fighter in the opponent's deployment zone can take the following action:
 - **START FIRE (Basic):** *Light it up! Place a Blaze token in base contact. From the start of the next round, any fighter who moves within 3" of the fire suffers a Strength 3, AP 0, Damage 1 hit. Record the number of times this action is taken.*
- Claim once the gang makes two *Start Fire (Basic)* actions. Gain +2 Rep. This increases to +3 if you make four *Start Fire (Basic)* actions.
- If your opponent's deployment zone does not follow standard rules, you may re-draw a different Intrigue.

(4) BLOW IT UP!

(4 ♦)

There is no greater symbol of rebellion than reducing millennia-old structures to ruins.

Alignment Test: *Outlaw, D6*

- Choose one of your fighters to be the bomb carrier.
- If this fighter is within 6" of the battlefield's centre, they can take the following action:
 - **PLANT BOMB (Double):** *For the Emperor's sake, don't press the wrong button.*
- Claim at the end of the battle, the bomb explodes. Gain +4 Rep, and any fighter within 6" of the exploding bomb goes Out of Action.
- If the carrier goes Out of Action before planting the bomb, drop a Frag Trap in their final location.

(5) MAKE THEM BLEED!

(5 ♦)

If you can make someone bleed, you prove them weak.

Alignment Test: *Outlaw, 2D6*

- Claim at the end of the battle if you took out the enemy Gang Leader and their Champions.
- Gain +4 Rep, and the opposing gang loses -2 Rep.

(6) CLEAR THE SMUGGLING ROUTES

(5 ♦)

A smuggling cartel wants a clear passage to move its goods through an area, and needs a gang to make a path.

Alignment Test: *Outlaw, 2D6*

- Claim at the end of the battle if there are no enemy fighters within your gang's deployment zone. Gain 200 credits.

(7) COLLECT A DEBT

(5 ♦)

Someone owes someone powerful a pile of credits, and it's time for them to pay up!

Alignment Test: *Outlaw, D6*

- Any fighter who is Engaged with an enemy can take the following action:
 - **SHAKEDOWN (Double):** *Time to pay up, scummer.*
- Claim once the gang makes two *Shakedown (Double)* actions. Gain 100 credits.

(8) REVEAL THE IMPOSTER

(8 ♦)

One of your gang members has been replaced by an imposter passing whispers to the lawkeepers. They must be uncovered.

Alignment Test: *Outlaw, D6*

- At the start of the third round, after rolling Priority, choose a random fighter on your crew (excluding Gang Leaders and Champions).
- This fighter is revealed as an imposter and immediately joins the enemy gang for the rest of the battle.
- Claim once the gang takes this imposter Out of Action. Gain 150 credits.
- For all intents and purposes, the “true” fighter does not count as having participated in the battle, and so does not gain any XP or roll for Lasting Injury.

(9) STAND ALONE

(9 ♦)

If you can stand tall covered in the blood of your enemies, you can show everyone who is top of the pile.

Alignment Test: *Outlaw, D6*

- Choose one Gang Leader or Champion. For the rest of the battle, they cannot initiate Group Activations.
- Claim if the chosen fighter takes three enemies Out of Action, and remains on the battlefield when the game ends.
- Gain +3 Rep, and the fighter gains the *Fearsome* skill.

(10) HIT THE STIMMS

(10 ♦)

The gang is offered some black market alchemy that is decidedly not on the rolls of those approved by the Guilders!

Alignment Test: *Outlaw, 3D6*

- Claim during any Priority Phase, when Readyng fighters.
- All fighters in the gang immediately discard any Flesh Wounds suffered.
- For the rest of the battle, when rolling for Injury, the gang treats Flesh Wounds as “No Effect.”

(11) RESURRECT THE DEAD

(J ♦)

There are always stories of the dead returning to life: the Shunned Guild, the Priest of the Spider Kin, the Elixirs of the Pale Abyss. One thing underlies these rumours – all are true.

Alignment Test: *Outlaw, 4D6*

- Claim after the battle, if a fighter from the gang has died at some point during the campaign.
- The fighter returns to life. They are restored to the Gang Roster, along with any equipment they had (that is, anything not redistributed to another fighter).
- The resurrected fighter loses -1 Toughness but gains the *Fearsome* skill.

(12) RUN WITH THE GHOSTS

(Q ♦)

The gang has located an undeclared deposit of unrefined Ghost, and what better time to use it than now?

Alignment Test: *Outlaw, 2D6*

- Claim during any Priority Phase, when Readyng fighters.
- Choose three fighters. They immediately count as having consumed the chem Ghost.
- In addition, after the battle, add D6+1 doses of Ghost to the gang’s Stash.

(13) CORRUPT THE MACHINE

(K ♦)

A mysterious stranger hires the gang to plant some scrap code in the local cogitator network.

Alignment Test: *Outlaw, 2D6*

- When this Intrigue is generated, immediately choose three terrain features or door consoles – at least 6” from the gang’s deployment zone, and 8” from each other.
- A fighter within 1” of a chosen features can take the following action:
 - ▶ **HACKING IN (Double):** Check Intelligence - if passed, the code is successfully planted.
- Claim once the gang makes three *Hacking In (Double)* actions.

(14) STITCH THEM UP!

(A ♠)

There's money to be made in making the innocent look guilty.

Alignment Test: Law-Abiding, 2D6

- A Standing fighter within 1" of a Seriously Injured enemy can take the following action:
 - ▶ **PLANT EVIDENCE (Basic):** A shocking "discovery." Each time this action is performed, make a note.
- Claim once the gang makes two Plant Evidence (Basic) actions. Gain 100 credits.

(15) THE PRICE OF PEACE

(2 ♠)

Sometimes the clink of credits is louder than the sound of gunfire...

Alignment Test: Law-Abiding, D6

- In any Priority Phase, when Readyng fighters, you may offer your opponent a bribe of 250 credits.
- This comes from a "concerned citizen" eager to keep the peace and so does not cost your gang anything.
- Claim if your opponent accepts the bribe. They gain 250 credits and immediately forfeit the battle, leaving your gang the winner.

(16) MINIMUM FORCE

(3 ♠)

The minimum force required is the maximum force you can bring to bear.

Alignment Test: Law-Abiding, 2D6

- Claim if your gang takes three enemies Out of Action, using weapons with the *Melee* trait. Gain +2 Rep.

(17) HOLD THE LINE

(4 ♠)

Order is maintained by standing unwavering in the face of anarchy and ruin.

Alignment Test: Law-Abiding, 2D6

- When this Intrigue is generated, immediately nominate a terrain feature at least 12" from the gang's deployment zone.
- Claim at the end of the battle, if there are no enemies within 6" of the chosen feature.
- Gain +2 Rep – or alternatively, gain control of a single unclaimed Racket.

(18) SHOW OF FORCE

(5 ♠)

Break those who oppose you, and soon enough no one will dare to do so.

Alignment Test: Law-Abiding, 2D6

- Claim if your gang takes six enemies Out of Action. Gain +4 Rep.

(19) KEEP THE TRADE FLOWING

(6 ♠)

Trade is the life blood of the hive, the nourisher of order. It must flow or all will be lost to anarchy.

Alignment Test: Law-Abiding, 2D6

- Claim at the end of the battle if you have four Standing fighters in the enemy deployment zone. Gain 150 credits.

(20) CUT OFF THE HEAD

(7 ♠)

Cut off the serpent's head, and the body will die.

Alignment Test: Law-Abiding, 2D6

- Claim at the end of the battle if you took any enemy Gang Leaders and/or Champions Out of Action.
- Gain +2 Rep for scragging the Gang Leader, and +1 for each Champion.

(21) WATCH FROM THE SHADOWS

(8 ♠)

Those who watch and judge need you to shadow one of the souls they have marked for retribution.

Alignment Test: Law-Abiding, 3D6

- In any Priority Phase, when Readyng fighters, choose a random enemy. A fighter within 12" of this target can take the following action:

SHADOW (Double): The fighter effectively forfeits both actions this turn. However, if the chosen enemy then moves on this same turn, the fighter resolves a "shadowing" move immediately afterwards.

This must end with the fighter within 12" of the target, if possible. If so, the target gains the Shadowed condition.

If the fighter fails to remain within 12" of the target (for example, they are blocked by terrain or enemies), the target loses the Shadowed condition, if they had it.

- Claim if an enemy has the Shadowed condition at the end of the battle.
- Gain 50 credits. In addition, choose one fighter – they gain a *Cunning* skill of your choice.

(22) BREAK THEIR WILL

(9 ♠)

If justice cannot triumph through sanctioned means, it will triumph by paying for the heads of dead criminals.

Alignment Test: Law-Abiding, 4D6

- Claim at the end of the battle if you took the enemy Gang Leader and every enemy Champion Out of Action. Gain +4 Rep, and the opponent loses -2 Rep.
- This Intrigue can only be claimed if you are playing against an Outlaw gang. If not, discard this Intrigue and re-draw.

(23) MARK THE IMPURE

(10 ♠)

Evidence must be gathered for the prosecution of a suspected recidivist.

Alignment Test: Law-Abiding, D6

- A fighter within 6" of the enemy Gang Leader may take the following action:
 - ▶ **PICT CAPTURE (Double):** *It tells a thousand words. Place a token beside this fighter to show they are carrying pict-evidence.*
- Claim if the fighter carrying pict-evidence begins their activation within 1" of a battlefield edge. Remove them from play and gain +2 Rep.
- This fighter does not count as going Out of Action, but does count towards Bottle Tests.

(24) CARRY A GUILD BOND

(J ♠)

The Guilders need the deeds and bonds of their protected trade carried through a dangerous part of the hive.

Alignment Test: Law-Abiding, D6

- When this Intrigue is generated, choose one fighter on your crew to be the courier.
- Claim at the end of any round, if the courier is located within the enemy deployment zone. Remove the courier from play and gain +2 Rep.
- This fighter does not count as going Out of Action, but does count towards Bottle Tests.

(25) BRING THEM IN DEAD OR ALIVE

(Q ♠)

The Merchant Guild offers cold, hard creds for bounties fulfilled – and doesn't particularly care how this is achieved.

Alignment Test: Law-Abiding, 4D6

- Claim at the end of the battle if your gang took at least one enemy Out of Action.
- Gain 50 credits for every enemy taken Out of Action.
- This Intrigue can only be claimed if you are playing against an Outlaw gang. If not, discard this Intrigue and re-draw.

(26) RETRIEVE THE INFORMER

(K ♠)

One of the enemy's gang is an Enforcer infiltrator who needs escorting to safety.

Alignment Test: Law-Abiding, 3D6

- Choose a random enemy fighter (excluding Gang Leaders and Champions).

HOUSE RULE: Choose at the start of the third round, after rolling Priority (*bringing this Intrigue in line with the Outlaw version, "Reveal the Imposter"*).

- This fighter is revealed as an imposter and immediately joins your gang for the rest of the battle.
- Claim at the end of the battle, if the imposter is Standing and Active within your deployment zone, claim this Intrigue. Gain 150 credits.
- For all intents and purposes, the "true" fighter does not count as having participated in the battle, and so does not gain any XP or roll for Lasting Injury.



THE UPRISING CAMPAIGN

CAMPAIGN INTRODUCTION

This campaign focuses on the desperate decline of a hive in the grip of a Chaos uprising and the breakdown of Imperial law.

Gangs fight to expand their hold over Territories – but as things take a turn for the worse, these may become Ruined, fit only for scavenging and... darker pastimes.

CAMPAIGN LENGTH

- The Uprising Campaign lasts seven weeks, separated into:
 - ▶ *Insurrection Phase: three weeks*
 - ▶ *Downtime: one week*
 - ▶ *Damnation Phase: three weeks*
- There is no single winner of the campaign – rather, at the conclusion of the seventh week, gangs are awarded **Triumphs** based on their achievements.

GANGS IN THE CAMPAIGN

- The Uprising Campaign is ideally suited for 6-10 gangs.
- This campaign is compatible with the latest version of Necromunda, so any gang can be used.

ALLEGIANCE

- Gangs participating in the Uprising Campaign always have an allegiance – this is either Order, Neutral, or Chaos.
- This choice comes with certain effects and benefits.
- Generally, gangs cannot switch allegiance – though the Arbitrator may allow exceptions, if they make narrative sense.

UPRISING TERRITORIES

- In the Uprising Campaign, each gang generates three starting Territories, one of which is predetermined.
- These are the only Territories in the campaign – there are no “unclaimed” Territories to capture.
- Every Territory is **influenced** – either by Order or Chaos.
 - ▶ *At the start of the campaign, all Territories are under the influence of Order.*
 - ▶ *As the campaign progresses, Territories can become Ruined, falling under the influence of Chaos.*
- Each Territory provides its owner with a **Benefit**, which changes depending on which allegiance is influencing it.
- A gang will capture a Territory off an enemy if they inflict three times as many Out of Action results on them than they received.

THE ARBITRATOR

- The Arbitrator is the campaign organiser.
- They track results, keep players informed, monitor who controls which Territories, and announces whether Order or Chaos is in ascendancy that week.
- They also keep each campaign phase running to time and generally encourage participants to fight battles and have a good time.

SETTING UP THE CAMPAIGN

The Arbitrator takes charge of organisation. This is best done in a single session joined by everyone playing in the campaign.

- **Set Start and End Dates:** The Uprising Campaign should last a total of seven weeks.
- **Found Gangs:** All players should run their gangs past the Arbitrator, who must ensure they fit the narrative and playstyle the group wants.
- **Determine Territories:** Follow the process below.

FOUNDING GANGS

- Every player has a starting budget of 1,000 credits to found their gang (unspent credits go into their Stash).
- Every player must complete a fighter card for every model in their gang, plus a gang roster to track all the relevant attributes.
- Every gang must choose its alignment (Law-Abiding or Outlaw) and allegiance (Order, Neutral, or Chaos).
- Most importantly, every gang must have a **name**.

DETERMINING ALIGNMENT

- Gangs choose to be Law-Abiding or Outlaw.
- This does not have the same far-reaching effects as it does in the Law & Misrule Campaign – it simply determines which Alliances, Hangers-On, and Hired Guns a gang has access to.

DETERMINING ALLEGIANCE

- Some gangs are locked to a specific allegiance, others can choose which allegiance to start as:

GANG	ALLEGIANCE
House Gangs	Any
Chaos Helots	Permanently Chaos
Corpse Grinder Cults	Permanently Chaos
Genestealer Cults	Permanently Order
Venator Bands	Any
Enforcers	Permanently Order
Slave Ogryns	Any

ARBITRATOR NOTE: The above table does not address Chaos-Corrupted or Genestealer-Corrupted gangs. The Arbitrator must decide whether to enforce an allegiance for such gangs.

ALLEGIANCE TO ORDER

- Any gang with an allegiance to Order gains the following rules:
 - ▶ **Lord Helmawr's Coffers:** The gang may re-roll any die when generating credits gained from a scenario.
 - ▶ **Pax Imperium:** If the gang is the defender in a battle, they may add one more fighter to their crew than the scenario allows.

NEUTRAL ALLEGIANCE

- Any gang yet to choose an allegiance gains the following rules:
 - ▶ **Hard as Nails:** *When the gang gains Reputation from a scenario, increase the stated amount by +1.*
 - ▶ **No Gods or Masters:** *If their Gang Leader participated in a battle and did not go Out of Action, they gain +D3 bonus XP.*

ALLEGIANCE TO CHAOS

- Any gang with an allegiance to Chaos gains the following abilities:
 - ▶ **Bloody Harvest:** *When the gang gains Meat from a scenario, increase the stated amount by +1.*
 - ▶ **Tear it All Down:** *If the gang is the attacker in a battle, they may add one more fighter to their crew than the scenario allows.*

CHANGING ALLEGIANCE

- By default, gangs cannot change allegiance. This keeps things simple, and ensures there is always at least one gang fighter for either side of the rebellion.
- However, there are certain circumstances under which a gang might change allegiance:
 - ▶ *Order-aligned gangs change allegiance to Chaos if three of their fighters become Chaos Spawn as a result of Festering Injuries.*
 - ▶ *Chaos-aligned gangs change allegiance to Order if at least three of their fighters are Captured, then returned willingly.*
 - ▶ *The Arbitrator can authorise a change in allegiance if it makes narrative sense – representing the lure of the Ruinous Powers, or manipulations of the Imperial House.*
- If a gang does change allegiance, it can never go back. Neither Helmawr nor the Dark Gods have any sympathy for traitors to their cause.

GANG ATTRIBUTES

In the Uprising Campaign, every gang tracks the following four attributes:

- **Gang Rating:** The total cost of every fighter in the gang (including alternative loadouts). Gang Rating measures the gang's size and access to resources.
- **Wealth:** The total cost of every fighter in the gang plus the value of anything in its Stash.
- **Meat & Starvation:** As the campaign approaches its climax, gangs start requiring Meat to feed their fighters – without enough, starvation, madness, and corruption will take hold!
- **Reputation & Allegiance:** “Rep” is a measure of the gang's standing and power in their section of the hive. It starts at 1, and can never drop below 1. In the Uprising Campaign, this is expressed as, for example: *Order (3), Neutral (1), or Chaos (6).*

FIGHTER ATTRIBUTES

Each fighter in a gang also tracks their own attributes:

- **Experience:** Fighters spend “XP” to purchase Advancements, becoming stronger or more capable.
- **Advancements:** A record of the improvements made to a fighter's profile. The more Advancements a fighter has, the more expensive any future ones will be.
- **In Recovery / Captured By:** When a fighter goes Out of Action, they must roll for Lasting Injury, which may force them to miss the next battle.

Similarly, a fighter can be Captured by a rival gang, keeping them out of commission until they are rescued, ransomed, executed, or otherwise done away with.

If either of the above happens, check the “In Recovery / Captured By” box to record this.

COMPLETING A GANG ROSTER

- The gang roster is a total record of the gang's presence in the Uprising Campaign.
- This includes Territories held, Gang Rating, Reputation, Starvation, and Wealth; the equipment and credits held in its Stash; as well as each fighter's Experience and Advancements.
- The gang roster template does not represent any kind of “limit” on gang size or scope – if you run out of space, simply attach a second gang roster.

GENERATING TERRITORIES

- Every gang begins the campaign with two random Territories and one predetermined Territory:

GANG	PERMANENT TERRITORY
Chaos Helot	Chaos Fane
Corpse Grinder Cult	Chaos Fane
Genestealer Cult	Settlement
House Gangs	Settlement
Palanite Enforcers	Precinct Fortress
<i>All Other Gangs</i>	Settlement

- The predetermined Territory is the gang's permanent hideout or headquarters. No matter what happens, this Territory can never be lost (but can be Ruined).
- Unlike other campaigns, there is no pool of unclaimed Territories in the Uprising Campaign. Once generating the initial Territories, no more are ever introduced.
- However, a gang may generate (and hold) the same type of Territory multiple times, with the following exceptions:
 - ▶ *Only Palanite Enforcers can hold a Precinct Fortress.*
 - ▶ *Only Corpse Grinder Cults and Chaos Helots can hold the Chaos Fane.*
 - ▶ *The Arbitrator should decide which permanent Territory a gang receives if they enter the campaign already Chaos-Corrupted.*
- The **Uprising Territories** cards from the *Necromunda: Dark Uprising* box set is ideal for generating Territories.
- Otherwise, you can use either an online **random number generator** – roll **D66** – or (if you have one available) a **twelve-sided die**.

No.	D66	TERRITORY
1	11-13	Ash Gate
2	14-16	Fungal Sprawl
3	21-23	Guilder Stronghold
4	24-26	Hab Level
5	31-33	Manufactorum Level
6	34-36	Reclamation Zone
7	41-43	Settlement
8	44-46	Slave Pits
9	51-53	Thermal Vent
10	54-56	Underhive Shrine
11	61-63	Wall Outpost
12	64-66	Wastelands

RUNNING THE CAMPAIGN

The Uprising Campaign is divided into three Phases, each running for a fixed length of time.

(1) INSURRECTION PHASE (THREE WEEKS)

- This Phase charts the rise of rebellion, and the destruction of reason and law within the hive.
- At the start of each campaign week, the gangs receive the Benefits from each of their Territories.
- The *Ascendancy* rules are in effect.
- Each gang may fight as many battles as desired during this time.

ASCENDANCY

- Ascendancy represents the struggle between the Ruinous Powers and the iron authority of the Imperium – each side waxing and waning in strength, turning entire regions into war zones, piece by piece collapsing it into unrestrained mayhem.
- Ascendancy adds a modifier to every battle, determined by rolling D6 on either the *Bonds of Order* or *Hand of Chaos* table.
- When the campaign begins, Order automatically has Ascendancy.
- At the end of each campaign week where Chaos has Ascendancy, each gang chooses one of their Territories to become Ruined.
- At the end of each campaign week, the Arbitrator tallies the number of victories each won by Order- and Chaos-aligned gangs. The allegiance with the most victories gains Ascendancy for the next week.
 - *On a tie, the side currently holding Ascendancy retains it.*

BONDS OF ORDER	
D6	ASCENDANCY EFFECT
1	PRICE OF VICTORY: The winner of a battle gains an additional D6x10 credits on top of any other reward. If the <i>Scavenging</i> rules are in effect, they gain +1 bonus Scavenging roll instead.
2	HEAD HUNTERS: Taking a Gang Leader or Champion Out of Action grants a fighter +3 XP, instead of the usual +2 XP.
3	CRACKDOWN: If the winner of a battle makes a successful roll to Capture, they may gain two random Captives instead of the usual one.
4	SUPPRESSION ORDERS: If a fighter takes an enemy Out of Action using a ranged weapon, they gain +1 bonus XP.
5	GOOD MEDICINE: The cost of a Medical Escort Post-Battle Action is reduced to D6x10. If the <i>Festering Injury</i> rules are in effect, the cost is reduced to zero.
6	CALL TO ARMS: Fighters with the <i>Gang Fighter (Ganger)</i> rule have their recruitment cost halved, rounding up.

HAND OF CHAOS	
D6	ASCENDANCY EFFECT
1	MANUFACTURUM SHORTAGES: During the “Re-Equip” stage of the Post-Battle Sequence, the cost of purchasing items is increased by +10 credits. If the <i>Damnation Phase</i> is underway, gangs lose -1 Scavenging rolls.
2	DARK DREAMS: A fighter attempting to Rally must first check Willpower – if failed, they automatically Rally but gain the <i>Insanity</i> condition for the rest of the battle.
3	ROTTING MEAT: When the battle ends, Seriously Injured fighters succumb to injury on 1-3, rather than the usual 1-2. Fighters rolling for <i>Festering Injury</i> must roll two D6s and choose the highest result.
4	ABUNDANT DEAD: Fighters killed in the battle grant their gang D6x10 credits. If the <i>Starvation</i> rules are in effect, they also grant +1 bonus Meat.
5	BLOOD FOR THE BLOOD GOD: If a fighter takes an enemy Out of Action using a weapon with the <i>Melee</i> trait, they gain +1 bonus XP.
6	GNAWING HUNGER: After choosing crews, each gang randomly chooses one of their fighters. During this battle, they have -1 Strength. If the <i>Starvation</i> rules are in effect, randomly select D3 fighters to gain the <i>Starving</i> condition.

(2) DOWNTIME (ONE WEEK)

- Here is where players can catch their breath, and gangs to patch their wounds. If desired, **Side Battles** can be fought during this period.
- Once Downtime begins, every gang completes the following sequence:
 - (1) **FIGHTERS RECOVER:** *All fighters currently in Recovery are automatically cleared for return.*
 - (2) **CAPTIVES ARE RETURNED:** *All Captive fighters are automatically returned to their gangs, while their former captors receive half of their value in credits (rounding up to the nearest 5).*
 - (3) **JUVE PROMOTION:** *Any Juve with five or more Advancements is automatically promoted to a Champion – change their fighter type accordingly.*
 - (4) **FRESH MEAT:** *Every gang gains 250 credits to spend new fighters and/or Hangers-On. Any credits not spent for this purpose are lost (gangs can naturally supplement this with credits taken from their Stash).*

SIDE BATTLES

Any time after resolving the Downtime sequence, players who want more games can play a Side Battle.

Territories are never staked during Side Battles – and while fighters can gain XP and Lasting Injuries, gangs do not gain credits or Reputation.

Instead, the Arbitrator should create a special reward for the victor, such as an unpredictable piece of archaeotech, a unique drug, or a custom Tactics card.

(3) DAMNATION PHASE (THREE WEEKS)

- This Phase charts the hive's descent into madness and horror.
- When the Damnation Phase begins, all Territories automatically become Ruined and Chaos automatically takes Ascendancy.
- At the start of each campaign week, the gangs receive the Benefits from each of their Territories.
- As well as Ascendancy, the rules for *End of Days*, *Scavenging*, *Festering Injuries* and *Starvation* all come into effect.

NEW RULE: END OF DAYS

- **Out of Resources:** During the Post-Battle Sequence, gangs may no longer re-equip from their House Equipment Lists.
- **Out of Help:** During the Post-Battle Sequence, gangs may no longer recruit new fighters, Hired Guns, or Hangers-On.
- **Desperate Times:** When taking the Medical Escort Post-Battle Action, the treatment cost is now D3 Meat.
- **Close up Shop:** Captured fighters may no longer be sold to the Guilders.
- **Fresh Meat:** During the Post-Battle Sequence, the gang gains the ability to slaughter Captives to gain +2 Meat for each one (after allowing a chance at rescue).

NEW RULE: STARVATION

- When the *Starvation* rules are in effect, gangs must feed their fighters during the Pre-Battle Sequence, **before** selecting the crew.
- Each fighter requires **1 Meat**.
- If a gang cannot or will not feed a fighter, they gain the **Starving** condition – place a token on their fighter card as a reminder.
- The Starving condition is permanent, unless the fighter consumes 1 Meat.
 - ▶ *Meat is gained from Territories, earned from scenarios – and from slaughtering Captives and “retiring” fighters.*
 - ▶ *Starving fighters can cannibalise downed opponents to gain Meat.*
 - ▶ *Fighters gained from a Scavenging roll can be immediately turned into Meat (1 fighter = 1 Meat), and any items they were carrying are added to the gang's Stash.*

THE STARVING CONDITION

- The fighter counts as -1 Strength.
- The fighter gains access to the following action:
 - ▶ **CANNIBALISE (Basic):** *This action can only be taken against a Seriously Injured target.*

The fighter immediately gains and consumes 1 Meat, thereby losing the Starving condition.

The victim rolls for Lasting Injury, treating Lesson Learned (11) as Out Cold (12-26).

If the victim rolls Critical Injury (61-65) or Memorable Death (66), they go Out of Action – otherwise, regardless of any injury suffered, they remain on the battlefield, Seriously Injured.

A fighter who takes this action cannot take the Fight (Basic) or Coup de Grace (Simple) action on the same turn.
- When the fighter activates, they must check Willpower if there is a Seriously Injured fighter (friend or foe) within their maximum charge range – if failed, they must attempt a *Charge (Double)* action, and if they become Engaged, must perform the *Cannibalise (Basic)* action in place of the usual close combat attacks.
- If the fighter is in a position where they could take the *Coup de Grace (Simple)* action, they automatically take the *Cannibalise (Basic)* action.

NEW RULE: SCAVENGING

- Gangs can gain Scavenging rolls from their now-Ruined Territories, or as a scenario reward.
- A gang can make a Scavenging roll during the Post-Battle Sequence instead of taking the “Re-Equip” step.
- There is no obligation to make a Scavenging roll – they can be saved up, if preferred. A gang can attempt all, some, or none of their saved Scavenging rolls.
- Each Scavenging roll is made on 2D6 and produces one result on the below table:

2D6	SCAVENGING RESULT
2-3	UNFORTUNATE ENCOUNTER: Randomly select one fighter. They must roll for Lasting Injury.
4-5	PAID IN BLOOD: Gain 3D6 credits' worth of items from the House Equipment List, then randomly select one fighter – they must roll for Lasting Injury.
6-7	USEFUL SCRAP: Gain one item from the House Equipment List worth up to D6x10 credits.
8-9	HIDDEN CACHE: Gain D6x10 credits' worth of items from the House Equipment List.
10-11	BAND OF SURVIVORS: Gain a free fighter with the <i>Gang Fighter (Ganger)</i> rule from the Gang List. They come equipped with 2D6x10 credits' worth of items from the House Equipment List (any unspent credits are lost).
12	LOST HOLESTEAD: Roll D6 – on 1-5, apply the “Band of Survivors” result. On 6, gain a free Champion from the Gang List. They come equipped with 4D6x10 credits' of items from the House Equipment List (any unspent credits are lost).

NEW RULE: FESTERING INJURIES

- When the *Festering Injuries* rules are in effect, a fighter's Lasting Injury might develop into a mutation.
- If a fighter rolls for Lasting Injury and gains a result of 46-56, roll D6 and apply the following modifiers:
 - ▶ +1 if the Lasting Injury was inflicted by a Chaos-aligned fighter.
 - ▶ +1 if Chaos currently has Ascendancy.
 - ▶ +1 if the fighter is subject to the Starving condition.
- On 6+, the rot takes hold! Replace the Lasting Injury with its counterpart mutation:
- The same mutation cannot be gained more than once. If this would occur, the fighter may freely choose another mutation to gain.
- If a fighter gains **mutations equal to their Toughness**, they transform into a Chaos Spawn!
 - ▶ A Chaos Helot, Corpse Grinder Cult, or Chaos-Corrupted gang may choose to replace the fighter with a free Chaos Spawn.
 - ▶ All other gangs must remove the fighter from the Gang Roster – the spawn is immediately killed.

MUTATIONS FROM LASTING INJURY
(46) HUMILIATED ↳ HUNGERING PRIDE: The fighter must always be the first in the gang to activate each round (you may choose how to break ties). The fighter gains +1 bonus XP for taking a Gang Leader or Champion Out of Action.
(51) HEAD INJURY ↳ DARK MADNESS: When the fighter activates, check Intelligence – if failed, roll D6 to determinate their first action: <ul style="list-style-type: none"> ▶ 1-2: Move (Simple) ▶ 3-4: Shoot (Basic) or Fight (Basic) ▶ 5-6: Nothing – the first action is wasted.
(52) EYE INJURY ↳ BESTIAL SENSES: The fighter counts as having a Bio-Scanner – but can no longer initiate or join a Group Activation.
(53) HAND INJURY ↳ DISTURBING APPENDAGE: The fighter counts as having a Fighting Knife that can never be disarmed or lost – but if using a weapon with the Unwieldy trait, they receive an additional -1 modifier to hit.
(54) HOBBOLED ↳ WARPED LIMBS: The fighter loses -1" Movement – but when taking the Charge (Double) action, roll three D3s and count the highest.
(55) SPINAL INJURY ↳ CROOKED BODY: Ranged attacks targeting this fighter receive an additional -1 modifier to hit at Long range, but the fighter can no longer wear armour (transfer any they had into the Stash).
(56) ENFEEBLED ↳ TWISTED FLESH: When the fighter activates, they discard -1 Flesh Wound – but can never benefit from Bio-Boosters, Medicae Kits, and can never receive assistance when attempting Recovery.

UPRISING EVENTS

Uprising Events provide Arbitrators with a collection of Chaos-themed campaign-wide events to add to games.

These range from unbound Warp storms, outbreaks of cannibalism, and starving sump beasts crawling into the light to sow havoc among the underhive.

If desired, the Arbitrator may roll D66 on the Uprising Events table at the start of the campaign week.

The generated event is in effect for the duration of the campaign week, and applies to every game played.

Alternatively, the Arbitrator can simply choose an event that suits the current narrative state of their campaign.

(11) PSYCHIC PHENOMENA

- All psykers gain a +3 modifier to Willpower checks when manifesting a wyrd power.
- Fighters who use Ghast become subject to the Insane condition, and gain two psychic powers, rather than the usual one.
- Possessed Hivers gain +3 Strength.

(12) RESTLESS DAEMONS

- All battles must include Possessed Hivers.
 - ▶ *If no suitable models are available, re-roll this result.*
- Each round, when testing to determine whether a Horror of the Underhive appears, roll twice and choose the higher result.

(13) SURVIVOR ENCLAVES

- If a gang wins their first battle of the week, they gain an additional, randomly-determined Territory.
- This is in addition to any scenario rewards.
- If the Damnation Phase is active, this Territory begins Ruined.

(14) HIVE BREACH

- In each End Phase, the toxic atmosphere beyond the hive wall may spill into the battlefield. Roll 3D6:
- If a double is rolled, visibility is reduced in the next round:
 - ▶ *Ranged attacks suffer an additional -1 modifier to hit.*
 - ▶ *In the next End Phase, all fighters must check Toughness – if failed, they suffer a Flesh Wound (Filter Plugs and Respirators can be used to modify this roll).*
- If a triple is rolled, the Pitch Black rules apply for the next round, as well as the above effects.

(15) EMERGENCY SANCTIONING

- Every gang may include either three free Hive Scum or one free Bounty Hunter in their battles.
- These hired guns depart at the end of the campaign week.

HOUSE RULE: Each Hive Scum comes with 25 credits' worth of gear. The Bounty Hunter comes with 80 credits' worth of gear.

(16) REALITY WAVERS

- Fighters may move through walls and solid terrain features as if they did not exist.
- The fighter may not end their move within one.
- However, each time a fighter moves through solid terrain, roll D6 – on 1-2, they go Out of Action.

(21) DOME QUAKE

- Gangs cannot fight for too long in one place as they risk being crushed.
- Roll a D6+3 at the start of the battle – this is how many rounds the battle will last.
- At the end of the indicated round, the game is over. Resolve victory conditions and rewards as normal.

(22) RANCID MEAT

- Gangs must discard all Meat they currently hold.
- Every fighter gains the Starving condition.
- If the Insurrection Phase is active, fighters can remove the Starving condition by spending 30 credits.

(23) GIFTS OF THE MASTERS

- Gangs may roll on their House Favours table after each battle, rather than only once at the beginning of the campaign week.
- However, each successive roll on the Favour table must reduce the result by a cumulative amount.
- That is, the second roll is -1, the third is -2, the fourth -3 and so on.

(24) BURNING BLOOD

- When a fighter loses a Wound, every fighters within 2" must roll D6 – on 4+, they catch on fire and become subject to the Blaze condition.
- If the Pitch Black rules are active, any fighter who has suffered a Flesh Wound gains the Revealed condition.

(25) BALEFUL ENERGIES

- If the Insurrection Phase is active, the *Festering Injuries* rules come into effect for the week.
- If the Damnation Phase is active, when determining whether a Lasting Injury becomes a Festering Injury, roll two dice and choose the higher result.

(26) HUNGERING DARKNESS

- All battles must use the *Horrors in the Dark* rules.

(31) BROKEN ALLIANCES

- Gangs may not deploy Hired Guns.
- If a gang in an Alliance is called upon to Test the Alliance, they must roll two D6s and choose the higher result.

(32) PROXY WAR

- In any game this week, when a player agrees to fight a battle, they can choose to field a proxy gang.
- A proxy gang is led by a Bounty Hunter, with two additional Bounty Hunters taking the role of Champions.
- The rest of the gang is filled out with Hive Scum, up to the scenario's crew limit.
- The Gang Rating of a proxy gang cannot exceed that of the player's usual gang.

HOUSE RULE: Each Hive Scum comes with 25 credits' worth of gear. The Bounty Hunter comes with 80 credits' worth of gear.

(33) URBAN RENEWAL

- Each gang must replace one chosen Territory with a new-randomly-generated one.
- This cannot be their hideout Territory.

(34) CANNIBALISTIC FURY

- All fighters subject to the Starving condition gain +D3 Strength, rather than lowering it by -1 as usual.
- Until the end of this campaign week, fighters cannot lose the Starving condition.

(35) SUPREME ASCENDANCY

- The gang whose alignment has Ascendancy may add or subtract 2 from the roll to determine which scenario will be played.
- However, the pressures of impending victory take their toll. If any of these gangs lose any of their battles, the opposite alignment automatically gains Ascendancy in the next campaign week.

(36) EXTRA BULLET RATIONS

- Every weapon with the *Rapid Fire (X)* trait increases (X) by +1.

(41) GAZE OF THE HARVEST LORD

- A fighter who takes an enemy fighter Out of Action using a weapon with the *Melee* or *Versatile* trait gains +D3 bonus XP.
- This does not include *Coup de Grace (Simple)* actions.
- However, if the Damnation Phase is active and this fighter suffers a Lasting Injury in the same battle, it automatically becomes a Festering Injury.

(42) TIDE OF SCUM

- If a gang does not have enough fighters to fill out the crew allowance for the scenario, they can make up the shortfall with free Hive Scum.

HOUSE RULE: Each Hive Scum comes with 25 credits' worth of gear.

(43) SYSTEMS FAILURE

- At the start of any battle, participating gangs roll D6 – the highest roll is the number of rounds before the battlefield suffers a complete system failure.
- At the end of the indicated round, the Pitch Black rules come into effect for the rest of the battle.
- In a Zone Mortalis battle, doors cannot be operated normally – they can only be opened via the *Force Door (Basic)* action.

(44) A SILENCE DESCENDS

- Wyrd powers cannot be used this week.
- Daemons and Possessed Hivers lose -2 Strength and Toughness.
- All fighters suffer a -2 modifier when checking Leadership and Cool.

(45) DEAD GUILDERS

- At any point in this campaign week, the Arbitrator can run a multi-player battle, in which any gang is welcome to play.
- Participating gangs may include a maximum of three fighters in their crew.
- Everyone can grab something from the dead Guilders' haul – after the battle, every participating gang gains D6x10 credits (win or lose).
- The last gang standing claims the full haul and gains 6D6x10 credits.

(46) WILD SNAKE DISTILLERY

- Before each battle, every fighter must check Willpower – if failed, they gain the Intoxicated condition.

(51) PLAGUE OF MADNESS

- Before each battle, each fighter must check Intelligence – if failed, they gain the Insane condition.

(52) SCRAPALANCHE

- After a battle, a gang can make one additional Scavenging roll, regardless of the battle's outcome.

(53) FLEETING UTOPIA

- If the Damnation Phase is active, this campaign week counts as being part of the Insurrection Phase:
- Ruined Territories count grant their Standard Benefit, and all the usual rules for the Insurrection Phase come into effect.
- If the Damnation Phase is active, it is a rare time of plenty in the hive: Ruined Territories grant their Standard Benefit and each Territory doubles its reward outcome.

(54) PARDONS FOR PAY

- At the beginning of the campaign week, any Outlaw gang can align itself to Order (or reaffirm their allegiance to Order).
- If they do so, they lose their Outlaw status.
 - ▶ *Corpse Grinder Cults, Helot Cults, and Chaos-Corrupted gangs cannot make this choice.*

(55) SOMETHING TO PROVE

- At any point in this campaign week, the Arbitrator can run a multi-player battle, in which any gang is welcome to play.
- This uses the Shootout scenario.
- Each player creates and fields a single Bounty Hunter.
- The last Bounty Hunter standing may join their player's gang for free, staying for the remainder of the Phase.

(56) WARZONE

- If the Insurrection Phase is active, reduce the Rarity/Illegal values of all weapons by -3.

HOUSE RULE: The Uprising Campaign makes a specific point that by default, the Trading Post (and therefore Black Market) rules are not used, so this is an oversight.

If you are not using these rules, consider instead reducing all weapon costs by -30, to a minimum of 10.

- If the Damnation Phase is active, roll twice when using a Scavenging Roll and choose either result.

(61) SPAWN AGAIN

- When a fighter is taken Out of Action by a wyrd power, check Willpower – if passed, they are removed as normal.
- If failed, they count as having suffered a (66) *Memorable Death* result on the Lasting Injuries table, and are replaced by a Chaos Spawn!
- The Spawn is under the control of the dead fighter's gang.
- After the battle, the gang must choose to execute the Spawn, or retain it – noting that if they do, after each battle they must test to control it (as per the rules used by Chaos Helot gangs).

(62) MEAT MARKET

- If the Insurrection Phase is active, gangs can purchase Meat after each battle.
- The cost is 10 credits per portion. The gang can buy one portion per fighter in the gang – no more.
- If the Damnation Phase is active, all gangs receive an additional portion of Meat after each battle, regardless of the outcome.

(63) JEALOUS RAGE

- At the start of the campaign week, every gang must resolve a leadership challenge.
- Identify the Gang Leader and the second most valuable fighter in the gang (or the most valuable, if applicable).
- Place both fighters on the battlefield, 12" apart. Have the Arbitrator or another player control the challenger. Roll Priority to determine who activates first.
- If the Gang Leader wins, there is no additional effect.
- If the challenger wins, they become the new Gang Leader (gaining that title) while the previous holder is demoted to Champion (gaining that title)!

(64) THE UNALIGNED WILL INHERIT THE HIVE

- At the start of the campaign week, if the Insurrection Phase is active, any gang may switch their allegiance to Neutral.
- All fighters in a gang with Neutral allegiance gain +2 XP for participating in a battle, rather than the usual +1 XP.
- If the Damnation Phase is active, after winning a battle, a gang can decide not to contribute their victory to their allegiance total – if so, each fighter who participated in that battle gains +1 bonus XP.

(65) VIOLENT DEMISE

- When a fighter goes taken Out of Action, do not immediately remove them from play – instead, centre the 3" Blast marker on them.
- Any fighters touching the marker suffer a Strength 3, AP 0, Damage 1 hit with the *Knockback* trait.
- Remove the fighter after resolving this effect.

(66) DIVINE INTERVENTION

- Order-aligned gangs gain a +2 modifier when checking Leadership and Cool, and may re-roll Lasting Injury results.
- However, the God-Emperor's light antagonises his enemies, who fight furiously to bring down their hated foes: Chaos-aligned gangs automatically pass any Bottle Test they make.

PRE-BATTLE SEQUENCE

The following steps take place before each battle, while both players are present:

PRE-BATTLE SEQUENCE	
1	Make a Challenge
2	Check Ascendancy & Uprising Events
3	Buy Advancements & Recruit Hired Guns
4	Determine Order & Chaos
5	Determine Scenario
6	Set Up the Battlefield
7	Choose Crews
8	Gang Tactics & Bonuses
9	Deployment

(1) MAKE A CHALLENGE

- To begin a game, one player must challenge another – who must accept.

(2) CHECK ASCENDANCY & UPRISING EVENTS

- If Order has Ascendancy, roll D6 on the **Bonds of Order** table to determine the modifier for the battle; for Chaos, roll on the **Hand of Chaos** table.
- If the Arbitrator chose to use the **Uprising Events** for this campaign week, note the effect for the forthcoming battle.

(3) ADVANCEMENTS & HIRED GUNS

- Each gang may spend XP to purchase Advancements for their fighters.
- Each gang may spend credits to recruit Hired Guns.
- For both Advancements and then recruitment, players should proceed in order of their Gang Rating, lowest to highest (roll off in the event of a tie).

(4) DETERMINE ORDER & CHAOS

- In every battle, one side takes on the role of Order, and the other represents Chaos – this is the case even in battles between gangs with the same allegiance.
 - This is because during the mayhem of a hive-wide rebellion, a gang may find themselves unwittingly aiding their enemies, or turning on allies out of fear.*
- By default, gangs fight for their allegiance: an Order-aligned gang represents Order, and a Chaos-aligned gang represents Chaos.
- Neutral gangs automatically represent the opposite allegiance to their opponent.
- If both gangs have the same alignment, roll D6 – the highest score fights for their gang’s allegiance (or may choose, if Neutral), and their opponent fights for the opposite allegiance.

(5) DETERMINE SCENARIO

Roll 2D6 and consult the table:

2D6	SCENARIO
2-3	The gang whose allegiance is in Ascendancy chooses any scenario
4-5	Meat Harvest
6-7	The gang whose allegiance is in Ascendancy chooses either Hit and Run or Show of Force
8-9	Search and Destroy
10-12	The gang whose allegiance is in Ascendancy chooses any scenario

RESCUE MISSIONS

- If one gang has Captured one or more enemy fighters, their owner may instead challenge the captor to play either a **Rescue Mission** or **Public Execution** scenario.
- If this challenge is accepted, this scenario is automatically used for the battle.
- If the challenge is refused, the Captive is automatically released back to their home gang.

(6) SET UP THE BATTLEFIELD

- Proceed to set up the battlefield, following any special instructions for the scenario.
- The default methods are outlined in the “Battlefield Setup” section.

(7) CHOOSE CREWS

- The scenario details the method each player must use to select their starting crews.
- These rules are explained in the “Preparing to Fight” section.

(8) GANG TACTICS & BONUSES

- The scenario details how many Gang Tactics cards each player may draw, and whether this is random or freely chosen.
- The gang with the lowest Crew Rating is the underdog, and may be able to purchase additional bonuses to level the field. These are identified in each scenario.

(9) DEPLOYMENT

- Many scenarios provide specific instructions on how each gang deploys.
- Otherwise, the standard deployment rules are outlined in the “Preparing to Fight” section.

POST-BATTLE SEQUENCE

Once a game is complete, the following steps are resolved in the presence of each player:

POST-BATTLE SEQUENCE	
1	Wrap-Up
2	Seize Territory
3	Receive Rewards
4	Resolve Post-Battle Actions
5	Update Gang Roster
6	Report Results to Arbitrator

(1) WRAP-UP

SUCCUMING TO INJURY

- Every fighter who ended the battle Seriously Injured must roll D6.
- On 3+, they recover without incident.
- On 1-2, they succumb to the injuries they suffered during the battle – they count as going Out of Action and must therefore roll for Lasting Injury.

CAPTURING ENEMY FIGHTERS

- If only one gang has fighters remaining on the battlefield at the end of the game, they might manage to Capture an enemy.
- That gang rolls 2D6 and adds the number of enemy fighters who went Out of Action (including those who succumbed during Wrap-Up).
- Add an additional +1 for every Bounty Hunter currently working for the gang.
- On 11+, one enemy has been Captured – chosen randomly from those participating but excluding any who were killed (obviously).

OTHER EFFECTS

- Any other events that happen “at the end of the battle” occur now.
- Fighters for either gang who were previously in Recovery are now cleared to participate again (meaning Gang Leaders and Champions will be able to take Post-Battle Actions shortly).
- Be sure to shake hands and congratulate your opponent – some would say this is the most important step!

(2) SEIZE TERRITORY

- If the winner inflicted three times as many Out of Action results on their opponents as they suffered, they take over one of their Territories.
- Randomly reassign one of the losing gang’s Territories to the winner.
- Remember, every gang has a “home” territory they can never lose – if this is a gang’s only Territory, it is not reassigned.

(3) RECEIVE REWARDS

- Each gang receives the rewards provided by the scenario, based on their performance in the battle.
- Any equipment is added to the Stash, ready to be distributed to fighters in Step 5.

(4) RESOLVE POST-BATTLE ACTIONS

- Each Gang Leader and Champion (not in Recovery or Captured) can make **one post-battle action**.
- These actions are carried out one at a time, in any order but in view of the opponent. Unless explicitly stated, the same action can be taken more than once.
- In addition to those below, more Post-Battle Actions might become available via other means:
 - ▶ *Action 1: Sell Captives*
 - ▶ *Action 2: Execute Captives*
 - ▶ *Action 3: Scavenge for Resources*
 - ▶ *Action 4: Medical Escort*
 - ▶ *(Optional) Action 5: Find Rare Items*
 - ▶ *(Optional) Action 6: Find Illegal Items*

ACTION 1: SELL CAPTIVES

(INSURRECTION PHASE ONLY)

The fighter offloads their prisoners to the tender mercies of the Guilders in exchange for some cold hard creds.

- The fighter can sell any number of Captives from any number of gangs as a single Post-Battle Action.
- A Captive can only be sold if their gang has had a chance to rescue them.
- Each Captive is worth half the value on their fighter card, in credits (rounding up to the nearest 5).
- For all intents and purposes, the Captive is now lost to their gang. Their owning player must remove them from their Gang Roster.

ACTION 2: EXECUTE CAPTIVES

Life is hard enough, and they're just another mouth to feed.

- The fighter can execute any number of Captives from any number of gangs as a single Post-Battle Action.
 - ▶ **Insurrection Phase:** *The gang gains D6x10 credits for every executed Captive.*
 - ▶ **Damnation Phase:** *The gang gains +2 Meat OR +2 Scavenging rolls for every executed Captive.*
 - ▶ *In either case, the Captive's owning player must remove them from the Gang Roster.*
- Chaos-affiliated gangs also have the option of **sacrificing** Captives to the Dark Gods.
- Regardless, a Captive can only be executed once their gang has had the opportunity to rescue them.

ACTION 3: SCAVENGE FOR RESOURCES

(DAMNATION PHASE ONLY)

Amid the growing ruins of the hive, the gang scrounges desperately for scraps.

- Make one Scavenging roll, striking it off the Gang Roster.

ACTION 4: MEDICAL ESCORT

The fighter rushes a critically injured comrade to the doc.

- Choose one fighter who suffered a Critical Injury during the battle to go to the doc for treatment.
 - ▶ **Insurrection Phase Cost:** 2D6x10 credits.
 - ▶ **Damnation Phase Cost:** D3 Meat.
- If the gang cannot or will not pay, the victim dies automatically.
- Otherwise, roll a D6 on the table below:

D6	SURGERY RESULT
1	COMPLICATIONS: Sorry chum, but that's life in the hive – or not, as it happens. The fighter dies on the operating table.
2-5	STABILISED: Roll D6, add 50, and apply that Lasting Injury result.
6	FULL RECOVERY: The fighter enters Recovery, but otherwise they thankfully suffer no lasting effects.

DESIGNER'S NOTE: Experienced players will note the absence of the Trading Post and Black Market in the Uprising Campaign rules.

This reflects that during times of dire peril, many hive amenities cease functioning, as Guilders flee and vendors close up shop a few steps ahead of Enforcer martial law.

However, it is easy to implement the Trading Post and Black Market into the campaign, particularly during the initial Insurrection Phase. If you choose to do so, the below two Post-Battle Actions can also be taken.

(OPTIONAL) ACTION 5: FIND RARE ITEMS

The fighter visits the local Trading Post, making enquiries, greasing palms, and calling on old contacts.

- A Law-Abiding fighter who takes this action gains the benefit without needing to gamble for it.
- An Outlaw fighter who takes this action must immediately gamble by checking Cool – if failed, they have been discovered and may not access the Trading Post in this Post-Battle Sequence.
- If a Gang Leader successfully takes this action, they grant a +2 modifier to the **Seek Rare Equipment** roll in Step 6, while a Champion grants a +1 modifier.

(OPTIONAL) ACTION 6: FIND ILLEGAL ITEMS

The fighter is welcomed into the hidden Black Market and its world of dangerous vendors and shady back-room deals.

- An Outlaw fighter who takes this action gains the benefit without needing to gamble for it.
- A Law-Abiding fighter who takes this action must immediately gamble by checking Intelligence – if failed, they are given the cold shoulder and may not access the Black Market in this Post-Battle Sequence.
- If a Gang Leader successfully takes this action, they grant a +2 modifier to the **Seek Illegal Equipment** roll in Step 6, while a Champion grants a +1 modifier.

(6) UPDATE ROSTER

Resolve each of the below steps, in order.

(1) DELETE DEAD & RETIRING FIGHTERS

- Any fighters who died during or after the battle are permanently deleted from the roster.
 - ▶ *If the gang had at least one fighter left on the battlefield at the end of the game, any lost fighters' gear is added back to the gang's Stash.*
 - ▶ *If the fighter was taken to the doc but subsequently died (due to lack of funds, or a bad roll), their gear is added back to the gang's Stash.*
 - ▶ *If the gang had no fighters left on the battlefield at the end of the game, their gear is permanently lost.*
 - ▶ *Regardless of any circumstances, armour is always lost and can never be recovered.*
- Any fighter can be retired at this point – they are permanently deleted from the roster.
 - ▶ **Damnation Phase:** *Each fighter who "retires" grants the gang +1 Meat.*
- Their weapons and equipment is transferred to the gang's Stash (except for Armour – no underhiver is dumb enough to give that up).

(2) RE-EQUIP THE GANG

(INSURRECTION PHASE ONLY)

During the Insurrection Phase, gangs can re-equip regularly... but as emergency conditions take hold and the peril increases, many hive amenities cease operating.

The below actions can be taken in any order, and there is no limit to how many times each one can be performed.

- (a) **VISIT HOUSE VENDOR:** The gang can freely buy any gear stated on their House Equipment List, adding it to their Stash.
- (b) **SELL UNWANTED EQUIPMENT:** Any equipment in the gang's Stash can be sold for its original value in credits, minus D6x10 (to a minimum of 5). Note that weapons cannot be sold – only equipment.
- (c) **RECRUIT FIGHTER:** The gang may take on a new fighter from their Gang List. They do not come with any equipment, unless specifically noted in their entry.
- (d) **HIRE HANGER-ON:** The gang may hire a Hanger-On, who comes with whatever gear is listed on their entry.

Note that the number of Hangers-On is limited by a gang's Reputation.

DESIGNER'S NOTE: If you have incorporated the Trading Post and Black Market rules into the campaign, include the following step:

(e) VISIT HIVE MARKETPLACE: Make trades as follows:

* **Purchase Common Items:** The gang can freely buy any item listed as "Common" from the Trading Post list, at the price shown, adding it to their Stash.

* **Purchase from Trading Post:** To determine item availability, roll 2D6 and apply the following modifiers:

- ▶ +2 if a Gang Leader took the "Find Rare Items" Post-Battle Action
- ▶ +1 for each Champion who took the "Find Rare Items" Post-Battle Action
- ▶ +1 for every 10 points of the gang's Reputation
- ▶ (+X) for any other applicable skill or ability

The gang can buy any item with a Rarity value equal or less than the final score from the **Trading Post**. This roll is only ever made once after each battle.

* **Purchase from Black Market:** To determine item availability, roll 2D6 and apply the following modifiers:

- ▶ +2 if a Gang Leader took the "Find Illegal Items" Post-Battle Action
- ▶ +1 for each Champion who took the "Find Illegal Items" Post-Battle Action
- ▶ +1 for every 10 points of the gang's Reputation
- ▶ (+X) for any other applicable skill or ability

The gang can buy any item with an Illegal value equal or less than the final score from the **Black Market**. This roll is only ever made once after each battle.

(3) DISTRIBUTE GEAR

- If desired, proceed to assign any weapons or gear held in the Stash to selected fighters.
- Remember that many fighters are restricted in what weapons they can use, and that no fighter can carry more than three weapons.
 - ▶ *Weapons with the Unwieldy trait count as two.*
- Note that once a fighter is given a weapon, they will never relinquish it. They will never sell it or replace it. That sounds like bad luck to suspicious hive gangers.
- Once a fighter has been issued weapons and gear, update the value on their fighter card accordingly.

(4) UPDATE GANG RATING

- Proceed to amend your Gang Rating according to any fighters, recruits, or gear that were gained or lost.
- Note that because Gang Rating is not updated until this step, any reference to it prior refers to the old, pre-amended value.

(5) REPORT RESULTS TO ARBITRATOR

- Proceed to inform the Arbitrator about the battle so that they can update the campaign stats.
- This should state which gangs fought, who won, whether any Territory was claimed, how many enemies each gang took Out of Action, and the updated Gang Rating and Wealth values of each gang.

ENDING THE CAMPAIGN

The Uprising Campaign ends at the conclusion of the Damnation Phase.

Victory in this campaign can be measured in many ways... though simply surviving the effects of starvation, societal collapse, and the brutal mayhem of the Blood God is an achievement in itself!

At the campaign's conclusion, the Arbitrator tallies their various statistics and awards Triumphs based on the gangs' performance. Some reflect the final fate of the hive, the ascension of Chaos or restoration of Imperial rule; while others are more personal, rewarding those gangs with the most impressive reputation, or who outlived the competition.

There are six Triumphs, and a player can earn more than one.

In the event of a tie, nobody is awarded the Triumph.

TRIUMPHS & CRITERIA FOR WINNING

(1) SCION OF THE IMPERIUM

Most scenarios won for Order.

(2) CHAMPION OF THE DARK GODS

Most scenarios won for Chaos.

(3) FLESH HARVESTER

Greatest amount of Meat gained over the campaign (including gathered and consumed).

(4) ICON OF SALVATION

Most fighters on the Gang Roster at the end of the campaign.

(5) LEGENDARY STATUS

Highest Reputation at the end of the campaign.

(6) SURVIVOR

Fewest deaths suffered over the duration of the campaign.

ALTERNATIVE UPRISING CAMPAIGNS

ORDER FROM CHAOS

A revolution has shaken the hive to its foundations and millions lie dead at the rebels' hands. Now, a massive surge of lawkeepers and mercenaries has been unleashed by the Imperial House, and a war of pacification begins.

Enforcers, deputised gangs, and Guilder watchmen slowly grind the hive back into order, one dome at a time. Standing against Helmawr's brutal rule are the rebels, outlaws, and deviants fighting desperately to preserve the savage world they won for themselves. Even the most depraved cultists realise they are outnumbered and outgunned, and so there remains only one thing to do: take as many of Helmawr's lapdogs with them as they can.

- This is effectively the Uprising Campaign in reverse.
- The campaign begins in the Damnation Phase. After a week of Downtime, the Insurrection Phase begins.
- All Territories begin Ruined, and remain so for the duration of the Damnation Phase.
- During the Insurrection Phase, at the end of each campaign week where Order has Ascendency, every gang restores one Territory from being Ruined.
- To aid in Helmawr's pacification of the hive, Order-aligned gangs receive a stipend each cycle, representing the massive resources being poured into the hive's reconquest, and making things more challenging for those dedicated to the Dark Gods. At the start of each campaign week, each Order-aligned gang gains 2D6x10 credits.
- A new Triumph is available at the end of the campaign: **Heart of the Rebellion**, claimed by the Chaos-aligned gang with the highest Gang Rating for their allegiance.

HIVE WAR

Though rare, over Necromunda's long history, there have been times when true warfare has come to the hive world. During these dark periods, whole hives are engulfed with fighting, armies storming through claustrophobic domes, fires and chaos burning on every level.

These events make the day-to-day gang violence pale in comparison, as the Clan Houses' weapons and numbers simply cannot compare with the brutality of a true military force. Of course, during such wars, commanders will turn to whatever forces they can lay their hands on – conscripting gangs by their thousands to fill out the ranks of irregular militia battalions.

- In this variant, gangs are pitted against one another in open warfare, supplied with heavy ordnance by their backers.
- The generals directing the carnage are less concerned with the hive's preservation and so actively target enemy territories for annihilation.
- Gangs must declare for Order or Chaos when the campaign starts – neutrality is not an option.
- Though gangs may not switch allegiances, they can still play against gangs on their own side – friendly fire is almost guaranteed in the close confines of a hive battlefield!
- To reflect the massive influx of arms and wargear into the hive, all Trading Post items (and Black Market items, if desired) have an availability of Common.
- Gangs may choose items from the Trading Post (and/or Black Market) when first creating their gangs.
- When a gang captures a Territory from an opponent, they can choose to destroy it – if so, the Territory is permanently removed from the campaign.
- A new Triumph is available at the end of the campaign: **Hive General**, claimed by the gang that destroyed the most Territories over the duration of the campaign.

WAR OF THE GODS

The hive has fallen and the Dark Gods reign supreme! With Helmawr's lackeys dealt with, the true contest can begin...

The only ones still living are the followers of one of the four major Chaos powers. Their attention now turns to the destruction of their rivals; with order having completely collapsed, wretched gangs scrape out a savage and half-mad existence in a wasteland of ruined habs and cannibalised settlements. The signs of Chaos are everywhere, from fell shadow-creatures shambling through the thoroughfares, to the mutating effects of the Warp twisting the very bones of the hive itself.

- This variant represents a hive that has been completely consumed by Chaos.
- There is no Insurrection Phase – instead, there are two Damnation Phases separated by a period of Downtime.
- The allegiances of Order, Neutral, and Chaos are not used.
- Instead, at the start of the campaign gangs must declare for one of the four Ruinous Powers: the **Lord of Skin and Sinew**, the **Architect of Fate**, the **Plague God**, or the **Dark Prince**.
- Gangs may never renounce their allegiance.
- Chaos always has Ascendancy. However, at the end of each campaign week the Ruinous Power with the most combined victories counts as being Ascendant for the purposes of choosing scenarios.
- Keep track of how many times each Ruinous Power gains Ascendancy – at the end of the campaign, the Ruinous Power with the highest total is the winner, and claims the hive!
- Four new Triumphs are available at the end of the campaign:
 - ▶ **Bloodiest Hands:** Claimed by the gang with the highest Gang Rating of all those dedicated to the Lord of Skin and Sinew.
 - ▶ **Greatest Manipulator:** Claimed by the gang with the highest Gang Rating of all those dedicated to the Architect of Fate.
 - ▶ **Best Friend of Pestilence:** Claimed by the gang with the highest Gang Rating of all those dedicated to the Plague God.
 - ▶ **Atop the Throne of Perversion:** Claimed by the gang with the highest Gang Rating of all those dedicated to the Dark Prince.

CANNIBAL KINGDOMS

Amid the apocalyptic ruins of a broken hive, cannibalistic madness can seep into survivors' minds, turning ordinary (if desperate) hivers into slaving ghoulish creatures.

This could be the pulsing urges of the Blood God, or a more subtle power seeking to spread disorder; it could even be the result of some rogue psyker overcome by hunger, projecting a ravenous anguish through the Warp as they slowly starve to death.

Or perhaps this is simply reflective of the precarious nature of a hive – cut off by endless cycles of ash storms, eating itself alive as it loses the ability to feed its citizens...

- This campaign variant focuses on the despicable cannibalistic nature of those wretches left in the ruins of a fallen hive – one abandoned even by Chaos.
- Meat is in short supply! The rules for Starvation are in effect in the Insurrection Phase, as well as the Damnation Phase.
- When a gang receives scenario rewards in the Insurrection Phase, they can choose to take the Meat reward instead of any credit rewards.
- Gangs can purchase Meat from the Trading Post:
 - ▶ Meat is Rarity (10).
 - ▶ Cost is D3x10 credits per portion.
 - ▶ Within a single Post-Battle Sequence, the gang cannot purchase more portions of Meat than it has fighters.
- When a gang captures Territory from an opponent, they must **Devour** it:
 - ▶ The Territory is permanently removed from the campaign.
 - ▶ For the remainder of the current campaign week, the devouring gang counts as having fed Meat to all its fighters, staving off Starvation.
- A new Triumph is available at the end of the campaign: **Carrion King / Carrion Queen**, claimed by the gang that Devoured the most Territories.

The Uprising Campaign:

LIST OF TERRITORIES

TERRITORY BENEFITS

- Each Territory in the Uprising Campaign grants a bonus ability to its controlling gang, called a “**Benefit.**”
- A gang can generate a Territory’s Benefit for as long as it holds it.
- The Benefit changes depending on whether or not the Territory has been Ruined.
- If a Benefit grants the gang new a fighter, they increase Gang Rating and Wealth values as normal.
- Any equipment gained from a Benefit is added directly to the gang’s Stash at the end of the battle; from there, it may be assigned to any eligible fighter.

HOLDING MULTIPLES OF A TERRITORY

- Unlike in other campaigns, a gang can hold several Territories of the same type – they may hold three Hab Levels and two Slave Pits, for example.
- Remember, every gang has one Territory they can never lose.

No.	D66	TERRITORY
1	11-13	Ash Gate
*	-	Chaos Fane
2	14-16	Fungal Sprawl
3	21-23	Guilder Stronghold
4	24-26	Hab Level
5	31-33	Manufactorum Level
*	-	Precinct Fortress
6	34-36	Reclamation Zone
7	41-43	Settlement
8	44-46	Slave Pits
9	51-53	Thermal Vent
10	54-56	Underhive Shrine
11	61-63	Wall Outpost
12	64-66	Wastelands

(1) ASH GATE

(11-13)

The great ash gates connecting a hive to the wastes and are loci of trade and contact with the outside world.

► BENEFIT (STANDARD)

- Income:** 2D6x10 credits.
- Recruit:** Roll D6 – on 4+, gain a free Juve (or equivalent). They do not come with any equipment.

► BENEFIT (RUINED)

- Starvation:** Gain D6 Meat.
- Scavenging:** Gain 2D3 Scavenging rolls.

(*) CHAOS FANE

Focal points for the worship of the Dark Gods, heretics muster and enact their profane rituals within these bloody temples.

► BENEFIT (STANDARD)

- Income:** D3x10 credits.
- Recruit:** Roll D6 – on 4+, gain a free Skinner or Helot Cultist. They do not come with any equipment.

► BENEFIT (RUINED)

- Starvation:** Gain 2D6 Meat.
- Recruit:** Roll D6 – on 3+, gain a free Skinner or Helot Cultist. They do not come with any equipment.

(2) FUNGAL SPRAWL

(14-16)

Fungal growths can dominate entire hive levels, and are both dangerous and profitable in equal measure.

► BENEFIT (STANDARD)

- Income:** D6x10 credits.
- Equipment:** Roll D6 for every fighter in the gang – on 6, they may imbue one of their weapons with the *Toxin* trait for the duration of this campaign week.

► BENEFIT (RUINED)

- Starvation:** Gain D6 Meat.
- Equipment:** Roll D6 for every fighter in the gang – on 6, they may imbue one of their weapons with the *Toxin* trait for the duration of this campaign week.

(3) GUILDER STRONGHOLD

(21-23)

The Merchant Guilds manage the exchanges between Houses and are centres for commerce and control in every hive.

► BENEFIT (STANDARD)

- **Income:** D3x10 credits.
- **Recruit:** Roll D6 – on 3+, gain a free Ganger (or equivalent). They come with up to 40 creds' worth of equipment, chosen from the *House Equipment List*.

► BENEFIT (RUINED)

- **Scavenging:** Gain 1 Scavenging roll.
- **Recruit:** Roll D6 – on 3+, gain a free Ganger (or equivalent). They do not come with any equipment.

(4) HAB LEVEL

(24-26)

Huge sections of the hive are given over to residential habitation, blocks of tiny living spaces and coffin quarters where workers might rest briefly between cycles.

► BENEFIT (STANDARD)

- **Income:** D6x10 credits.
- **Reputation:** Gain D6 Rep.

► BENEFIT (RUINED)

- **Starvation:** Gain D6 Meat.
- **Scavenging:** Gain D3 Scavenging rolls.

(5) MANUFACTURUM LEVEL

(31-33)

Heavy industry is the heart and soul of Necromunda, the hives churning out vast amounts of weapons and wargear for its people and the greater Imperium.

► BENEFIT (STANDARD)

- **Income:** D6x10 credits.
- **Equipment:** Gain 30 credits' worth of free equipment from the *House Equipment List*.

► BENEFIT (RUINED)

- **Starvation:** Gain D3 Meat.
- **Scavenging:** Gain D3 Scavenging rolls.

(*) PRECINCT FORTRESS

Each hive zone operates under the watchful eye of an Enforcer Precinct Fortress – each one an impressive fortification and symbol of Lord Helmawr's authority.

► BENEFIT (STANDARD)

- **Income:** D6x10 credits.
- **Recruit:** Roll D6 – on 4+, gain a free Palanite Patrolman. They do not come with any equipment.

► BENEFIT (RUINED)

- **Starvation:** Gain D6 Meat.
- **Recruit:** Roll D6 – on 3+, gain a free Palanite Patrolman Rookie. They do not come with any equipment.

(6) RECLAMATION ZONE

(34-36)

Scrapyards, vapour sinks and corpse farms are all vital to the continued existence of a hive city, and can provide great bounty to those who control them.

► BENEFIT (STANDARD)

- **Income:** D6x10 credits.
- **Equipment:** Reduce the cost of equipment purchased from the *House Equipment List* by -10 credits (to a minimum of 5).

► BENEFIT (RUINED)

- **Starvation:** Gain D3 Meat.
- **Scavenging:** Gain 2D3 Scavenging rolls.

(7) SETTLEMENT

(41-43)

Hive settlements come in all shapes and sizes, from tiny scrapper holesteads and remote prospector outposts to sprawling walled towns and gateway cities.

► BENEFIT (STANDARD)

- **Income:** 2D6x10 credits.
- **Recruit:** Roll D6 – on 3+, gain a free Ganger (or equivalent). They come with up to 25 creds' worth of equipment, chosen from the *House Equipment List*.

► BENEFIT (RUINED)

- **Scavenging:** Gain 2D3 Scavenging rolls.
- **Recruit:** Roll D6 – on 3+, gain a free Ganger (or equivalent). They do not come with any equipment.

(8) SLAVE PITS

(44-46)

Pit fighting is common throughout the underhive, both as entertainment and a means to hone fighting skills.

► BENEFIT (STANDARD)

- **Income:** D6x10 credits.
- **Training:** Roll D6 for each fighter in the gang – on 6, they gain +D3 bonus XP.

► BENEFIT (RUINED)

- **Starvation:** Gain D3 Meat.
- **Training:** Roll D6 for each fighter in the gang – on 6, they gain +D3 bonus XP.

(9) THERMAL VENT

(51-53)

Controlling the vital commodities of heat and light grants a gang strong leverage... and much better living conditions.

► BENEFIT (STANDARD)

- **Income:** 2D6x10 credits.
- **Better Living:** The gang secures a competent cook. Before each battle, roll D6 for every fighter in Recovery – on 6, they are immediately cleared to play.

► BENEFIT (RUINED)

- **Starvation:** Gain D3 Meat.
- **Scavenging:** Gain 1 Scavenging roll.

(10) UNDERHIVE SHRINE

(54-56)

Hives are filled with holy places, where inhabitants offer up prayers to the God-Emperor or the spirits of the hive itself.

► BENEFIT (STANDARD)

- **Income:** D3x10 credits.
- **Blessings:** Roll D6 for each fighter in the gang – on 6, they gain the Blessed condition for the duration of the campaign week:
 - **BLESSED:** The fighter gains a 6+ armour save, if they did not have one. In addition, the fighter's armour save can never be reduced to less than 6+.

► BENEFIT (RUINED)

- **Starvation:** Gain D3 Meat.
- **Blessings:** Roll D6 for each fighter in the gang – on 5-6, they gain the Blessed condition (see above) for the duration of the campaign week.

(11) WALL OUTPOST

(61-63)

The Wall separates the Spire, and its nobles, from the rest of the hive. It is heavily fortified, and those living within its shadow benefit from the trade that passes through it.

► BENEFIT (STANDARD)

- **Income:** 2D6x10 credits.
- **Finer Things:** Reduce the cost of any equipment worth 100 credits or more by -25 credits.

► BENEFIT (RUINED)

- **Finer Things:** The gang may re-roll one Scavenging roll after a battle.
- **Scavenging:** Gain 1 Scavenging roll.

(12) WASTELANDS

(64-66)

Wastelands offer isolation and protection from the watchful eye of both Enforcer patrols and Chaos renegades... and are also good places to lay ambushes, if you are one of those.

► BENEFIT (STANDARD)

- **Income:** D3x10 credits.
- **Ambush:** Once per campaign week, after determining the scenario, roll D6 – on 3+, you may decide who the attacker and defender will be, instead of following the scenario's instructions.

► BENEFIT (RUINED)

- **Starvation:** Gain 1 Meat.
- **Ambush:** Once per campaign week, after determining the scenario, roll D6 – on 2+, you may decide who the attacker and defender will be, instead of following the scenario's instructions.



ASSAULT ON PRECINCT-FORTRESS 17

CAMPAIGN INTRODUCTION

The underhives of Necromunda are dangerous at the best of times, with countless rival gangs embroiled in bitter wars. Some squabble over territory or trading rights, others fight age-old grudges or battle each other for revenge.

Whatever the cause of these underhive wars, it falls to the Enforcers – the lawkeepers of the hive – to maintain a semblance of order. Equipped with the best weapons and wargear the hive can offer, they battle to keep the underhive gangs in line – or at least ensure they do not interfere with trade and industry.

Sometimes, however, a gang leader gets it into their head that the local Enforcer precinct has stuck its nose into their affairs one time too many – and if they rally support from other local gangs, it is a dangerous time to be an Enforcer...

Precinct-Fortress 17 is a remote outpost of Lord Hewlmar's law, located where the sprawling ruin of the underhive proper begins. Under the command of **Captain Torg Chancer**, PF-17 has long been a bulwark against disobedience. Now, it is under attack.

With no support coming any time soon, Chancer and his Enforcers must hold out through the long underhive night cycle – as an alliance of outlaw gangs known as the **Thunderboys** circle in the darkness, intent on exacting revenge for the murder of their former leader by one of Chancer's patrols.

The Enforcers have superior weaponry and sturdy walls, but the gangers have numbers – and a cunning that only comes from a life lived in the savage underhive.

WE'RE CALLING YOU OUT, LAWMAN!

Assault on Precinct-Fortress 17 is a mini-campaign that follows a gang attack on an isolated underhive outpost.

A mini-campaign offers a middle ground between a one-off skirmish and a full-blown multi-gang campaign – it can usually be played out in a couple of evenings or a single afternoon, while still delivering a fun and story-driven experience – with lots of important tactical decisions.

Assault on Precinct-Fortress 17 features five short, unique scenarios linked together by a strong narrative theme, with the opportunity for downtime between each battle.

So – will you play as the tooled-up, but outnumbered lawkeepers, or the savage gangers out for blood?

Precinct-Fortress 17 awaits!

FIGHTING THE MINI-CAMPAIGN

- Players take the role of either the Enforcers (the defender) or the Outlaws (the attacker).
- The battlefield, once set up, remains the same for all five scenarios and does not change.
- Each scenario has a set round limit with specific goals.
- After a scenario is completed, both sides have a brief recovery period to marshal troops or set defences, then the next one begins.
- The aim is not only to win the scenario, but preserve sufficient forces for future scenarios.

SCENARIOS

- The mini-campaign always begins with **Intro: Night Falls** and concludes with **Finale: Hold Until Dawn**.
- Players should agree whether to play one, two, or three additional scenarios in between the Intro and Finale:
 - ▶ **Play One (Defender Advantage):** *The Thunderboys are under pressure to overwhelm the Enforcers sooner, with fewer opportunities to overcome their defences.*
 - ▶ **Play Two (Balanced):** *The Thunderboys and Enforcers have an equal chance to either hold the line, or break through it.*
 - ▶ **Play Three (Attacker Advantage):** *The Enforcers are under pressure as their resources must be stretched further, while the Thunderboys have more chances to breach the precinct's defences.*
- If the decision is to play either one or two additional scenarios, the Thunderboys choose which ones.
- If more than one scenario will be played, the Thunderboys choose the order they will be played in.

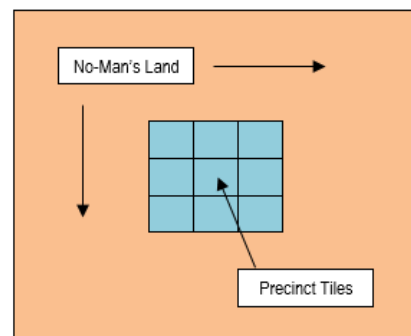
INCLUDING MORE THAN TWO PLAYERS

Every additional player in the mini-campaign joins the Thunderboys.

The attacking players divide the 3,000 Credits and 20 Reputation evenly among themselves, and each builds their own gang.

THE BATTLEFIELD: PRECINCT-FORTRESS 17

1. This mini-campaign uses a unique battlefield setup.
2. Enforcers arrange nine Zone Mortalis tiles in a 3x3 grid. This is referred to as “**the precinct**” – the surrounding edges of the grid are its **walls**, and as such count as impassable terrain.
3. Place one **entrance** in the middle of each wall.
 - ▶ Use the wider doors from Necromunda: Underhive.
 - ▶ These entrances are the only way through the walls.
4. Enforcer places up to six **doors or obstacles** inside the precinct.
 - ▶ For example, barricades or ammo crates.
 - ▶ It is important to make the precinct as defensible as possible – reaching this area is often one of the Thunderboys' objectives.
5. Enforcer nominates a part of the precinct to be the **Prison**.
 - ▶ Separate this from the rest of the precinct using walls or markers.
 - ▶ Alternatively, choose one of the nine tiles, counting its edges as interior walls.
 - ▶ Either way, place one additional access door on the Prison.
6. Thunderboys place up to four **ductways** anywhere within the precinct (but not across its walls).
7. The area around the precinct is the no-man's-land of the underhive – follow standard rules for placing terrain in this area.



DEFENDER'S CREW: CHANCER'S ENFORCERS

- The remote Precinct-Fortress 17 has only a skeleton crew of officers and support staff.
- Defender has 1,500 credits to create a gang from the **Enforcer Gang List**.
- The Gang Leader is named **Captain Torg Chancer**. He can be given three Advancements at recruitment.
- All Champions can be given two Advancements at recruitment.
- The gang can purchase gear from the Trading Post valued at Rarity (12) or less.
- The gang begins with Reputation 20.
- The gang receives a free Rogue Doc, Ammo Jack, and Slopper (all of which require a model).
 - ▶ *Though free, these Hangers-On do count towards the gang's allotment.*
- The gang cannot include Hired Guns – however, the Enforcers may be able to conscript some of the scum and miscreants inhabiting the precinct's prison. As such, the defender should create one Bounty Hunter and two Hive Scum to represent these prisoners.

ENFORCERS SPECIAL RULE: THE PRISON

- If the prison door is closed, the Prisoners can never gain the Ready condition.
- At any time in a scenario, a defender within 1" of the prison door can open it during their activation – allowing the prisoners to aid in the precinct's defence.
- When the door opens, each Prisoner immediately gains the Ready condition and joins the Enforcer gang for the rest of the scenario.
- Prisoners are not exactly reliable allies. If a prisoner is more than 6" from an Enforcer when they activate, roll D6 – on a 1, they join the Thunderboys' gang for the rest of the scenario.
 - ▶ *If the turncoat prisoner survives the scenario, they are permanently removed from play, having escaped custody.*
- In every subsequent scenario after the prisoners have been released, the defender must decide whether the prisoners will be deployed alongside the Enforcers as part of their gang – or returned to prison, with the door closed.

ENFORCERS SPECIAL RULE: HOME TURF ADVANTAGE

- The Enforcers never need to take Bottle Tests.
- Broken Enforcers fighters gain a +1 modifier when attempting to Rally.

ENFORCERS SPECIAL RULE: RALLY POINTS

- The defender knows they are about to fight a desperate battle and has prepared accordingly.
- At the beginning of the campaign, the Enforcers have three **Rally Points** – fall-back points of medical supplies, ammo, and servitors.
- The centre point of the precinct's central tile also counts as a Rally Point – this is in addition to the three in reserve, but it can never be destroyed.
- A Rally Point grants the following benefits to the Enforcers:

- ▶ **MEDICAL ASSISTANCE:** *Enforcers within 3" of a Rally Point count as having Assistance when attempting Recovery.*

When a scenario ends, Seriously Injured Enforcers within 3" of a Rally Point do not need to test whether they succumb to injury.

- ▶ **TACTICAL RETREAT:** *Enforcers within 3" of a Rally Point automatically pass Rally Tests.*

Broken Enforcers may move towards a Rally Point instead of seeking cover, even if this leaves them in the open or closer to enemies.

- ▶ **RELOADS:** *Enforcers within 3" of a Rally Point count their weapons as having the Plentiful Trait, and their weapons ignore the Scarce and Limited traits.*

- Rally Points should be represented either by a token, or appropriate piece of terrain. They are not cover, do not impede movement, and cannot be targeted by attacks.
- However, a Thunderboys fighter in base contact with a Rally Point can take the following action:
 - ▶ **SMASH APART (Double):** *The Rally Point is permanently destroyed – remove it from play. It is no longer available to the Enforcers in future scenarios.*

ATTACKER'S CREW: THUNDERBOYS ALLIANCE

- An alliance of Outlaw gangs have gathered together to storm the precinct and kill everyone in their way.
- Attacker has 3,000 credits to create a gang from **any gang list** (even corrupt Enforcers).
- The Gang Leader can be given two Advancements at recruitment.
- All Champions can be given one Advancement at recruitment.
- The gang begins with Reputation 20.
- The gang can purchase gear from the Trading Post valued at Rarity (9) or less, or gear from the Black Market valued at Illegal (9) or less.
- Their gang can recruit Outlaw Brutes, Bounty Hunters, and Hired Guns as normal.

THUNDERBOYS SPECIAL RULE: ASSAULT WAVES

- The Thunderboys intend to use their numerical advantage to overwhelm the Enforcers.
- At the beginning of the campaign, the Thunderboys have three **Assault Waves** in reserve. During a battle, they can expend an Assault Wave to reuse some of their lost Gangers and Juvies.
- The Thunderboys must declare at the start of each scenario how many Assault Waves they will commit to the battle; if a committed Assault Wave is not used, it is wasted.
 - ▶ *The Thunderboys can declare they will activate an Assault Wave in any End Phase (this must be done prior to attempting Recovery).*
 - ▶ *In the next Priority Phase, all of the Thunderboys' Gangers and Juvies who went Out of Action in this battle are returned to play.*
 - *Seriously Injured Thunderboys can also be reused in an Assault Wave if desired – instead of attempting Recovery, simply remove them from play and they can be included.*
 - ▶ *They are deployed within 6" of any battlefield edge, after gangs have rolled for Priority.*

CAMPAIGN DEPLOYMENT RULES

ENFORCERS DEPLOYMENT

- Every scenario begins with the Enforcers setting up their defence.
- This involves deploying **fighters**, setting **traps** and **defences**, and placing **Rally Points**.
- Each scenario has its own guidelines for these steps.
- Unless noted in the scenario, the Enforcers can always field their entire gang.
- All of the precinct's Hangers-On must also always be deployed.

THUNDERBOYS DEPLOYMENT

- Once the Enforcers are set up, the Thunderboys must formulate their attack.
- This involves organising and deploying **fighters** and deciding how many **assault waves** they will commit.
- Each scenario has its own guidelines for these steps.
- Unless noted in the scenario, the Thunderboys can always field their entire gang.

SPECIAL RULE: OVERRUNNING THE PRECINCT

- Precinct-Fortress 17 has become a battleground with both sides fighting for its corridors and chambers.
- Each scenario details victory conditions that allow the Thunderboys to **Overrun** parts of the precinct, or for the Enforcers to **Reclaim** them.
 - ▶ *In Zone Mortalis, individual **tiles** are Overrun; in Sector Mechanicus, it is individual **sectors**.*
- Once an area is Overrun, it is no longer part of the precinct – and so the Enforcers cannot deploy fighters, traps, barricades, or Rally Points there, nor repair Doors in the Respite period.
- Doors in Overrun areas are always unlocked. The Thunderboys decide whether each one begins open or closed.

CAMPAIGN INJURY RULES

- To emphasise the narrative nature of this mini-campaign, the injury rules for fighters who go Out of Action are modified, as below.

INJURIES TO THUNDERBOYS

- If a Thunderboys Gang Leader or Champion goes Out of Action (or succumbs to injury after a scenario), they roll for Lasting Injuries table as normal – then roll D6:
 - ▶ 1-3: *No additional effect.*
 - ▶ 4-6: *The fighter suffers the Lasting Injury as normal, but does not need to enter Recovery.*
- If a Thunderboys Ganger or Juve is taken Out of Action (or succumbs to injury after a scenario), do not roll for Lasting Injury. Instead, roll D6:
 - ▶ 1-4: *The fighter suffers a Memorable Death (instantly killed).*
 - ▶ 5-6: *The fighter is Out Cold (no lasting effect).*
- If a Thunderboys Gang Leader or Champion suffers a Critical Injury, they will automatically die unless they hired a Rogue Doc – make a Medical Escort action after the scenario, disregarding the cost.

INJURIES TO ENFORCERS

- The Enforcers do not have the luxury of recovery time – all hands are needed for the precinct's defence, and all but the dead must contribute!
- If an Enforcer goes Out of Action (or succumbs to injury after a scenario), roll for Lasting Injury as normal.
- If a fighter would normally enter Recovery, disregard this – they instead enter **Triage**:
 - ▶ **TRIAGE:** *The fighter is briefly laid up for emergency treatment. In the next scenario, a fighter in Triage must be deployed within 3" of a Rally Point.*

They begin the battle Pinned. If at any point they stand up, move, or are repositioned more than 3" from the Rally Point, they automatically become Seriously Injured.

After spending a scenario in Triage, the fighter is cleared to fight normally in future (assuming they survive unaffected).
- If an Enforcer suffers a Critical Injury, they will automatically die unless their Rogue Doc is still alive to help – if so, make a Medical Escort action after the scenario, disregarding the cost.

POST-BATTLE SEQUENCE: RESPITE

After a scenario, carry out the **Wrap-Up** step of the Post-Battle Sequence, but disregard the rest.

The Thunderboys have no further actions to resolve.

However, the Enforcers resolve a period of **Respite**, as follows:

(1) CHECK AMMO

- Any of the Enforcers' weapons with the *Scarce* trait that are currently Out of Ammo **do not** remove this condition between games.

(2) CHECK INJURIES

- Any fighter who would have entered Recovery instead enters Triage.

(3) DESPERATE LULL

- Every fighter in the Enforcer's gang (who is not in Triage) can take one of the following actions:
 - ▶ **REPAIR:** *The fighter makes emergency repairs to the precinct's defences – either replace one destroyed or damaged door, or add D3 barricades into the precinct.*
 - ▶ **PATCH UP:** *The fighter administers emergency medical aid to a comrade. One fighter who entered Triage during the previous battle is immediately cleared to fight.*
 - ▶ **RESTOCK:** *The fighter trawls through the armoury, searching for ammo – choose one of the following:*
 - Choose D3 weapons with the *Scarce* trait that are currently Out of Ammo. Make an out-of-sequence Reload (Simple) action for each.
 - Assign D3 Frag, Melta, or Gas Traps to eligible fighters.

(4) THEY'RE COMING BACK!

- Once Respite is completed, proceed to the next scenario.

OPTIONAL RULE: GANG TACTICS CARDS

- By default, the Assault on Precinct-Fortress 17 mini-campaign does not use Gang Tactics cards.
- However, if both players agree, each gang may choose two Gang Tactics cards at the beginning of each scenario.
- Disregard the Underdog rules for the duration of the mini-campaign.

Intro Scenario:

NIGHT FALLS

INTRODUCTION

Whispers of the Thunderboys' sinister plans have reached Captain Chancer, and he has begun the process of fortifying his precinct – but before the Enforcers can man the barricades, the assault begins and they must scramble to hold off the outlaws!

ENFORCERS SET DEFENCE

1. Place the Rally Points anywhere within the precinct.
2. Place Traps anywhere within the precinct.
3. All precinct doors begin the battle closed and locked – note that all the Enforcers have access codes, and so can move through locked doors without impediment.
4. Deploy Gang Leader, Hangers-On, and at least half their fighters in the precinct's central tile.
5. All prisoners are placed in the Prison.
6. Deploy all remaining fighters anywhere within the precinct.

THUNDERBOYS FORMULATE ATTACK

1. Declare how many Assault Waves (if any) the Thunderboys will commit to this scenario.
2. Divide fighters into two groups: a **main crew** and a **flanking crew**.
3. Each crew must have either a Gang Leader or Champion to lead them.
4. Deploy the main crew within 2" of any battlefield edge.
5. The flanking crew is not deployed at the start of the battle – keep them off to one side, out of play.

SCENARIO SPECIAL RULES

(1) HOWLING ASSAULT

- The Thunderboys automatically have Priority in the first round.

(2) WE'RE BEING FLANKED!

- The Thunderboys may choose to deploy their flanking crew at the start of round two, three, four, or five, before rolling Priority.
- Deploy the entire flanking crew within 2" of one battlefield edge.

ENDING THE BATTLE

The game ends after six rounds, or when only one gang has fighters left on the battlefield.

SCENARIO OUTCOME

- At the end of the battle, count up how many fighters each gang has on the battlefield.
 - ▶ *Include Seriously Injured Enforcers who are within 3" of a Rally Point.*
 - ▶ *Do not include any other Seriously Injured fighters in this count.*
- If the Thunderboys have the most fighters, they choose two tiles adjacent to no-man's-land to Overrun.
- If the Enforcers have the most fighters (or the gangs are tied), they may take +D3 free Respite actions.

Optional Scenario 1:

BURN THEM OUT!

INTRODUCTION

Driven back by the Enforcers' superior firepower, the Thunderboys change their tactics – sending in groups of arsonists to burn out the defenders. If they can get the fire to take, Chancer's defenders will be forced into the open... ready to be gunned down by the waiting gangers.

ENFORCERS SET DEFENCE

1. Place the Rally Points anywhere within the precinct.
2. Place Traps anywhere within the precinct.
3. All precinct doors begin the battle closed and locked – note that all the Enforcers have access codes, and so can move through locked doors without impediment.
4. Deploy Hangers-On in the precinct's central tile.
5. Deploy the prisoners:
 - ▶ *By default, prisoners are placed in the Prison.*
 - ▶ *If they were released in the last scenario, prisoners can instead be deployed within 6" of any Enforcer fighter, as part of their gang.*
6. The rest of the gang can be deployed anywhere within the precinct.

THUNDERBOYS FORMULATE ATTACK

1. Declare how many Assault Waves (if any) the Thunderboys will commit to this scenario.
2. Choose a crew of ten fighters.
3. The Thunderboys can either deploy their crew anywhere in no-man's-land – or within an Overrun precinct tile, provided that no fighter is within the Enforcer gang's line of sight.

SCENARIO SPECIAL RULES

(1) LET'S TURN UP THE HEAT!

- The Thunderboys automatically have Priority in the first round.

(2) ARSONIST CREW

- In this scenario, a Thunderboys fighter within 3" of the centre of a precinct tile can take the following action:

- ▶ **SET FIRE (Double):** Place a Blaze token in the centre of the tile.

(3) RAGING FLAMES

- In each End Phase, roll D6 for every tile with a Blaze token – on 4+, place another Blaze token on that tile.
- A fighter who begins, ends, or moves across a tile with Blaze tokens is affected by the heat and flames (the below effects are cumulative):
 - ▶ **1 Blaze token:** The fighter counts as -1 Toughness, unless they have a Respirator. Line of sight into, out of, and through the tile is reduced to 6"
 - ▶ **2 Blaze tokens:** If the fighter begins or ends their activation on the tile, roll to see if they are set on fire. If the fighter begins AND ends their move on a burning tile, they must test twice!
 - ▶ **3 Blaze tokens:** The tile is fully ablaze. Fighters cannot voluntarily enter it. Fighters who begin their activation on it automatically become Broken – taking a free Running for Cover (Double) action towards the nearest non-burning tile.

ENDING THE BATTLE

The game ends after four rounds, or when only one gang has fighters left on the battlefield.

SCENARIO OUTCOME

- Work out how many precinct tiles have Blaze tokens:
 - ▶ **0:** The Enforcers may reclaim one Overrun tile.
 - ▶ **1-2:** The Thunderboys choose one tile adjacent to no-man's-land to Overrun.
 - ▶ **3+:** The Thunderboys choose two tiles adjacent to no-man's-land to Overrun.

Optional Scenario 2:

INFILTRATION

INTRODUCTION

The Thunderboys have cut the precinct's power, plunging it into darkness! Under cover of shadows, the outlaws send in crew of eager assassins to take out Chancer and his specialists...

ENFORCERS SET DEFENCE

1. Place the Rally Points anywhere within the precinct.
2. Place Traps anywhere within the precinct.
3. All precinct doors begin the battle closed and locked – note that all the Enforcers have access codes, and so can move through locked doors without impediment.
4. Deploy Hangers-On in the precinct's central tile.
5. Deploy the prisoners:
 - ▶ *By default, prisoners are placed in the Prison.*
 - ▶ *If they were released in the last scenario, prisoners can instead be deployed within 6" of any Enforcer fighter, as part of their gang.*
6. The rest of the gang can be deployed anywhere within the precinct.

THUNDERBOYS FORMULATE ATTACK

1. Declare how many Assault Waves (if any) the Thunderboys will commit to this scenario.
2. Choose a crew of six fighters to infiltrate the precinct.
3. These fighters can be placed anywhere on the battlefield at least 3" from any defender, and not within their line of sight.

SCENARIO SPECIAL RULES

(1) CREEPING KILLERS

- The Thunderboys automatically have Priority in the first round.

(2) BLACKOUT

- This scenario uses the **Pitch Black** rules.
- Rally Points count as areas of emergency lighting. Any fighter within 4" of one gains the Revealed condition.

(3) KNIFE TO MEET YOU, LAWMAN

- This scenario uses the **Sneak Attack** rules.
- The Enforcers are expecting an assault, but don't know the Thunderboys have breached the precinct – all fighters on the Enforcer's gang is a Sentry (until the alarm is raised).
- When attempting to spot enemies, the pitch-black darkness means the Thunderboys count as being in full cover when more than 3" from a Sentry.

ENDING THE BATTLE

The game ends after four rounds, or when only one gang has fighters left on the battlefield.

SCENARIO OUTCOME

- At the end of the battle, if the Enforcer's Gang Leader and at least three Hangers-On are still on the battlefield, the Enforcers can Reclaim one tile.
- If the Thunderboys took at least two Hangers-On Out of Action, they can choose one tile adjacent to no-man's-land to Overrun.
- If the Thunderboys took the Enforcers' Gang Leader and at least two Hangers-On Out of Action, they can choose two tiles adjacent to no-man's-land to Overrun.

Optional Scenario 3:

THE CHALLENGE

INTRODUCTION

The Thunderboys leader stands outside the precinct, calling out Captain Chancer with a howling challenge. Chancer accepts, hoping to buy time for reinforcements to reach his beleaguered troopers... but both sides have a few tricks up their sleeve should things go bad...

ENFORCERS SET DEFENCE

1. Place the Rally Points anywhere within the precinct.
2. Place Traps anywhere within the precinct.
3. Choose one of the precinct's entrances – this door starts open. Deploy the Gang Leader just outside it.
4. All other doors in the precinct begin the battle closed and locked (all Enforcers have the access codes, and so can move through locked doors without impediment).
5. Deploy at least half the gang, and all Hangers-On within the precinct's central tile.
6. Deploy all remaining anywhere inside the precinct that is within 12" of the Gang Leader.
7. Deploy the prisoners:
 - ▶ *By default, prisoners are placed in the Prison.*
 - ▶ *If they were released in the last scenario, prisoners can instead be deployed within 6" of any Enforcer fighter, as part of their gang.*

THUNDERBOYS FORMULATE ATTACK

1. Declare how many Assault Waves (if any) the Thunderboys will commit to this scenario.
2. Deploy the Gang Leader in no-man's-land, 6" from the Enforcers' Gang Leader, facing them.
3. Deploy at least half the gang anywhere in no-man's-land that is within 12" of the Gang Leader.
4. The rest of the gang acts as Reinforcements.

SCENARIO SPECIAL RULES

(1) LET'S DO THIS, OUTLAW

- The Enforcers automatically have Priority in the first round.

(2) THROWDOWN

- In the first game round, the only fighters who gain the Ready condition are Enforcers Captain Chancer, and the challenging Thunderboys leader.
- At the start of each round from the second onwards, each gang increases the number of fighters to gain the Ready condition by +1.
- Once a fighter gains the Ready condition for the first time, they automatically gain the Ready condition in each subsequent round.
- In this scenario, fighters can only use weapons with the *Melee* trait until one of the following occurs:
 - ▶ *A Gang Leader is Seriously Injured or taken Out of Action.*
 - ▶ *The two challenging Gang Leaders are more than 12" apart.*

(3) REINFORCEMENTS

- In each End Phase, the Thunderboys select three fighters and roll D6 for each – on 3+, the Thunderboys deploy them, otherwise the Enforcers do.
- Each Reinforcement is either deployed within 1" of a battlefield edge and at least 12" from any enemies – or in any Overrun tile, at least 6" from any enemies.

ENDING THE BATTLE

The game ends after four rounds, or until a Gang Leader goes Out of Action.

SCENARIO OUTCOME

- If a Gang Leader ended the battle Seriously Injured, the opposing gang may Overrun or Reclaim a tile.
- If a Gang Leader was taken Out of Action, the opposing gang may Overrun or Reclaim two tiles.
- If neither Gang Leader ended the battle Seriously Injured or Out of Action, the Enforcers may Reclaim one tile.

Finale Scenario:

HOLD UNTIL DAWN

INTRODUCTION

All right, scummers, it's showtime! Sick and tired of the defenders' dogged resistance – and knowing time is running out, with nerves and tempers rampant among their ranks – the Thunderboys commit to their final assault, a massive, sledgehammer attack from all sides, aimed at smashing apart the Enforcers in a sudden avalanche of violence.

ENFORCERS SET DEFENCE

1. Place the Rally Points anywhere within the precinct.
2. Place Traps anywhere within the precinct.
3. All precinct doors begin the battle closed and locked – note that all the Enforcers have access codes, and so can move through locked doors without impediment.
4. Deploy the Gang Leader, at least half the gang, and all Hangers-On within the precinct's central tile.
5. Deploy all remaining anywhere inside the precinct.
6. Deploy the prisoners:
 - ▶ *By default, prisoners are placed in the Prison.*
 - ▶ *If they were released in the last scenario, prisoners can instead be deployed within 6" of any Enforcer fighter, as part of their gang.*

THUNDERBOYS FORMULATE ATTACK

1. Declare how many Assault Waves (if any) the Thunderboys will commit to this scenario.
2. Divide the gang into four groups (with a minimum of one fighter in each).
3. Deploy each group within 12" of one of the four precinct entrances.

SCENARIO SPECIAL RULES

(1) ENFORCERS, COME OUT TO PLAY!

- The Thunderboys automatically have Priority in the first round.

(2) CHANCER'S LAST STAND

- The Enforcers are making their final stand against the Thunderboys, and must strategically fall back before to maximise their chances of survival.
- In each End Phase, calculate how many attackers and defenders are on each tiles (ignoring the central one).
 - ▶ *Do count Seriously Injured Enforcers who are within 3" of a Rally Point.*
 - ▶ *Do not count any other Seriously Injured fighters.*
- If the Thunderboys have more fighters on a tile than the Enforcers, they have captured it – the Enforcers must fall back:
 - ▶ *All Rally Points in the tile are destroyed.*
 - ▶ *All defenders on the tile must use their activations to move to a friendly tile, if possible – if they cannot, they instead become Broken, making a free Running for Cover (Double) action towards the nearest friendly tile.*
- Once the Thunderboys take a tile, the Enforcers cannot voluntarily enter it.

(3) DESPERATION TAKES HOLD

- In this scenario, the Enforcers must make Bottle Tests – an exception to the usual rules of this mini-campaign.
- However, they still gain the bonuses from the "Home Turf Advantage" rule.

ENDING THE BATTLE

The game ends after six rounds, or when only one gang has fighters left on the battlefield.

SCENARIO OUTCOME

Refer to the next section to determine the outcome, and the fate of Precinct-Fortress 17...

FINAL OUTCOME: VICTORY & DEFEAT

- The battle for Precinct-Fortress 17 is a brutal, desperate, all-or-nothing affair – neither the Enforcers nor the Thunderboys will offer expect any quarter.
- At the conclusion of the Finale: Hold until Dawn scenario, if all the Enforcers are either Out of Action or Seriously Injured, the **Thunderboys win**.
 - ▶ *Hooting and cheering, the outlaws loot the lawkeepers' corpses, ravage the precinct, then burn it to the ground – retreating back into the wastes afterwards to gloat, drink, and celebrate their savage victory.*
- At the conclusion of the Finale: Hold until Dawn scenario, if there is at least one Enforcer left on the battlefield who is not Seriously Injured, the **Enforcers win**.
 - ▶ *A blaring alarm sounds – and the precinct's defenders breathe a collective sigh of relief as overwhelming reinforcements swarm into view, guns mercilessly scything through the screaming gangers. The Enforcers' duty is done: Lord Helmawr's rule perseveres.*
- If neither of the above apply, **whichever side has the most survivors** is the winner.
 - ▶ *With both sides bloody and brutalised, the defeated and desperate remnants abandon the battlefield and their dead, slinking to whatever fate awaits them – while the victors count their own cost, gazing over the ruined field of corpses, a new Underhive day-cycle dawning.*



THE OUTLANDER CAMPAIGN

CAMPAIGN INTRODUCTION

This campaign focuses on gangs trying to create functioning settlements from the ruins they find themselves in – attracting new settlers and green hivers, while at the same time denying resources to their rivals.

As the campaign progresses and the gangs lay claim to these remote reaches of the underhive, the area reaches a tipping point – either it will take its place among the power structures of the towns and settlements of the wider hive, or be wiped from existence beneath the boot of Lord Helmawr.

CAMPAIGN LENGTH

- The Uprising Campaign lasts seven weeks, separated into:
 - ▶ *Development Phase: three weeks*
 - ▶ *Downtime: one week*
 - ▶ *Expansion Phase: three weeks*
- There is no single winner of the campaign – rather, at the conclusion of the seventh week, gangs are awarded **Triumphs** based on their achievements.

GANGS IN THE CAMPAIGN

- This campaign is compatible with the latest version of Necromunda, so any gang can be used.
- Though the **Alignment** rules are not required for this campaign, they are very thematic.

BUILDING SETTLEMENTS

- In the Outlander Campaign, each gang begins with a piece of turf and some raw materials to get a settlement started.
- As the campaign progresses, each gang can develop its settlement in the same way it might develop fighters or buy equipment.
- Gangs can fight over vital materials, such as raw promethium, plasteel, or luminous fungi – or even raid each other's settlements to impede enemy growth.
- As settlements develop, new options open for gangs. They can start trade routes and train or recruit fighters.

THE ARBITRATOR

- The Arbitrator is the campaign organiser.
- They track results, keep players informed, and monitor the development of everyone's settlements.
- They also keep each campaign phase running to time and generally encourage participants to fight battles and have a good time.

SETTING UP THE CAMPAIGN

The Arbitrator takes charge of organisation. This is best done in a single session joined by everyone playing in the campaign.

- **Set Start and End Dates:** The Uprising Campaign should last a total of seven weeks.
- **Found Gangs:** All players should run their gangs past the Arbitrator, who must ensure they fit the narrative and playstyle the group wants.
- **Found Settlements:** Follow the process below.

NOTE: THE BADZONES

Many of the sites that settlements are built in border – or occupy – dangerous badzones.

If the Arbitrator wishes, it can be extremely rewarding to incorporate the “Badzone Environments” and “Badzone Events” into the Outlander campaign.

FOUNDING GANGS

- Every player has a starting budget of 1,000 credits to found their gang (unspent credits go into their Stash).
- Every player must complete a fighter card for every model in their gang, plus a gang roster to track all the relevant attributes.
- Most importantly, every gang must have a **name**.

USING THE ALIGNMENT RULES

- If you choose to use this rule set, a newly-founded gang must choose to be either **Law-Abiding** or **Outlaw**.
- This does not have the same far-reaching effects as it does in the Law & Misrule Campaign – it simply determines which Alliances, Hangers-On, and Hired Guns a gang has access to.

GANG ATTRIBUTES

In the Outlander Campaign, every gang tracks the following three attributes:

- **Gang Rating:** The total cost of every fighter in the gang (including alternative loadouts). Gang Rating measures the gang’s size and access to resources.
- **Wealth:** The total cost of every fighter in the gang plus the value of anything in its Stash.
- **Reputation:** “Rep” is a measure of the gang’s standing and power in their section of the hive. It starts at 1, and can never drop below 1.

FIGHTER ATTRIBUTES

Each fighter in a gang also tracks their own attributes:

- **Experience:** Fighters spend “XP” to purchase Advancements, becoming stronger or more capable.
- **Advancements:** A record of the improvements made to a fighter’s profile. The more Advancements a fighter has, the more expensive any future ones will be.
- **In Recovery / Captured By:** When a fighter goes Out of Action, they must roll for Lasting Injury, which may force them to miss the next battle.

A fighter can also be Captured by a rival gang, keeping them out of commission until they are rescued, ransomed, executed, or otherwise done away with.

If either of the above happens, check the “In Recovery / Captured By” box to record this.

COMPLETING A GANG ROSTER

- The gang roster is a total record of the gang’s presence in the Outlander Campaign.
- This includes Gang Rating, Reputation, and Wealth; the equipment and credits held in its Stash; as well as each fighter’s Experience and Advancements.
- The gang roster template does not represent any kind of “limit” on gang size or scope – if you run out of space, simply attach a second gang roster.

STARTING A SETTLEMENT

- Each gang maintains its own settlement that it must grow and protect
- At the start of the campaign, these settlements are little more than badzone camps, scraping out an existence away from the more populous regions of the underhive.
- With the right materials and time, they can become burgeoning hubs of trade and civilisation in the lawless wilderness.

SETTLEMENT ROSTER

- Each player must keep a Settlement Roster, tracking their **Materials** gathered and **Structures** built.
- It also tracks the **Benefits** each settlement grants to its owning gang.

CHOOSING WHERE TO FOUND

- The first thing a gang must do is choose where to found their settlement – see opposite.
- This will partially inform starting Materials and Defences.
- In general, the more desolate the starting location, the easier it is to defend, and the poorer its Materials are.
- Unless the Arbitrator decides otherwise, each player should be allowed to choose where to build their settlement, to ensure they carefully consider what type of home they want to create for their gang.

THE MOST IMPORTANT STEP

- You must give your gang's brand new new settlement a distinctive **name**!
- Make sure it's impressive enough to attract traders, but simple enough that they can find it among the maze of ruins in the outlands.

SETTLEMENT LOCATIONS

- There are five different outlands locations a gang can construct their settlement in.
- Each one has **Benefits** and **Drawbacks**.
- Each one also has the following three important characteristics:
 - ▶ **Defence:** *Used when the settlement is attacked by providing Benefits to its owning gang.*
 - ▶ **Resources:** *The location's natural wealth, used to determine the number of production-related structures that can be built.*
 - ▶ **Toxicity:** *A reflection of how dangerous the local environment is. This is the underhive outlands – so every location is toxic in its own way, and even the most forgiving location is still a difficult place to create a town.*
- Each gang must choose one of the following locations to build their settlement.

(1) FACTORUM RUN-OFF

While these sump sites are rich in resources, they are often highly toxic.

Defence: 3 **Resources:** 6 **Toxicity:** 5

(2) BONEYARD

Places where refuse has gathered over centuries, these provide rich picking grounds for scavengers, as well as being somewhat safer to work.

Defence: 4 **Resources:** 4 **Toxicity:** 4

(3) GHOST TOWN

These are good places to find resources, but being known locations, are much harder to hide and defend.

Defence: 2 **Resources:** 5 **Toxicity:** 5

(4) THE DEPTHS

Though building a settlement close to hive bottom is a risky endeavour, such locations are hard to locate and therefore offer good defence.

Defence: 6 **Resources:** 3 **Toxicity:** 3

(5) EDGE OF THE HIVE

It is difficult to build a Settlement to cling against the hive's skin, but doing so means it benefits from the resources of the wastes and protection against their inhabitants.

Defence: 5 **Resources:** 5 **Toxicity:** 2

STRUCTURES

- A settlement is effectively a collection of **Structures** that provide the gang with Benefits at the start of each campaign week.
- There are types of Structures:
 - ▶ **Buildings:** *These Structures generate specific bonuses for the gang.*
 - ▶ **Defences:** *If the settlement is attacked, these Structures may be deployed on the battlefield.*
 - ▶ **Supply:** *These Structures generate Materials (Power, Sustenance, and Salvage), which are essential for the creation of other Structures.*
- A Structure has up to four components:
 - ▶ **Type:** *The kind of building it is – that is, either Building, Defence, or Supply.*
 - ▶ **Benefits:** *The special abilities it grants to the gang.*
 - ▶ **Costs:** *The Materials that must be paid.*
 - ▶ **Prerequisite:** *Some Structures require the presence of others before they can be built.*
- Every settlement starts with two Structures: an **Isotopic Fuel Rod** and a **Water Still**.
- These are both Supply Structures, generating the Materials that a gang begins the campaign with.
- These Materials can be spent to build new Structures even prior to the gang's very first battle.

MATERIALS

- Materials are used to build Structures.
- They represent such things as power cells, useful scrap, algae or fungal farms, and other vital underhive commodities.
- They are gained in two ways: as scenario rewards, or as a Benefit from a Structure.
- Once a Material is gained, it is recorded on the Settlement Roster until spent.
- There are three types of Materials:
 - ▶ **Power:** *Fuel in whatever form the gang can find it, important for all types of Structures.*
 - ▶ **Sustenance:** *Food and water for the residents who come to live and work in the settlement.*
 - ▶ **Salvage:** *Any kind of useful building materials or mechanics. Though used in most Structures, this is especially important for Defences.*

EXPANDING THE SETTLEMENT

- During each Post-Battle Sequence, the gang can choose to expand their settlement if they have the Materials to do so.
- There is no limit to the number of Structures a gang can construct at once.
- The gang must meet the Structure's requirements in order to build it – there is always a cost in Materials, but there may be other prerequisites as well, such as recruiting a specific Hanger-On or needing a different Structure to be built first.
- Multiple Structures may be constructed systematically within the same Post-Battle Sequence to ensure they meet the requirements needed.

CONSTRUCTION LIMITS

- The number of Structures that can be built in a settlement is determined by its **starting location**.
 - ▶ *A settlement may not have more Defence Structures than its **Defence** rating.*
 - ▶ *A settlement may not have more Building Structures than its **Toxicity** rating.*
 - ▶ *A settlement may not have more Supply Structures than its **Resources** rating.*

MAPS AND ENVIRONMENTS

It is not necessary for the Arbitrator to map out exactly where the gangs' settlements lie in relation to each other, they may wish to create a map showing the region of the outlands being fought over.

The advantages to having a map is that the Arbitrator can use it to demonstrate the rise and fall of different settlements, sending copies to the players each cycle so they can see if new settlements have appeared, old ones have vanished, or new trade routes opened up.

These maps can be as simple or as complex as the Arbitrator wishes – ranging from names connected by lines, right up to detailed grid or hex maps showing all manner of information from underhive perils to infrastructure!

Another use for maps is helping players and Arbitrator choose opponents, and the environments they might fight in. Players can see which gangs are next to their settlement and the kind of terrain they might have to battle it out in. This can inform the terrain used for the next battlefield and whether a gang needs to travel through hostile territory to reach their intended target.

The Outlander Campaign:

RUNNING THE CAMPAIGN

The Outlander Campaign is divided into three Phases, each running for a fixed length of time.

(1) DEVELOPMENT PHASE (THREE WEEKS)

- This Phase follows the burgeoning outland settlements as their gangs scour the wastes for materials.
- At the start of each campaign week, the gangs receive the **Benefits** provided by their settlements.
- All scenarios that have **Materials** as a game reward (*Mining Expedition*, *Gunk Tank*, and *The Big Score*) provide twice the normal amount.
- Gangs may not raid each other's settlements during this Phase – in other words, the *Settlement Raid*, *Market Mayhem*, and *Stealth Attack* scenarios may not be played.

(2) DOWNTIME (ONE WEEK)

- Here is where gangs can catch their breath, patch their wounds, and make major changes to their settlements.
- Once Downtime begins, every gang completes the following sequence:

- (1) **FIGHTERS RECOVER:** All fighters currently in Recovery are automatically cleared for return.
- (2) **CAPTIVES ARE RETURNED:** All Captive fighters are automatically returned to their gangs, while their former captors receive half of their value in credits (rounding up to the nearest 5).
- (3) **PROMOTION:** Any Juve or Prospect with five or more Advancements is automatically promoted to a Champion – change their fighter type accordingly.

- (4) **RECRUITMENT:** Gangs gains 250 credits to spend new fighters and/or Hangers-On. Any credits not spent immediately are lost (gangs may supplement with credits taken from their Stash).

- (5) **MAINTENANCE:** Gangs may remove up to three Structures in their settlement, gaining half their value in Materials back (any Structure that is a prerequisite to another they already own cannot be scrapped). The gang may then build three new Structures.

SIDE BATTLES

Any time after resolving the Downtime sequence, players who want more games can play a Side Battle.

Territories are never staked during Side Battles – and while fighters can gain XP and Lasting Injuries, gangs do not gain credits or Reputation.

Instead, the Arbitrator should create a special reward for the victor, such as an unpredictable piece of archaeotech, a unique drug, or a custom Tactics card.

(3) EXPANSION PHASE (THREE WEEKS)

- This Phase sees settlements going to war with each other, while also charting the benefits of having now fully-functioning underhive outposts.
- At the start of each campaign week, the gangs receive the **Benefits** provided by their settlements.
- Gangs may now raid each other's settlements – in other words, the *Settlement Raid*, *Market Mayhem*, and *Stealth Attack* scenarios can now be played.

PRE-BATTLE SEQUENCE

The following steps take place before each battle, while both players are present:

PRE-BATTLE SEQUENCE	
1	Make a Challenge
2	Buy Advancements & Recruit Hired Guns
3	Determine Scenario
4	Set Up the Battlefield
5	Choose Crews
6	Gang Tactics & Bonuses
7	Deployment

(1) MAKE A CHALLENGE

- To begin a game, one player must challenge another – who must accept.

(2) ADVANCEMENTS & HIRED GUNS

- Each gang may spend XP to purchase Advancements for their fighters.
- Each gang may spend credits to recruit Hired Guns.
- For both Advancements and then recruitment, players should proceed in order of their Gang Rating, lowest to highest (roll off in the event of a tie).

(3) DETERMINE SCENARIO

Roll 2D6 and consult the table:

2D6	SCENARIO
2-3	The gang with the most Structures chooses the scenario. On a tie, roll off. If the scenario uses an Attacker and Defender, the gang who chooses the scenario is the attacker.
4-5	Development Phase: Play the <i>Gunk Tank</i> scenario. Expansion Phase: Play the <i>Settlement Raid</i> scenario.
6-7	Development Phase: Play the <i>Mining Expedition</i> scenario. Expansion Phase: Play the <i>Market Mayhem</i> scenario.
8-9	Development Phase: Play the <i>The Big Score</i> scenario. Expansion Phase: Play the <i>Stealth Attack</i> scenario.
10-12	The gang with the least Structures chooses the scenario. On a tie, roll off. If the scenario uses an Attacker and Defender, the gang who chooses the scenario is the attacker.

RESCUE MISSIONS

- If one gang has Captured one or more enemy fighters, their owner may instead challenge the captor to play either a **Rescue Mission** or **Public Execution** scenario.
- If this challenge is accepted, this scenario is automatically used for the battle.
- If the challenge is refused, the Captive is automatically released back to their home gang.

(4) SET UP THE BATTLEFIELD

- Proceed to set up the battlefield, following any special instructions for the scenario.
- The default methods are outlined in the “Battlefield Setup” section.

(5) CHOOSE CREWS

- The scenario details the method each player must use to select their starting crews.
- These rules are explained in the “Preparing to Fight” section.

(6) GANG TACTICS & BONUSSES

- The scenario details how many Gang Tactics cards each player may draw, and whether this is random or freely chosen.
- The gang with the lowest Crew Rating is the underdog, and may be able to purchase additional bonuses to level the field. These are identified in each scenario.

(7) DEPLOYMENT

- Many scenarios provide specific instructions on how each gang deploys.
- Otherwise, the standard deployment rules are outlined in the “Preparing to Fight” section.

POST-BATTLE SEQUENCE

Once a game is complete, the following steps are resolved in the presence of each player:

POST-BATTLE SEQUENCE	
1	Wrap-Up
2	Receive Rewards
3	Build Structures
4	Resolve Post-Battle Actions
5	Update Gang Roster
6	Report Results to Arbitrator

(1) WRAP-UP

SUCCUMING TO INJURY

- Every fighter who ended the battle Seriously Injured must roll D6.
- On 3+, they recover without incident.
- On 1-2, they succumb to the injuries they suffered during the battle – they count as going Out of Action and must therefore roll for Lasting Injury.

CAPTURING ENEMY FIGHTERS

- If only one gang has fighters remaining on the battlefield at the end of the game, they might manage to Capture an enemy.
- That gang rolls 2D6 and adds the number of enemy fighters who went Out of Action (including those who succumbed during Wrap-Up).
- Add an additional +1 for every Bounty Hunter currently working for the gang.
- On 11+, one enemy has been Captured – chosen randomly from those participating but excluding any who were killed (obviously).

OTHER EFFECTS

- Any other events that happen “at the end of the battle” occur now.
- Fighters for either gang who were previously in Recovery are now cleared to participate again (meaning Gang Leaders and Champions will be able to take Post-Battle Actions shortly).
- Be sure to shake hands and congratulate your opponent – this is the most important step!

(2) RECEIVE REWARDS

- Each gang receives the rewards provided by the scenario, based on their performance in the battle.
- Any equipment is added to the Stash, ready to be distributed to fighters in Step 5.

(3) BUILD STRUCTURES

- The gang can construct any number of new Structures in their gang.
- They must be able to pay the Materials cost for each one.
- Some Structures have prerequisites – that is, they require other Structures to be built first.

(4) RESOLVE POST-BATTLE ACTIONS

- Each Gang Leader and Champion (not in Recovery or Captured) can make **one post-battle action**.
- These actions are carried out one at a time, in any order but in view of the opponent. Unless explicitly stated, the same action can be taken more than once.
- In addition to those below, more Post-Battle Actions might become available via other means:
 - ▶ *Action 1: Sell Captives*
 - ▶ *Action 2: Execute Captives*
 - ▶ *Action 3: Scavenge for Resources*
 - ▶ *Action 4: Medical Escort*
 - ▶ *(Optional) Action 5: Find Rare Items*
 - ▶ *(Optional) Action 6: Find Illegal Items*

ACTION 1: SELL CAPTIVES

The fighter offloads their prisoners to the tender mercies of the Guilders in exchange for some cold hard creds.

- The fighter can sell any number of Captives from any number of gangs as a single Post-Battle Action.
- A Captive can only be sold if their gang has had a chance to rescue them.
- Each Captive is worth half the value on their fighter card, in credits (rounding up to the nearest 5).
- For all intents and purposes, the Captive is now lost to their gang. Their owning player must remove them from their Gang Roster.

ACTION 2: MEDICAL ESCORT

The fighter rushes a critically injured comrade to the doc.

- Choose one fighter who suffered a Critical Injury during the battle to go to the doc for treatment.
- The cost of treatment is 2D6x10 credits.
- If the gang cannot or will not pay, the victim dies automatically.
- Otherwise, roll a D6 on the table below:

D6	SURGERY RESULT
1	COMPLICATIONS: Sorry chum, but that's life in the hive – or not, as it happens. The fighter dies on the operating table.
2-5	STABILISED: Roll D6, add 50, and apply that Lasting Injury result.
6	FULL RECOVERY: The fighter enters Recovery, but otherwise they thankfully suffer no lasting effects.

ACTION 3: FIND RARE ITEMS

The fighter visits the local Trading Post, making enquiries, greasing palms, and calling on old contacts.

- A Law-Abiding fighter who takes this action gains the benefit without needing to gamble for it.
- An Outlaw fighter who takes this action must immediately gamble by checking Cool – if failed, they have been discovered and may not access the Trading Post in this Post-Battle Sequence.
- If a Gang Leader successfully takes this action, they grant a +2 modifier to the **Seek Rare Equipment** roll in Step 6, while a Champion grants a +1 modifier.

ACTION 4: FIND ILLEGAL ITEMS

The fighter is welcomed into the hidden Black Market and its world of dangerous vendors and shady back-room deals.

- An Outlaw fighter who takes this action gains the benefit without needing to gamble for it.
- A Law-Abiding fighter who takes this action must immediately gamble by checking Intelligence – if failed, they are given the cold shoulder and may not access the Black Market in this Post-Battle Sequence.
- If a Gang Leader successfully takes this action, they grant a +2 modifier to the **Seek Illegal Equipment** roll in Step 6, while a Champion grants a +1 modifier.

(5) UPDATE GANG ROSTER

Resolve each of the below steps, in order.

(1) DELETE DEAD & RETIRING FIGHTERS

- Any fighters who died during or after the battle are permanently deleted from the roster.
 - ▶ *If the gang had at least one fighter left on the battlefield at the end of the game, any lost fighters' gear is added back to the gang's Stash.*
 - ▶ *If the fighter was taken to the doc but subsequently died (due to lack of funds, or a bad roll), their gear is added back to the gang's Stash.*
 - ▶ *If the gang had no fighters left on the battlefield at the end of the game, their gear is permanently lost.*
 - ▶ *Regardless of any circumstances, armour is always lost and can never be recovered.*
- Any fighter can be retired at this point – they are permanently deleted from the roster.
- Their weapons and equipment is transferred to the gang's Stash (except for Armour – no underhiver is dumb enough to give that up).

(2) VISIT TRADING POST

The below actions can be taken in any order, and unless specified, more than once.

- **Recruit Fighter:** Gain a new fighter from the Gang List, paying their cost in credits.
- **Recruit Hangers-On:** Gain a new Hanger-On, paying their cost in credits. Remember, the gang must have sufficient Rep to allow this hire.
- **Sell Unwanted Gear:** Any equipment in the Stash can be sold – delete it, and gain credits equal to its value minus D6x10, to a minimum of 5.

- **Purchase Common Gear:** Freely purchase any item from the gang's personal *Equipment Lists*, and/or any item with a "Common" value from the Trading Post. Items are added to the Stash.
- **Purchase Rare Gear:** To determine the availability of items, roll 2D6 and apply the following modifiers (this roll is only ever made once after each battle):
 - ▶ +2 if a Gang Leader took the "Find Rare Items" Post-Battle Action
 - ▶ +1 for each Champion who took the "Find Rare Items" Post-Battle Action
 - ▶ +1 for every 10 points of the gang's Reputation
 - ▶ (+X) for any other applicable skill or ability
 - ▶ -2 for Outlaw gangs

The gang can buy any item with a Rarity value equal or less than the final score from any **Trading Post list**.

- **Purchase Illegal Gear:** To determine the availability of items, roll 2D6 and apply the following modifiers (this roll is only ever made once after each battle):
 - ▶ +2 if a Gang Leader took the "Find Illegal Items" Post-Battle Action
 - ▶ +1 for each Champion who took the "Find Illegal Items" Post-Battle Action
 - ▶ +1 for every 10 points of the gang's Reputation
 - ▶ (+X) for any other applicable skill or ability
 - ▶ -2 for Law-Abiding gangs

The gang can buy any item with an Illegal value equal or less than the final score from any **Black Market list**.

(3) DISTRIBUTE GEAR

- If desired, proceed to assign any weapons or gear held in the Stash to selected fighters.
- Remember that many fighters are restricted in what weapons they can use, and that no fighter can carry more than three weapons.
 - ▶ *Weapons with the Unwieldy trait count as two.*
- Note that once a fighter is given a weapon, they will never relinquish it. They will never sell it or replace it. That sounds like bad luck to suspicious hive gangers.
- Once a fighter has been issued weapons and gear, update the value on their fighter card accordingly.

(4) UPDATE GANG RATING

- Proceed to amend your Gang Rating according to any fighters, recruits, or gear that were gained or lost.
- Note that because Gang Rating is not updated until this step, any reference to it prior refers to the old, pre-amended value.

(5) REPORT RESULTS TO ARBITRATOR

- Proceed to inform the Arbitrator about the battle so that they can update the campaign stats.
- This should state which gangs fought, who won, whether any Territory was claimed, how many enemies each gang took Out of Action, and the updated Gang Rating and Wealth values of each gang.

The Outlander Campaign:

ENDING THE CAMPAIGN

The Outlander Campaign ends at the conclusion of the Expansion Phase.

Victory in this campaign can be measured in many ways – noting that building a prosperous settlement and keeping it alive is no small achievement in itself.

At the campaign's conclusion, the Arbitrator tallies their various statistics and awards Triumphs based on the gangs' performance. Some reflect the size and strength of the settlements they built, or the damage done to enemy outposts; while others are more personal, rewarding those gangs with the most impressive reputation, or who outlived the competition.

There are six Triumphs, and a player can earn more than one. Note that the Arbitrator needs to track and record certain game outcomes to determine a Triumph.

In the event of a tie, nobody is awarded the Triumph.

TRIUMPHS & CRITERIA FOR WINNING

(1) LORD OF THE BADZONES

The gang's settlement has the most Structures.

(2) OUTLAND RAIDER

The gang won the most *Settlement Raid*, *Stealth Attack* and *Market Mayhem* scenarios as the attacker.

(3) OUTLAND DEFENDER

The gang won the most *Settlement Raid*, *Stealth Attack* and *Market Mayhem* scenarios as the defender.

(4) SCAVENGER

The gang won the most *Gunk Tank*, *Mining Expedition* and *The Big Score* scenarios.

(5) MASTER OF COIN

Highest Wealth at the end of the campaign.

The Outlander Campaign:

LIST OF SETTLEMENT STRUCTURES

TERRITORY BENEFITS

- Each gang begins the Outlander Campaign with two Structures in their settlement: the **Isotopic Fuel Rod** and the **Water Still**.
- A Structure has four components: **Type**, **Benefits**, **Cost**, and (sometimes) **Prerequisite**.
- Each Territory in the Uprising Campaign grants a bonus ability to its controlling gang, called a “**Benefit**.”

No.	D66	TERRITORY
1	11-13	Ash Gate
*	-	<i>Chaos Fane</i>
2	14-16	Fungal Sprawl
3	21-23	Guilder Stronghold
4	24-26	Hab Level
5	31-33	Manufactorum Level
*	-	<i>Precinct Fortress</i>
6	34-36	Reclamation Zone
7	41-43	Settlement
8	44-46	Slave Pits
9	51-53	Thermal Vent
10	54-56	Underhive Shrine
11	61-63	Wall Outpost
12	64-66	Wastelands

(1) BLACK MARKET

(Building)

- **Benefit:** Reduce the *Illegal* value of all items at the Black Market by -2.
- **Cost:** -5 Power, -10 Salvage
- **Prerequisite:** Scrap Market (Building).

(2) BULLET HALL

(Building)

- **Benefit:** Recruit a free Hired Gun.
- **Cost:** -15 Sustenance, -10 Salvage
- **Prerequisite:** Drinking Hole (Building).

(3) CHASM

(Defence)

- **Benefit:** When playing a scenario as the defender, place a 6” wide, 12” long area of impassable terrain during battlefield setup.
- **Cost:** -30 Salvage.

(4) CORPSE YARD

(Building)

- **Benefit:** Increase the settlement’s Supply Structure limit by +1.
- **Cost:** -5 Power, -10 Sustenance, -10 Salvage

(5) CRITTERS

(Defence)

- **Benefit:** When playing a scenario as the defender, the enemy gang is subject to the “Horrors in the Dark” rule.
- **Cost:** -30 Sustenance, -10 Salvage.
- **Prerequisite:** Fungi Farm (Supply).

(6) CRITTER FARM

(Supply)

- **Benefit:** +15 units of Sustenance.
- **Cost:** -5 Sustenance
- **Prerequisite:** Critters (Defence).

(7) DOC'S CLINIC

(Building)

- ▶ **Benefit:** During the Post-Battle Sequence, remove up to three fighters from Recovery.
- ▶ **Cost:** -20 Power, -10 Sustenance, -10 Salvage.
- ▶ **Prerequisite:** Rogue Doc Hanger-On.

(8) DRINKING HOLE

(Building)

- ▶ **Benefit:** Reduce the recruitment fee of Hired Guns and Hangers-On by -50% (rounding up).
- ▶ **Cost:** -10 Power, -20 Sustenance, -10 Salvage.
- ▶ **Prerequisite:** Habs (Building).

(9) FUNGI FARM

(Supply)

- ▶ **Benefit:** +20 units of Sustenance.
- ▶ **Cost:** -20 Power, -10 Salvage.

(10) GAOL

(Building)

- ▶ **Benefit:** +3 to the dice roll when determining whether the gang successfully Captures an enemy.
- ▶ **Cost:** -5 Power, -5 Salvage.

(11) GUNK TANK

(Supply)

- ▶ **Benefit:** +5 units of Power and Sustenance.
- ▶ **Cost:** -5 Power, -5 Sustenance, -5 Salvage.

(12) HABS

(Building)

- ▶ **Benefit:** Increase the settlement's Building Structure limit by +1.
- ▶ **Cost:** -10 Power, -20 Sustenance, -10 Salvage.

(13) ISOTOPIC FUEL ROD

(Supply)

- ▶ **Benefit:** +10 units of Power.
- ▶ **Cost:** -15 Sustenance.

(14) MINEFIELDS

(Defence)

- ▶ **Benefit:** When playing a scenario as the defender, place up to 3 traps anywhere on the battlefield, at least 6" from the enemy deployment zone.
- ▶ **Cost:** -10 Power, -10 Salvage.

(15) OUTPOST

(Defence)

- ▶ **Benefit:** When rolling to determine which scenario to play, add or subtract 2 from the roll.
- ▶ **Cost:** -5 Power, -10 Salvage.

(16) SCRAP MARKET

(Supply)

- ▶ **Benefit:** +10 units of any Material.
- ▶ **Cost:** -5 Power, -5 Sustenance, -5 Salvage, Supply Structure (Scrap Mine).

(17) SCRAP MINE

(Supply)

- ▶ **Benefit:** +10 units of Salvage.
- ▶ **Cost:** -10 Power, -5 Sustenance.

(18) SCRAP REPROCESSING PLANT

(Supply)

- ▶ **Benefit:** +20 units of Salvage.
- ▶ **Cost:** -10 Power, -20 Sustenance.
- ▶ **Prerequisite:** Habs (Building).

(19) SHRINE

(Building)

- ▶ **Benefit:** Always count as having the "Home Turf Advantage" rule.
- ▶ **Cost:** -10 Power, -5 Sustenance, -5 Salvage.

(20) VAULT

(Defence)

- ▶ **Benefit:** Settlement cannot be the subject of an attack via the *Settlement Raid* scenario.
- ▶ **Cost:** -10 Power, -10 Salvage.
- ▶ **Prerequisite:** Walls and Gates (Defence).

(21) WALLS AND GATES

(Defence)

- ▶ **Benefit:** When playing a scenario as the defender, place walls around the gang's deployment area (see *Expanded Terrain Rules* for Walls and Gates).
- ▶ **Cost:** -50 Salvage.

(22) WATCHTOWER

(Defence)

- ▶ **Benefit:** When playing a scenario as the defender, place a watchtower in the the gang's deployment area (see *Expanded Terrain Rules* for Watchtowers).
- ▶ **Cost:** -20 Salvage.

(23) WATER STILL

(Supply)

- ▶ **Benefit:** +10 units of Sustenance.
- ▶ **Cost:** -15 Power.

(24) WORKSHOP

(Building)

- ▶ **Benefit:** Reduce the Materials cost of Defence Structures by 50% (rounding up).
- ▶ **Cost:** -20 Power, -10 Sustenance, -10 Salvage.
- ▶ **Prerequisite:** Ammo-Jack Hanger-On.

PART V

SKIRMISH PLAY



PLAYING A SKIRMISH

INTRODUCTION TO SKIRMISH GAMES

Though Necromunda is best played as part of a campaign, the rules easily support one-off Skirmish games – complete with extra skills, characteristic increases, access to weird and wonderful gear, and even Hangers-On and Hired Guns.

There is a lot of fun to be had in building a gang for a Skirmish – deciding what to include and what to leave out, choosing interesting skills, creating names and backstories for the fighters, and so on.

This section is largely a guide – players should focus on deciding the details between themselves.

Also included here is some guidance on running a tournament of Skirmish games. These rules will help to create more interesting gangs, which in turn enhances the experience for everyone involved.

At the end of the section, you will find recommendations for tournament scoring, plus some example rules packs that can be used either in your own Skirmish games, or by event organisers of a one-day or two-day event.

FOUNDING A GANG

Generally, creating a gang in a Skirmish is the same as doing so in a campaign, though with some key differences.

CREDIT BUDGET

As usual, players spend a budget of credits on fighters, weapons, and gear.

In a Skirmish, this is agreed upon by the players – an amount between 1,250 and 2,000 credits is recommended.

- **Weapons & Equipment:** By default, gangs purchase gear from their *House Equipment List*. However, players might agree to also use items from the Trading Post and/or Black Market – agree on a maximum Rare/Illegal value available, if so.
- **Hired Guns & Hangers-On:** Skirmish gangs can include these characters at founding.
 - ▶ *Reputation still governs how many can be included.*
 - ▶ *Also note that many scenarios require a minimum number of fighters in a crew, and Hired Guns and Hangers-On do not count towards this.*

Any unspent credits at gang creation are lost.

FIGHTER CARDS & GANG ROSTER

These must be completed as normal.

FIGHTER DESIGNATIONS

As in a campaign, every fighter in a gang has a **rank** (e.g. Bruiser), and belongs to a **category** (e.g. Ganger). They should also be given a personal **name**.

GANGER SPECIALISTS

The number of Specialists allowed in a gang should be decided by the players or the event organiser.

ADDITIONAL SKILLS

In Skirmish games, it is a good idea to grant certain fighters some free additional skills (alongside the usual starting skills available to Gang Leaders and Champions).

This works well with the increased credit budget and access to Rare and Illegal items, creating the feel of an established, veteran gang for use in a stand-alone game.

How this is worked out is of course up to the players or event organiser.

However, as a general rule gangs should choose a number of skills based on their credit value:

- **Up to 1,300 credits:** Five Primary skills.
- **1,300-1,500 credits:** Six Primary skills
- **1,500+ credits:** Five Primary skills and one Secondary skill.

These additional skills should be spread among Gang Leaders, Champions, Prospects, Javes, and Specialists.

Note that these additional skills do not increase Gang Rating.

There should be a sensible limit to how many skills a fighter can take. As a rule of thumb:

- **LEADER:** One starting skill, and up to two additional skills.
- **CHAMPION:** One starting skill, and up to one additional skill.
- **PROSPECTS:** One skill.
- **JAVES:** One skill.
- **SPECIALIST GANGERS:** One skill.

CHARACTERISTIC INCREASES

Skirmish gangs are allowed a number of free characteristic increases.

Again, there are many ways to do this, but as a rule – the number of characteristic increases should equal half the number of additional skills (rounded down). This makes 2-3 increases the norm.

Any fighter can be given a maximum of one characteristic increase. This does not increase Gang Rating.

GANG ATTRIBUTES

In a stand-alone Skirmish game (or during an event or tournament), Gang Attributes work differently.

- **GANG RATING:** This will never fluctuate, as the gang will not change between games.
- **REPUTATION:** Rather than starting with 1 Rep as in a campaign, Skirmish players should decide whether to start with 5, 10, or 15.

Rep determines how many Hangers-on and Brutes a gang can include; it also provides an ideal tiebreaker in tournaments.

In an event or tournament, starting Rep should be the same for every gang present.

If an event or tournaments uses Rep gains and losses, a loss does not mean the gang must lose any Hangers-On or Brutes.

- **WEALTH:** Primarily an event or tournament tool, this provides another useful tie-breaker. Every gang starts with zero Wealth and increases it based on scenario rewards.

SKIRMISH CONSIDERATIONS

Any scenario can be used for to a skirmish game, but there are some important things to consider with a few of them.

When playing a stand-alone Skirmish game, ensure the entire gang you have founded can be used – this might mean ignoring the crew size stated by the scenario. After all, the gangs are going to be well-matched, simply due to how they have been created.

If players feel that one side is too disadvantaged due to differing numbers of fighters, this should be addressed

early, when founding the gang. You can be quite specific when agreeing on fighter numbers, should you wish.

However, in an event or tournament, the organiser should not avoid using scenarios that specify exact crew sizes – part of the fun lies in selecting the best crew ahead of a game!

ZONE MORTALIS VS SECTOR MECHANICUS

Players sitting down to a Skirmish game have the freedom to play over Zone Mortalis or Sector Mechanicus terrain as desired, but event organisers may have to consider the logistics further.

Generally, if venue space is limited, Zone Mortalis is probably the better choice given its fast and frenetic pace. By also implementing a lower budget for gang creation, organisers can run smaller, quicker games.

For longer events, or those with more space or resources, Sector Mechanicus games can be introduced.

For example, an organiser may decide to have one day dedicated to Zone Mortalis and one to Sector Mechanicus – allowing the greatest amount of time to change tables and set up for the following day. Trying to use a lunch break to change dozens of tables from one terrain type to another is best avoided!

HOME TURF AND RESCUING CAPTIVES

Some scenario rules need consideration:

- If a scenario uses **Home Turf Advantage**, roll off to determine which gang is the one fighting on their home turf.
- If players decide to play the **Rescue Mission** scenario, roll off to determine who is the rescuer, and who is the defender (either choose or randomly determine a fighter from the rescuer's gang to be the Captive).

ARBITRATED GAMES AND CAMPAIGN EVENTS

Skirmish games need not be limited to two players building a gang and playing a scenario; groups of three or more can experiment with Campaign rules 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.

TOURNAMENT PLAY

INTRODUCTION TO TOURNAMENT PLAY

Tournament play is distinct from other ways of playing in a few ways – and contrary to what you may think, outrageous competitiveness is rarely one of them!

Tournaments let players come together to play several games across a day or weekend, catching up with old friends, and making new ones.

It is certainly true that especially towards the end of the event the action can become quite intense, with players competing for the eternal fame and glory of a tournament win. For the most part however, games are played in the spirit of a friendly competition.

Of course it is nice to win, but by using the “Resurrection” format, in campaign play players are generally free from the emotion of seeing a beloved Champion bite the dust.

Tournament games can often be played with more abandon than might be dared in a campaign game – and it is tremendous fun to play so boldly, unconcerned about a fighter’s long term health!

RESURRECTION FORMAT

In tournament play, casualties are handled in a different way, referred to as the **Resurrection Format**:

- When a fighter goes Out of Action, do not roll for Lasting Injury.
- The fighter is simply removed from play for the rest of the battle.
- In future battles, they return healthy with all their skills and characteristics intact.

THE DRAW

In a tournament, it is important for players to know who their opponents will be in each round. Equally, players with equal wins and/or losses should face-off in each round.

THE FIRST ROUND

- The first round should be a random draw.
- Organisers may wish to intervene to avoid ‘mirror matches’ between two gangs of the same House or regular opponents.
- Either way, the first round should ideally always be a fun game against someone new.

SECOND ROUND ONWARDS

- After the first round, the draw should use the Swiss pairing system.
- This means that players will battle opponents with the same tournament score – and/or the number of wins, draws, or losses in each round.
- This eventually leads to two (or sometimes more) potential winners, all equally matched and facing off – while elsewhere, players battle opponents on a similar score to them.
- This ensures that final standings reflect performance, and that players will have games against those opponents who are most similar to them, something which in turn enhances the experience for all.

TOURNAMENT SCORING

- In a stand-alone Skirmish, the winner and loser is simply determined by following the scenario rules.
- This is also true in a tournament, but organisers need a way to track players’ success over the course of the event. This is done using **Tournament Points (TPs)**:
 - ▶ Win: +3 TPs
 - ▶ Draw: +1 TPs
 - ▶ Lose: +0 TPs
- Organisers might wish to award players bonus TPs for meeting certain criteria (for example, a gang who wins by a large margin or loses by a very close margin, a gang who successfully takes a Captive, and so on).

TOURNAMENT TIEBREAKERS

- Organisers should be aware that ties will happen, and the tournament may end with players on equal TPs.
- Generally, this will not matter (after all, coming equal 24th is better than coming 25th!) but a tiebreaker will be required if this happens among the top players.
- Reputation goes up and down over a tournament and therefore works as an excellent tiebreaker.
- If this is not sufficient, Wealth should be the secondary tiebreaker.
- Between Rep and Wealth, ties in a tournament should be quite rare.

CAMPAIGN-BASED EVENTS

INTRODUCTION

An event does not need to be a competitive tournament – there is a lot of fun in running a campaign-based event.

A campaign event is effectively a series of interlinked games tied together by an interesting narrative or story.

Skirmish gangs are used to keep things speedy, keep all participants on an equal footing, and let players focus on the unique elements of the event.

The organiser takes on the role of the Arbitrator. It is their role to emphasise the narrative driving the games, and they should let their imagination run wild in this regard – if players focus too heavily on individual results or developing their gangs, this sense of narrative can be lost.

Some suggestions follow, but this section is deliberately brief.

HOUSE WAR

- Event participants are grouped into teams determined by their gang.
- This ensures that gangs from the same House do not face off and instead focus on destroying their mutual enemies.
- The organiser may need to handle the draw each round to ensure desired match-ups happen (possibly even doing so manually).
- This should not matter to players – House honour is more important than individual pride!

MAP-BASED EVENTS

- As an expansion to the House War option above, players can be grouped into smaller clans controlling areas of a custom map.
- Over the event, a clan's territory can shrink or grow based on its members' wins and losses. Eventually, a winner will emerge with the largest territory.
- This can work incredibly well to combine tournament and campaign-based events into an interesting package, where entrants can sign up as a team of three or more and compete together for glory.
- Draws can be made Swiss style, based on overall team performance.

EXAMPLE RULE PACK: ONE-DAY EVENT

FOUNDING A GANG

- **Composition:** 1,250 credits to create a gang consisting of 8-12 fighters, with up to three Specialists.
- **Leaders And Champions:** Gain a free starting skill at recruitment, as usual.
- **Equipment:** Purchased from the gangs' House list, and/or from the Trading Post up to a value of Rare (9).
- **Hired Guns And Hangers-On:** May be recruited freely. Hired Guns do not count towards the minimum number of fighters – but Hired Guns and Hangers-On both count towards the maximum number of fighters.

GANG ATTRIBUTES

- **Reputation:** Gangs start with a Rep of 5, meaning that only one Hanger-On per gang is allowed.
- **Wealth:** Gangs start with zero Wealth.

FIGHTER ATTRIBUTES

Fighters may be given additional skills as follows:

- **Additional Skills:** Each gang may choose five Primary skills. Distribute these among the fighters. No fighter can have more than one skill, except the Gang Leader and Champions, who may have two.
- **Characteristic Increases:** Two fighters in the gang can each increase any one of their profile characteristics.

EXAMPLE RULE PACK: TWO-DAY EVENT

FOUNDING A GANG

- **Composition:** 1,750 credits to create a gang consisting of 10-20 fighters. Gangs can include four Specialists.
- **Leaders And Champions:** Gain a free starting skill at recruitment, as usual.
- **Equipment:** Purchased from the gangs' House list, and/or from the Trading Post up to a value of Rare (11).
- **Hired Guns And Hangers-On:** May be recruited freely. Hired Guns do not count towards the minimum number of fighters – but Hired Guns and Hangers-On both count towards the maximum number of fighters.

GANG ATTRIBUTES

All gangs start with the following Attributes:

- **Reputation:** Gangs start with a Rep of 15, meaning that only three Hanger-Ons per gang is allowed.
- **Wealth:** Gangs start with zero Wealth.

FIGHTER ATTRIBUTES

Fighters may be given additional skills as follows:

- **Additional Skills:** Each gang may choose five Primary skills. Distribute these among the fighters. No fighter can have more than one skill, except for Champions, who may have two, and the Gang Leader, who may have three.
- **Characteristic Increases:** Three fighters in the gang can each increase any one of their profile characteristics.

PART VI

THE TRADING POST



Trading Post List:

CLOSE COMBAT WEAPONS

WEAPON	PRICE	RARITY	RANGE		ACCURACY						
			S	L	S	L	Str	AP	D	Ammo	Traits
Axe	10	Common	-	E	-	-	+1	-	1	-	Disarm, Melee
Boning Sword	20	Common	-	E	-	-	S	-2	2	-	Parry, Rending, Melee
Butcher's Chain Cleaver	45	Rare (7)	-	E	-	-	S+1	-2	2		Shred, Melee
Butcher's Cleaver	25	Common	-	E	-	-	S+1	-1	1	-	Disarm, Melee
Chain Glaive ►►	60	Rare (7)	E	2"	-1	-	S+2	-2	2	-	Unwieldy, Melee
Chainaxe	30	Rare (9)	-	E	-	+1	S+1	-1	1	-	Disarm, Rending, Melee
Chainsword	25	Rare (8)	-	E	-	+1	S	-1	1	-	Parry, Rending, Melee
Digi-Laser	25	Rare (10)	E	3"	-	-	1	-	1	6+	Digi, Versatile, Melee
Fighting Knife	15	Common	-	E	-	-	S	-1	1	-	Backstab, Melee
Flail	20	Common	-	E	-	+1	S+1	-	1	-	Entangle, Melee
Flensing Knife	15	Common	-	E	-	-	S	-1	1	-	Rending, Melee
Heavy Chain Cleaver	80	Rare (7)	-	E	-	+1	S+2	-2	2	-	Sever, Melee
Heavy Rock Cutter ►►	135	Rare (9)	-	E	-	-	S+4	-4	3	-	Unwieldy, Melee
Heavy Rock Drill ►►	90	Rare (9)	-	E	-	-	S+2	-3	2	-	Pulverise, Unwieldy, Melee
Heavy Rock Saw ►►	120	Rare (9)	-	E	-	-	S+2	-3	2	-	Rending, Unwieldy, Melee
Las Cutter	85	Rare (10)	E	-	+1	-	9	-3	2	6+	Versatile, Scarce, Melee
Maul (Club)	10	Common	-	E	-	-	S	+1	2	-	Melee
Power Axe	35	Rare (8)	-	E	-	-	S+2	-2	1	-	Power, Disarm, Melee
Power Hammer ►►	45	Rare (8)	-	E	-	-	S+1	-1	2	-	Power, Melee
Power Knife	25	Rare (9)	-	E	-	-	S+1	-2	1	-	Power, Backstab, Melee
Power Maul	30	Rare (8)	-	E	-	-	S+2	-1	1	-	Power, Melee
Power Pick	40	Rare (8)	-	E	-	-	S+1	-3	1	-	Power, Pulverise, Melee
Power Sword	50	Rare (9)	-	E	-	-	S+1	-2	1	-	Power, Parry, Melee
Rotary Flensing Saw ►►	55	Rare (9)	E	4"	-	-1	S+1	-2	2	-	Shred, Knockback, Versatile, Melee
Servo-Claw	35	Rare (10)	-	E	-	-	S+2	-	2	-	Melee
Shock Baton	30	Rare (8)	-	E	-	-	S+1	-	1	-	Shock, Parry, Melee
Shock Stave	25	Rare (9)	E	2"	-	-	S	-	1	-	Shock, Versatile, Melee
Stiletto Knife	20	Rare (9)	-	E	-	-	-	-	-	-	Toxin, Melee
Stiletto Sword	35	Rare (9)	-	E	-	-	-	-1	-	-	Parry, Toxin, Melee
Sword	20	Rare (6)	-	E	-	+1	S	-1	1	-	Parry, Melee
Thunder Hammer ►►	70	Rare (11)	-	E	-	-	S+1	-1	3	-	Power, Shock, Melee
Two-Handed Axe ►►	25	Common	-	E	-	-1	S+2	-	2	-	Unwieldy, Melee
Two-Handed Hammer ►►	35	Common	-	E	-	-1	S+1	-	3	-	Knockback, Unwieldy, Melee

Trading Post List:

PISTOLS

	PRICE	RARITY	RANGE		ACCURACY						
WEAPON			S	L	S	L	Str	AP	D	Ammo	Traits
Autopistol	10	Common	4"	12"	+1	-	3	-	1	4+	Rapid Fire (1), Sidearm
♦ Fragmentation Rounds	10	Rare (8)	4"	12"	+1	-	3	-1	1	4+	Rapid Fire (1), Limited, Sidearm
♦ Manstopper Rounds	10	Rare (8)	4"	12"	+1	-	4	-	1	4+	Rapid Fire (1), Limited, Sidearm
Bolt Pistol	45	Rare (8)	6"	12"	+1	-	4	-1	2	6+	Sidearm
Combi-Autopistol			4"	12"	+1	-	3	-	1	4+	Rapid Fire (1), Sidearm
+ Hand Flamer	65	Rare (10)	-	T	-	-	3	-	1	5+	Blaze, Template
+ Plasma Pistol											
- Low	50	Rare (10)	6"	12"	+2	-	5	-1	2	5+	Scarce, Sidearm
- Maximal			6"	12"	+1	-	7	-2	3	5+	Unstable, Scarce, Sidearm
Combi-Bolt Pistol			4"	12"	+1	-	3	-	1	4+	Rapid Fire (1), Sidearm
+ Hand Flamer	110	Rare (11)	-	T	-	-	3	-	1	5+	Blaze, Template
+ Plasma Pistol											
- Low	80	Rare (11)	6"	12"	+2	-	5	-1	2	5+	Scarce, Sidearm
- Maximal			6"	12"	+1	-	7	-2	3	5+	Unstable, Scarce, Sidearm
Combi-Stubber			6"	12"	+2	-	3	-	1	4+	Plentiful, Sidearm
+ Plasma Pistol											
- Low	40	Rare (8)	6"	12"	+2	-	5	-1	2	5+	Scarce, Sidearm
- Maximal			6"	12"	+1	-	7	-2	3	5+	Unstable, Scarce, Sidearm
Hand Flamer	75	Rare (8)	-	T	-	-	3	-	1	5+	Blaze, Template
Laspistol	10	Common	8"	12"	+1	-	3	-	1	2+	Plentiful, Sidearm
Needle Pistol	30	Rare (9)	4"	9"	+2	-	4	-1	-	6+	Silent, Toxin, Scarce, Sidearm
Plasma Pistol											
♦ Low	50	Rare (9)	6"	12"	+2	-	5	-1	2	5+	Scarce, Sidearm
♦ Maximal			6"	12"	+1	-	7	-2	3	5+	Unstable, Scarce, Sidearm
Reclaimed Autopistol	5	Common	4"	12"	+1	-	3	-	1	5+	Rapid Fire (1), Sidearm
Stub Gun	5	Common	6"	12"	+2	-	3	-	1	4+	Plentiful, Sidearm
♦ Dum Dum Rounds	5	Rare (7)	5"	10"	+1	-	4	-	1	4+	Limited, Sidearm
Web Pistol	90	Rare (9)	-	T	-	-	4	-	-	6+	Web, Silent, Template

Trading Post List:

BASIC WEAPONS

WEAPON	PRICE	RARITY	RANGE		ACCURACY						
			S	L	S	L	Str	AP	D	Ammo	Traits
Autogun	15	Common	8"	24"	+1	-	3	-	1	4+	Rapid Fire (1)
Boltgun	55	Rare (8)	12"	24"	+1	-	4	-1	2	6+	Rapid Fire (1)
Combat Shotgun	70	Rare (7)	4"	12"	+1	-	4	-	2	4+	Rapid Fire (1), Knockback
♦ Salvo Fire			-	T	-	-	2	-	1	4+	Scattershot, Template
♦ Shredder Blast		30	Rare (8)	-	T	-	-	5	-1	1	6+
Lasgun	15	Common	18"	24"	+1	-	3	-	1	2+	Plentiful
Reclaimed Autogun	10	Common	8"	24"	+1	-	3	-	1	5+	Rapid Fire (1)
Sawn-Off Shotgun	15	Common	4"	8"	+2	-	3	-	1	6+	Scattershot
Shotgun											
♦ Executioner Ammo	20	Rare (9)	4"	16"	-1	+1	4	-2	2	6+	Knockback, Limited
♦ Inferno Ammo	15	Rare (8)	4"	16"	+1	-	4	-	2	5+	Blaze, Limited
♦ Scatter Rounds	30	Common	4"	8"	+2	-	2	-	1	4+	Scattershot
♦ Solid Ammo			8"	16"	+1	-	4	-	2	4+	Knockback
Throwing Knives	10	Common	Sx2	Sx4	-	-1	S	-1	-	5+	Silent, Toxin, Scarce

Trading Post List:

SPECIAL WEAPONS

WEAPON	PRICE	RARITY	RANGE		ACCURACY						
			S	L	S	L	Str	AP	D	Am	Traits
Combi-Autogun			8"	24"	+1	-	3	-	1	4+	Rapid Fire (1), Combi
+ Flamer	110	Rare (10)	-	T	-	-	4	-1	1	5+	Blaze, Unstable, Template
+ Grenade Launcher (Frag)	30	Rare (7)	6"	24"	-1	-	3	-	1	6+	Blast (3"), Knockback
Combi-Bolter			12"	12"	+1	-	4	-1	2	6+	Rapid Fire (1), Combi
+ Flamer	180	Rare (8)	-	T	-	-	4	-1	1	5+	Blaze, Unstable, Template
+ Melta	170	Rare (12)	6"	12"	+1	-	8	-4	3	4+	Melta, Combi, Scarce
+ Needler	90	Rare (10)	9"	18"	+1	-	-	-1	-	6+	Silent, Toxin, Combi, Scarce
+ Plasma Gun											
- Low	115	Rare (10)	12"	24"	+2	-	5	-1	2	5+	Rapid Fire (1), Combi, Scarce
- Maximal			6"	24"	+1	-	7	-2	3	5+	Unstable, Combi, Scarce
Flamer	140	Rare (7)	-	T	-	-	4	-1	1	5+	Blaze, Template
Grav Gun	120	Rare (11)	9"	18"	+1	-	*	-1	2	5+	Blast (3"), Graviton Pulse, Concussion
Grenade Launcher											
♦ Frag Grenades	65	Rare (8)	6"	24"	-1	-	3	-	1	6+	Blast (3"), Knockback
♦ Krak Grenades			6"	24"	-1	-	6	-2	2	6+	
Long Las	20	Common	18"	36"	-	+1	4	-	1	2+	Plentiful
Long Rifle	30	Rare (7)	24"	48"	-	+1	4	-1	1	4+	Knockback
Meltagun	135	Rare (11)	6"	12"	+1	-	8	-4	3	4+	Melta, Scarce
Needle Rifle	40	Rare (9)	9"	18"	+2	-	-	-2	-	6+	Silent, Toxin, Scarce
Plasma Gun											
♦ Low	100	Rare (9)	12"	24"	+2	-	5	-1	2	5+	Rapid Fire (1), Scarce
♦ Maximal			12"	24"	+1	-	7	-2	3	5+	Unstable, Scarce
Web Gun	125	Rare (9)	-	T	-	-	5	-	-	5+	Web, Silent, Template

Trading Post List:

HEAVY WEAPONS

WEAPON	PRICE	RARITY	RANGE		ACCURACY							
			S	L	S	L	Str	AP	D	Ammo	Traits	
Harpoon Launcher ▶▶	110	Rare (9)	6"	18"	+2	-	5	-3	1	5+	Drag, Impale, Scarce	
Heavy Bolter ▶▶	160	Rare (10)	18"	36"	+1	-	5	-2	2	6+	Rapid Fire (2), Unwieldy	
Heavy Flamer ▶▶	195	Rare (10)	-	T	-	-	5	-2	1	5+	Blaze, Unwieldy, Template	
Heavy Stubber ▶▶	130	Rare (7)	20"	40"	-	-1	4	-1	1	4+	Rapid Fire (2), Unwieldy	
Lascannon ▶▶	155	Rare (10)	24"	48"	-	+1	10	-3	3	4+	Knockback, Unwieldy	
Mining Laser ▶▶	125	Rare (9)	18"	24"	-	-1	9	-3	3	3+	Unwieldy	
Missile Launcher ▶▶ ♦ Frag Missile ♦ Krak Missile	165	Rare (10)	24"	48"	+1	-	4	-1	1	6+	Blast (5"), Knockback, Unwieldy	
			24"	48"	+1	-	6	-2	3	6+	Unwieldy	
Multi-Melta ▶▶	180	Rare (11)	12"	24"	+1	-	8	-4	3	4+	Blast (3"), Melta, Unwieldy, Scarce	
Plasma Cannon ▶▶ ♦ Low ♦ Maximal	130	Rare (11)	18"	36"	+1	-	6	-1	2	5+	Rapid Fire (1), Scarce	
			18"	36"	+1	-	8	-2	3	5+	Blast (3"), Unstable, Unwieldy, Scarce	
Seismic Cannon ▶▶ ♦ Short Wave ♦ Long Wave	140	Rare (10)	12"	24"	-	-1	6	-1	2	5+	Rapid Fire (1), Knockback, Seismic, Unwieldy	
			12"	24"	-1	-	8	-	1	5+	Rapid Fire (2), Knockback, Seismic, Unwieldy	

Trading Post List:

GRENADES

WEAPON	PRICE	RARITY	RANGE		ACCURACY						
			S	L	S	L	Str	AP	D	Ammo	Traits
Anti-Plant Grenade	30	Rare (7)	-	Sx3	-	-	-	-	-	4+	Blast (3"), Defoliate, Grenade
Blasting Charge	35	Rare (8)	-	Sx2	-	-	5	-1	2	5+	Blast (5"), Knockback, Grenade
Choke Gas Grenade	50	Rare (9)	-	Sx3	-	-	-	-	-	5+	Blast (3"), Gas, Grenade
Demolition Charge	50	Rare (12)	-	Sx3	-	-	6	-3	3	*	Blast (5"), Single Shot, Grenade
Flare Grenade	20	Common	-	Sx3	-	-	-	-	-	4+	Blast (5"), Flare, Grenade
Frag Grenade	30	Common	-	Sx3	-	-	3	-	1	4+	Blast (3"), Knockback, Grenade
Gunk Bomb	40	Common	-	Sx2	-	-	2	-	-	5+	Blast (3"), Gunk, Grenade
Incendiary Charge	40	Rare (7)	-	Sx3	-	-	3	-	1	5+	Blast (5"), Blaze, Grenade
Krak Grenade	45	Rare (8)	-	Sx3	-	-1	6	-2	2	4+	Demolitions, Grenade
Melta Bomb	60	Rare (11)	-	Sx3	-	-1	8	-4	3	6+	Demolitions, Grenade
Photon Flash Grenade	15	Rare (9)	-	Sx3	-	-	-	-	-	5+	Blast (5"), Flash, Grenade
Plasma Grenade	90	Rare (10)	-	Sx3	-	-	5	-1	2	4+	Blast (3"), Unstable, Grenade
Scare Gas Grenade	45	Rare (10)	-	Sx3	-	-	-	-	-	6+	Blast (3"), Gas, Fear, Grenade
Smoke Grenade	15	Common	-	Sx3	-	-	-	-	-	4+	Blast (3"), Smoke, Grenade
Stun Grenade	15	Rare (8)	-	Sx3	-	-	2	-1	1	4+	Blast (3"), Concussion, Grenade

SUPPLIES & TRAPS

	WEAPON	PRICE	RARITY
1.	Ammo Cache	60	Rare (8)
2.	Frag Trap	20	Common
3.	Gas Trap	40	Rare (8)
4.	Melta Trap	50	Rare (10)

(1) AMMO CACHE

- An Ammo Cache is added to the gang's Stash, rather than assigned to a fighter.
- An Ammo Cache is placed after the gang has deployed – in the gang's deployment zone, within 1" of a friendly fighter. If placed, an Ammo Cache is automatically deleted from the Stash after the battle.
- If the gang is defending in a scenario, roll D6 for each Ammo Cache they possess – on a 5+, they can be used in the battle, otherwise they may not.
- During the battle, any fighter who checks Ammo within 1" of an Ammo Cache gains a +2 modifier to their roll. However, on the roll of a natural 6, the cache is exhausted and removed from play.
- Any weapons with the *Scarce* trait may disregard this while within 1" of an Ammo Cache.

(2) FRAG, GAS, & MELTA TRAPS

- Place a marker representing the trap after setup but before deployment.
- If both gangs are using traps, the defender in a scenario places theirs first – otherwise, the winner of a roll off.
- Any fighter (friendly or enemy) who moves within 2" of a trap token risks setting it off.
- When this happens, the fighter's movement is "paused" – they then roll D6:
 - ▶ **1:** *the trap is a dud and removed play. The fighter may proceed with any remaining movement.*
 - ▶ **2-3:** *The trap does not trigger (this time). Leave the token in place. The fighter may proceed with any remaining movement.*
 - ▶ **4+:** *The trap explodes! Resolve the appropriate effect below, then remove the trap from play.*
 - **Frag Trap:** *Centre the Blast (5") marker over the trap. Any fighter it touches suffers a Strength 3, AP 0, Damage 1 hit with the Knockback trait.*
 - **Gas Trap:** *Centre the Blast (5") marker over the trap. Roll D6 for any fighter it touches – if the score is equal or higher than their Toughness, roll an Injury die and apply the result (no armour save permitted).*
 - **Melta Trap:** *Centre the Blast (5") marker over the trap. Any fighter it touches suffers a Strength 8, AP -4, Damage 3 hit with the Melta trait.*
- Fighters can make ranged attacks against traps, suffering a -1 modifier to hit at Short range, or -2 at Long range.
- If the trap is hit, roll D6 – on 1-2, it is unaffected; on 3-4, it explodes, as above; on 5-6, it is destroyed without exploding and removed from play.
- Note that a fighter can also equip and carry traps into battle. A fighter carrying a trap can take the following action:
 - ▶ **SET TRAP (Basic):** *Place a trap token within 1" – the fighter may then immediately move D6".*

Trading Post List:

SPECIALIST AMMO

[NOTE: All ammo options retain the Range values of their parent weapon]

	PRICE	RARITY	ACCURACY						
			S	L	Str	AP	D	Ammo	Traits
AUTO WEAPONS	Autopistol, Autogun, Reclaimed Variants, Combi-Variants, Heavy Stubber								
♦ Fragmentation Rounds	10	Rare (8)	+1	-	3	-1	1	4+	Rapid Fire (1), Limited, Sidearm
♦ Manstopper Rounds	10	Rare (8)	+1	-	4	-	1	4+	Rapid Fire (1), Limited, Sidearm
♦ Plantbuster Rounds	15	Rare (9)	+1	-	3	-	1	4+	Rapid Fire (1), Defoliate, Scarce, Sidearm
♦ Phosphor Rounds	10	Rare (8)	+1	-	3	-	1	4+	Rapid Fire (1), Flare, Scarce, Sidearm
♦ Rad Rounds	20	Rare (9)	-	-	3	-	1	4+	Rapid Fire (1), Rad-Phage, Scarce, Sidearm

BOLT WEAPONS			<i>Bolt Pistol, Boltgun, Enforcer Boltgun, Combi-Variants, Storm Bolter, Heavy Bolter</i>								
♦ Gunk Shells	15	Common	-	-	4	-	1	6+	Gunk, Limited, Sidearm		

GRENADE LAUNCHERS			<i>Any Grenade Launcher (only profiles marked [❖] may be used in Combi-Variants, gaining the "Single Shot" trait if so</i>								
♦ Anti-Plant Grenades ❖	40	Rare (7)	-1	-	-	-	-	4+	Blast (3"), Defoliate [Combi: Single Shot]		
♦ Choke Grenades	35	Rare (9)	-1	-	-	-	-	5+	Blast (3"), Gas, Limited		
♦ Flare Grenades ❖	30	Common	-1	-	-	-	-	4+	Blast (3"), Flare [Combi: Single Shot]		
♦ Photon Flash Grenades	15	Rare (9)	-	-	-	-	-	5+	Blast (5"), Flash		
♦ Plasma Grenades	100	Rare (12)	-1	-	5	-1	2	6+	Blast (3"), Unstable		
♦ Scare Gas Grenades	45	Rare (10)	-1	-	-	-	-	6+	Blast (3"), Fear, Gas, Limited		
♦ Smoke Grenades	15	Common	-1	-	-	-	-	4+	Blast (3"), Smoke		

SHOTGUNS			<i>Shotgun, Sawn-Off Shotgun, Combat Shotgun, Enforcer Shotgun</i>								
♦ Plantbuster Shells	15	Rare (9)	+2	-	2	-	1	4+	Defoliate, Scattershot, Scarce		
♦ Phosphor Shells	10	Rare (8)	+2	-	2	-	1	4+	Flare, Scattershot, Scarce		
♦ Rad Shells	20	Rare (9)	+1	-	2	-	1	4+	Rad-Phage, Scattershot, Scarce		

STUB WEAPONS			<i>Stub Gun, Combi-Variants</i>								
♦ Dum Dum Rounds	5	Rare (7)	+1	-	4	-	1	4+	Limited, Sidearm		

WEAPON TRAITS

This section describes the different effects that might be applied to different weapons.

WEAPON TRAITS			
1	Backstab	31	Parry
2	Blast (3") & (5")	32	Phase
3	Blaze	33	Plentiful
4	Burrowing	34	Power
5	Chem Delivery	35	Primitive
6	Combi	36	Pulverise
7	Concussion	37	Rad-Phage
8	Cursed	38	Rapid Fire (X)
9	Defoliate	39	Reckless
10	Demolitions	40	Rending
11	Digi	41	Scarce
12	Disarm	42	Scattershot
13	Drag	43	Seismic
14	Energy Shield	44	Sever
15	Entangle	45	Shield
16	Fear	46	Shield Breaker
17	Flare	47	Shock
18	Flash	48	Shred
19	Gas	49	Sidearm
20	Graviton Pulse	50	Silent
21	Grenade	51	Single Shot
22	Gunk	52	Smoke
23	Hexagrammatic	53	Template
24	Hunting	54	Toxin
25	Impale	55	Twin-Linked
26	Knockback	56	Unstable
27	Limited	57	Unwieldy
28	Melee	58	Versatile
29	Melta	59	Web
30	Paired		

(2) BACKSTAB

- If this weapon successfully hits a target while outside of their vision arc, it gains +1 Strength.

(3) BLAST (3") & (5")

- This weapon utilises a Blast marker. The central hole acts as the attack's point of impact.
- As the weapon targets a point on the battlefield:
 - It bypasses the rules for target priority
 - It can potentially bypass penalties to hit from cover
 - It can hit targets who are hiding (i.e. Prone behind cover
 - r)

(4) BLAZE

- If this weapon successfully hits a target, resolve the attack as normal, then roll D6 – on 4+, the target is set on fire, gaining the Blaze condition.

(5) BURROWING

- This weapon can make a regular attack or an indirect attack. Regular attacks are resolved as normal.
- An indirect attack can target any point on the battlefield. Do not roll to hit – instead, place the Blast marker anywhere on the desired target point.
- Unless a "Hit" is rolled, the marker automatically Scatters 2D6" (moving freely through impassable terrain, though remaining on the targeted level). If it leaves the battlefield, the attack is wasted.
- Unlike other attacks, this weapon resolves its hits in the End Phase of the current round. Any fighters touching the Blast marker are automatically hit.

(6) CHEM DELIVERY

- This weapon can fire any chem in the attacker's possession. This **does not** cost a dose of that chem.
- When this weapon is fired, the attacker declares which chem they are firing.
- If this weapon successfully hits a target, roll D6 – if the result is equal or higher than their Toughness (or a natural 6), they immediately experience the effects of the chem.
- This weapon cannot target friendly fighters.

(7) COMBI

- Combi-weapons have two profiles. When fired, the attacker picks which one to use.
- When one of the weapon's profiles checks Ammo, roll twice and apply the lowest result.
- Ammo is tracked separately for each profile – if one runs out, the other can still fire.

(8) CONCUSSION

- Targets hit lose -2 Initiative until the end of the round (to a minimum of 6+).

(9) CURSED

- If this weapon successfully hits a target, resolve its effects normally.
- Target then checks Willpower – if failed, they gain the Insane condition.

(10) DEFOLIATE

- Carnivorous Plants hit by this weapon automatically gain D3 Damage tokens.
- Brainleaf Zombies wounded by this weapon are removed from play if the Out of Action result is rolled on the Injury die (rather than ignoring this result, as they usually would).

(11) DEMOLITIONS

- This grenade can be used against terrain targets (such as locked doors or scenario objectives).
- To do so, the attacker makes single attack that hits automatically – the attacker then moves D6" away from the target before the effect is resolved as normal.

(12) DIGI

- When the owner resolves close combat attacks or a ranged attacks using a pistol, resolve these as normal.
- They may then make an additional attack for every weapon they have with the *Digi* trait.
- Being covertly hidden inside a ring or glove, this weapon does not count towards the maximum number a fighter can carry.
- A fighter can possess a maximum of ten weapons with the *Digi* trait.

(13) DISARM

- If this weapon hits on a natural 6, the target can only make unarmed Reaction attacks in response.

(14) DRAG

- If this weapon successfully hits a target, the attacker can choose to drag them.
- If so, roll D6 – if the result is equal or higher than the target's Strength, they are pulled D3" towards the attacker.
- The target stops if they hit an obstacle of any type.
- If the target impacts another fighter, both are dragged the remaining distance.
- If the weapon also has the *Impale* trait, only the final target can be dragged.

(15) ENTANGLE

- Targets hit by this weapon cannot use the *Parry* trait against it.
- If this weapon rolls a natural 6, the target suffers a -2 modifier to their Reaction attacks.

(16) FEAR

- If an attack from this weapon would result in an Injury roll, the target instead tests Nerve with a -2 modifier.
- If failed, the target becomes Broken and immediately makes a free *Running for Cover (Double)* action.

(17) FLARE

- If this weapon successfully hits a target, they gain the Revealed condition if the Pitch Black rules are in effect.
- If this weapon has both the *Flare* and *Blast* traits, then after resolving the final position of the Blast marker, leave it in place.
- While a fighter is touching this Blast marker, they have the Revealed condition.
 - ▶ *In each End Phase, roll D6 – on 4+, the flare goes out and the Blast marker is removed.*

(18) FLASH

- If this weapon hits a target, do not roll to wound.
- Instead, the target checks Initiative – if failed, they gain the Blinded condition.

(SPECIAL) FORCE

- In the hands of a non-psyker, a Force Weapon has no additional effects.
- When wielded by a fighter with the *Sanctioned Psyker* or *Unsanctioned Psyker* special rules, the weapon gains both the *Power* and *Sever* traits:
 - ▶ **POWER:** *If this weapon hits a target on the roll of a natural 6, the attack gains +1 Damage and the target cannot attempt an armour save.*

This weapon is immune to the effects of the Parry trait, unless that weapon also has the Power trait.
 - ▶ **SEVER:** *If this weapon reduces a target to zero wounds, they automatically go Out of Action.*

(19) GAS

- If this weapon hits a target, do not roll to wound.
- Instead, roll D6 – if the result is higher than the target's Toughness (or a natural 6), immediately roll the Injury die and apply the result.
- The target may not attempt an armour save.
- This weapon never causes a target to become Pinned.

HOUSE RULE: The above rules have no effect against inorganic targets such as doors, walls, or terrain.

(20) GRAVITON PULSE

- If this weapon hits a target, do not roll to wound.
- Instead, roll D6 – if the result is higher than the target's Strength, they lose -1 Wound (a natural 6 always fails).
- After resolving hits, keep the Blast marker in place.
- Any fighter moving through the Blast marker must spend 2" of movement for every 1" they move.
- Remove the Blast marker in the End phase.

(21) GRENADE

- Grenades are unique in that they are purchased as **equipment** (and so are not counted towards a fighter's three-weapon limit) but treated as **ranged weapons**.
- A fighter can throw a grenade via the *Shoot (Basic)* action. Grenades only have a Long range, which is determined by multiplying the fighter's Strength by the amount on its profile.
- Grenades **always** require an Ammo check after being thrown – there is no need to roll the Firepower die.
- If the Ammo check is failed, a grenade cannot be reloaded: the fighter has run out for the battle.

(22) GUNK

- If this weapon hits a target, they gain the Gunked condition.

(23) HEXAGRAMMATIC

- This weapon ignores armour saves provided or created by wyrd powers.
- The Damage value of this weapon is doubled if the target is a psyker.

HOUSE RULE: Damage is also doubled against daemonically-possessed targets.

(24) HUNTING

- When a fighter takes the *Aim (Basic)* action with this weapon, they gain a +2 modifier to hit, rather than the usual +1.

(25) IMPALE

- If this weapon inflicts an unsaved wound, its projectile continues forward and may hit other targets.
- Trace a straight line – from the attacker, through the target, up to the weapon's maximum range.
- Any fighters within 1" of this line (friendly or enemy) are at risk.
- Roll D6 for the first potential target – on 3+, resolve an attack against them, with a -1 modifier to Strength.
- Continue for each additional potential target, with each successful hit losing another point of Strength. If Strength reaches zero, no further targets can be hit.

(26) KNOCKBACK

- If a successful roll to hit is equal or higher than the target's Strength, they are pushed 1" directly away and Pinned.
- If the target impacts terrain (or another fighter), they stop and the attack gains +1 Damage.
- If the target's base moves over an edge (partially or fully), check Initiative – if failed, they fall.
 - ▶ **Blast Weapons:** Roll D6 for each target to substitute the hit roll – knock-backed targets are pushed 1" directly away from the centre of the marker.
 - ▶ **Close Combat Weapons:** After pushing the target, the attacker can either follow up (moving, remaining Engaged and in base contact) or not (remaining in place and becoming Active). If the attack occurred across a barricade, the attacker cannot follow up.

(27) LIMITED

- This trait represents ultra-rare **ammunition** and grants a weapon a new attack profile.
- If this profile goes Out of Ammo, it can never be reloaded – instead, it is immediately and permanently deleted from the weapon.
- The weapon can still use any other profiles it has.

(28) MELEE

- This weapon can be used to make close combat attacks.

(29) MELTA

- If this weapon hits a target in Short range and reduces them to zero wounds, the target automatically goes Out of Action.

(30) PAIRED

- The wielder doubles their attacks following a successful *Charge (Double)* action, instead of gaining the usual +1.
- At all other times, the wielder counts as dual-wielding this weapon, gaining +1 Attack.

HOUSE RULE: *Paired weapons may not be combined with third arms.*

(31) PARRY

- When Engaged in combat, the wielder can force their opponent to re-roll one successful close combat attack.
- If dual-wielding two weapons with this trait, the wielder can force their opponent to re-roll two successful close combat attacks.

(32) PHASE

- No armour save can be made against this weapon.
- This applies to both Gang Armour and Field Armour.
- Note that any armour saves granted by a special rule or ability are still permitted.

(33) PLENTIFUL

- When the wielder makes a *Reload (Simple)* action, the weapon automatically passes its Ammo check.

(34) POWER

- If this weapon hits a target on the roll of a natural 6, the attack gains +1 Damage and the target cannot attempt an armour save.
- This weapon is immune to the effects of the *Parry* trait, unless that weapon also has the *Power* trait.

(35) PRIMITIVE

- The wielder treats the *Reload (Simple)* action as *Reload (Double)*.

(36) PULVERISE

- If this weapon reduces a target to zero wounds, roll the Injury die as normal.
- Its wielder then rolls D6 – if the result is higher than the target's Toughness (or a natural 6), change one Flesh Wound result to a Serious Injury.

(37) RAD-PHAGE

- If this weapon hits a target, resolve the effects as normal.
- Its wielder then rolls D6 – on a 4+, the target suffers an additional Flesh Wound.

(38) RAPID FIRE (X)

- When rolling to hit, the wielder may roll additional Firepower die – up to the trait's (X) value.
- If this weapon hits a target, it inflicts the number of hits shown across all Firepower dice.
- Multiple hits can be assigned to multiple targets. Allocate all hits prior to making wound rolls.
 - ▶ *The original target always takes the first hit.*
 - ▶ *Each additional hit may be assigned to an alternative target within 3" of the original.*
 - ▶ *Alternative targets must be within the attacker's range and line of sight.*
 - ▶ *Alternative targets must be no harder to hit than the original – considering cover, Accuracy modifiers, fighter status, and so on.*
- Each Ammo symbol rolled on the Firepower dice requires a separate check:
 - ▶ *If one fails, the weapon is Out of Ammo.*
 - ▶ *If two or more fail, the gun is jammed and becomes unusable for the remainder of the battle.*

(39) RECKLESS

- Attacks with this weapon require careful positioning as they cannot be precisely targeted – they do not discriminate between friendly fighters and enemies.
- **Ranged Weapon:** The attack is made against a random fighter (friendly or enemy) in range and line of sight.
 - ▶ **Weapon has the Rapid Fire (X) trait:** *Each additional hit generated by Firepower dice must be assigned to a different, eligible target (friendly or enemy, within range and line of sight). The wielder may assign any spare hits freely.*
- **Close Combat Weapon:** Each attack is made against a random fighter (friendly or enemy) in base contact with the wielder.
 - ▶ **Weapon has the Versatile trait:** *Each attack is made against a random fighter (friendly or enemy) within the weapon's Long range.*

(40) RENDING

- If this weapon wounds a target on the roll of a natural 6, the attack gains +1 Damage.

(41) SCARCE

- This trait represents special **ammunition** and grants a weapon a new attack profile.
- If this profile goes Out of Ammo, it can never be Reloaded – the rare, specialist ammo has run dry and cannot be used for the remainder of the battle (it can still be used in future battles).
- The weapon can still use any other profiles it has.

(42) SCATTERSHOT

- For each attack that hits a target, roll D6 – resolve that many wound rolls, instead of just one.

(43) SEISMIC

- Targets hit by this weapon are **always** Pinned, even if they have an ability or effect that usually lets them avoid this.
- If this weapon wounds a target on a natural 6, they cannot attempt an armour save.

(44) SEVER

- If this weapon reduces a target to zero wounds, they automatically go Out of Action.

(45) SHIELD

- This shield can be used in melee and has a close combat weapon profile.
- The user increases their armour save by +2 against melee attacks inside their vision arc.
- The user increases their armour save by +1 against ranged attacks inside their vision arc.
 - ▶ *If the user lacks a facing (for example, because they are Prone), none of the above rules can be used.*

(46) SHIELD BREAKER

- This weapon ignores the effects of the *Shield* trait.
- If a target attempts an armour save with Field Armour against this weapon, they must roll two dice and apply the lowest result.

(47) SHOCK

- If this weapon hits a target on a natural 6, do not roll to wound – it automatically succeeds.

(48) SHRED

- If this weapon wounds a target on a natural 6, the attack's Armour Penetration is doubled.

(49) SIDEARM

- This weapon can make ranged attacks, and can also make a single attack in close combat.
- The die representing this weapon's close combat attack must be clearly identified to the opponent.
- If the weapon has an Accuracy modifier, this only applies to its ranged attack.

(50) SILENT

- If the "Sneak Attack" rules are in effect, this weapon does not trigger a test to raise the alarm.
- If the "Pitch Black" rules are in effect, attacking with this weapon does not confer the Revealed condition.

(51) SINGLE SHOT

- This weapon can only be used once per battle.

(52) SMOKE

- This weapon targets a point on the battlefield. It does not inflict wounds, does not cause Pinning, and disregards the rules for target priority.
- This weapon utilises the Blast (5") marker, representing a smoke cloud that also extends vertically 2.5".
- Fighters may move freely through the smoke; however, it blocks line of sight – so attacks cannot be made into, out of, or through it.
- Leave the Blast marker in place after resolving the hit. The effects persist as long as the smoke does.
- In each End Phase, roll D6 – on a 4+, the smoke is removed.

(53) TEMPLATE

- This weapon uses the teardrop-shaped Flame template to determine its hits.
- As the weapon does not specify a target when attacking, it bypasses the rules for target priority, disregards cover, and can hit hiding targets who are hiding (i.e. Prone behind cover).

(54) TOXIN

- If this weapon hits a target, do not roll to wound.
- Instead, roll D6 – if the result is higher than the target's Toughness (or a natural 6), they may attempt an armour save – if failed, roll the Injury die and immediately apply the result.
- Note that this weapon never reduces a target's Wounds.

HOUSE RULE: The above rules have no effect against inorganic targets such as doors, walls, or terrain.

(55) TWIN-LINKED

- The weapon may re-roll any Ammo dice when it attacks.

(56) UNSTABLE

- When the wielder makes an Ammo check for this weapon, a roll of 1-3 means the weapon catastrophically overheats – the wielder goes Out of Action.
 - ▶ *If the wielder survived, the roll serves dual purpose to see whether the weapon went Out of Ammo.*
 - ▶ *The attack is then resolved against the target as normal.*
- **Grenades:** As they always require an Ammo check, every throw of an *Unstable* grenade will automatically require the D6 roll.
- **Close Combat Weapons:** Even if it serves no other purpose, a close combat weapon with the *Unstable* trait must still roll the Firepower die to see whether it is at risk of overheating.

(57) UNWIELDY

- **Ranged:** The wielder treats the *Shoot (Basic)* action as *Shoot (Double)*.
- **Close Combat:** A fighter cannot dual-wield with this weapon.

(58) VERSATILE

- This trait grants an attack range to close combat weapons.
- If a target is within the weapon's Long range, the wielder can attack them.
- Because the two fighters are not considered to be Engaged, the enemy cannot make Reaction attacks.
- There are two exceptions to this:
 - ▶ **Enemy has Versatile weapon:** *The enemy can make Reaction attacks if they also have a Versatile weapon and your fighter is within their Long range.*
 - ▶ **Enemy has Sidearm weapon:** *The can make a single Reaction attack with a Sidearm weapon – applying any Accuracy modifiers for Short range (an exception to the usual Sidearm rules).*

(59) WEB

- Targets wounded by this weapon may not attempt an armour save, and do not roll for Injury.
- Instead, the target gains the Webbed condition.

WEAPON ACCESSORIES

ACCESSORY RULES

The following rules apply to every weapon accessory:

- Accessories can only be fitted to ranged weapons.
- An accessory can only be fitted to the weapons explicitly stated.
- Accessories marked with a [★] cannot be combined together on the same weapon.
- If a weapon has multiple profiles (such as a *combi-weapon*), an accessory's restrictions may mean it can only be used by **one** of those profiles.
- Throwing Knives can never be fitted with an accessory.

	WEAPON ACCESSORIES	PRICE	RARITY
1	<u>Gunshroud</u>	20	Rare (8)
2	Hotshot Las-Pack	20	Common
3	Infra-Sight	40	Rare (8)
4	Las-Projector	35	Rare (9)
5	Mono-Sight	35	Rare (9)
6	Suspensor	60	Rare (10)
7	Telescopic Sight	25	Common
8	Psi-Amplifier	75	Rare (15)

(SPECIAL) PSI-AMPLIFIER

- **FITTED TO:** Close Combat Weapons.
- **OBTAINING:** This item can only be obtained via the Psi-Attune Post-Battle Action:
 - ▶ **PSI-ATTUNE:** The fighter must roll 2D6 and apply the same modifiers as the Trade Post-Battle Action.
 - If the result is (15) or higher, the Psi-Amplifier is obtained and immediately fitted to a weapon.
- **EFFECTS:** The weapon gains the *Force* trait.

(1) GUNSHROUD

- **FITTED TO:** Pistols, Basic Weapons.
- **EFFECTS:** The weapon gains the *Silent* trait.

(2) HOTSHOT LAS-PACK

- **FITTED TO:** Laspistol, Lasgun.
- **EFFECTS:** The weapon becomes Strength 4, AP -1, loses the *Plentiful* trait, and amends its Ammo to 4+.

(3) INFRA-SIGHT [★]

- **FITTED TO:** Pistols, Basic, Special, & Heavy Weapons; but excludes weapons with the *Rapid Fire (X)*, *Blast (3")* or *Blast (5")* traits.
- **EFFECT 1:** The weapon treats full cover as partial, and partial cover as open (this does not stack with the *Trick Shot* skill).
- **EFFECT 2:** The weapon ignores smoke clouds.
- **EFFECT 3:** If the "Pitch Black" rules are in effect, the weapon can spot targets up to 12" away, instead of 3".

(4) LAS-PROJECTOR

- **FITTED TO:** Pistols, Basic & Special Weapons.
- **EFFECTS:** The weapon gains +1 accuracy at Short range. This is in addition to any modifier it already has.

(5) MONO-SIGHT [★]

- **FITTED TO:** Basic, Special, & Heavy Weapons.
- **EFFECTS:** If the owner takes the *Aim (Basic)* action, this weapon gains a +2 modifier to hit, rather than +1.

(6) SUSPENSOR

- **FITTED TO:** Heavy Weapons.
- **EFFECTS:** Attacking with this weapon becomes a (*Basic*) action rather than (*Double*).

(7) TELESCOPIC SIGHT [★]

- **FITTED TO:** Pistols, Basic & Special Weapons.
- **EFFECTS:** If the owner takes the *Aim (Basic)* action, this weapon always uses its Short range modifier, even if the target is at Long range.

GANG ARMOUR

	GANG ARMOUR	PRICE	RARITY
1	Flak Armour	10	Common
2	Hardened Flak Armour	20	Rare (10)
3	Hardened Layered Flak Armour	35	Rare (11)
4	Hazard Suit	10	Rare (10)
5	Heavy Carapace Armour	100	Rare (11)
6	Layered Flak Armour	20	Rare (8)
7	Light Carapace Armour	80	Rare (10)
8	Mesh Armour	15	Common

(1) FLAK ARMOUR

- The wearer gains an armour save of 6+.
- This increases to 5+ against attacks from Blast markers or Flame templates.

(2) HARDENED FLAK ARMOUR

- The wearer gains an armour save of 6+.
- This increases to 5+ against attacks from Blast markers or Flame templates.
- The enemy's weapon reduces its Armour Penetration by 1.

(3) HARDENED LAYERED FLAK ARMOUR

- The wearer gains an armour save of 5+.
- This increases to 4+ against attacks from Blast markers or Flame templates.
- The enemy's weapon reduces its Armour Penetration by 1.

(4) HAZARD SUIT

- The wearer gains a 6+ armour save.
- The wearer can never gain the Blaze condition, and is immune to the effects of the *Rad-Phage* trait.
- If the wearer also has a **respirator**, they count as +3 Toughness when attacked by a weapon with the *Gas* trait, rather than the usual +2.

(5) HEAVY CARAPACE ARMOUR

- The wearer gains a 4+ armour save.
 - ▶ Against attacks that hit within the wearer's front vision arc, this increases to 3+.
 - ▶ Against attacks using a Blast marker, treat the central hole as the origin of the attack.
 - ▶ If the wearer has no facing (e.g. because they are *Prone*), they do not increase the save.
- The wearer loses -1 Initiative.
- When taking the *Charge (Double)* action, the wearer loses -1 Movement.

(6) LAYERED FLAK ARMOUR

- The wearer gains an armour save of 5+.
- This increases to 4+ against attacks from Blast markers or Flame templates.

(7) LIGHT CARAPACE ARMOUR

- The wearer gains a 4+ armour save.

(8) MESH ARMOUR

- The wearer gains an armour save of 5+.

FIELD ARMOUR

FIELD ARMOUR RULES

The following general rules apply to all forms of field armour:

- Only one type of field armour can be worn at a time.
- Field armour can be combined with standard armour.
- If a fighter is wearing standard armour **and** field armour, and they must attempt an armour save, they must choose in advance which type they will use to do so.
- If a fighter is wearing standard armour **and** field armour, and they must take multiple simultaneous armour saves, they can vary which armour type to use for each attempt.

	FIELD ARMOUR	PRICE	RARITY
1	Conversion Field	60	Rare (11)
2	Displacer Field	70	Rare (12)
3	Refractor Field	50	Rare (10)

(1) CONVERSION FIELD

- If an attack hits the wearer, roll D6 before rolling wound – on 5+, the hit is disregarded.
- If so, every fighter (friend or enemy) within 3" of the wearer gains the Blind condition.
- The wearer is unaffected by the flash and does not gain the Blind condition.

(2) DISPLACER FIELD

- If an attack hits the wearer, roll D6 – on 4+, the hit is disregarded.
- If so, the wearer immediately Scatters a number of inches equal to the attack's Strength.
 - ▶ **Against Template Weapons:** *If the wearer is still touching the template after being displaced, the hit is still ignored.*
 - ▶ **Against Weapons with no Strength:** *The displacer field has no effect.*
 - ▶ **Effects on Terrain:** *The wearer is never transported inside a terrain feature and must be placed clear of any impassable terrain.*

If the wearer lands with any part of their base overhanging an edge, they must check Initiative – if failed, they fall.

If the wearer lands in open air (or over a hazard such as a pitfall) they fall automatically.
 - ▶ **Effects on Fighters:** *The wearer can become Engaged as a result of the displacement.*
 - ▶ **Leaving the Battlefield:** *If the wearer is displaced off the battlefield, they count as going Out of Action (but do not roll for Lasting Injury).*

(3) REFRACTOR FIELD

- If an attack hits the wearer, roll D6 – on 5+, the hit is disregarded.
- If so, roll another D6 – on a 1, the field burns out and is permanently deleted from the fighter's card.

Equipment Rules:

BIONICS

BIONICS RULES

- A fighter can suspend the effects of a Lasting Injury by installing a bionic on that location.
- A fighter can install any number of bionics, in any combination of mundane and improved.
- A fighter cannot have the same bionic installed more than once at any gi time.

MUNDANE BIONICS

- Mundane bionics increase one characteristic by +1, negating part or all of the Lasting Injury's effect.
- This means that for Lasting Injuries that decrease two characteristics, installing a mundane bionic requires the fighter to choose which characteristic to repair.

IMPROVED BIONICS

- Improved bionics simultaneously increase two characteristics by +1.
- Only those Lasting Injuries that reduce two characteristics have the option for an improved bionic.

BIONICS AND CHARACTERISTIC ADVANCES

- The effects of bionics are separate to the effects of Advancements.
- If a fighter decreases a characteristic due to a Lasting Injury, they can improve it with an Advancement **and** repair the original injury with a bionic (thereby gaining both improvements).
- Bionics cannot take a fighter's characteristics beyond their maximum.

BIONICS AND RECOVERY

- If a Lasting Injury sent a fighter into Recovery, this applies even if they repair it with a bionic.

DAMAGED BIONICS

- If a fighter suffers a Lasting Injury in a location they have replaced with a bionic, there is a chance the prosthesis may protect them – roll D6:
 - ▶ **1-3:** *The Lasting Injury is applied as normal.*
 - ▶ **4+:** *The bionics take the hit – roll another D6:*
 - *On 1, the bionic is damaged beyond repair. Delete it from the fighter's profile. With the bionic gone, they must reapply the effects of the original Lasting Injury **and** the effects of the new Lasting Injury.*
 - *On 2+, the bionic is scratched and dented, but that's all. The Lasting Injury is ignored.*

	BIONIC	REPLACES INJURY	PRICE	RARITY	MUNDANE	IMPROVED
1	Aortic Supercharger	<i>Enfeebled</i>	60	<i>Rare (11)</i>	+1 Toughness	—
2	Bionic Eye	<i>Eye Injury</i>	70	<i>Rare (12)</i>	+1 Ballistic Skill	—
3	Bionic Arm	<i>Hand Injury</i>	50	<i>Rare (10)</i>	+1 Weapon Skill	—
4	Bionic Leg	<i>Hobbled</i>	70	<i>Rare (12)</i>	+1 Movement	—
5	Cortex-Cogitator	<i>Head Injury</i>	50	<i>Rare (10)</i>	+1 Intelligence or Willpower	+1 Intelligence and Willpower
6	Lobo Chip	<i>Humiliated</i>	70	<i>Rare (12)</i>	+1 Leadership or Cool	+1 Leadership and Cool
7	Skeletal Enhancers	<i>Spinal Injury</i>	50	<i>Rare (10)</i>	+1 Strength	+1 Strength and Attacks; unarmed attacks gain the <i>Parry</i> and <i>Pulverise</i> traits

PERSONAL EQUIPMENT

	PERSONAL EQUIPMENT	PRICE	RARITY
1	Archaeotech Device	120	Rare (13)
2	Armoured Undersuit	25	Rare (7)
3	Bio-Booster	35	Rare (8)
4	Bio-Scanner	30	Rare (8)
5	Blind Snake Pouch	60	Rare (12)
6	Chem-Synth	15	Rare (12)
7	Drop Rig	10	Common
8	Filter Plugs	10	Common
9	Grapnel Launcher	25	Common
10	Grav-Chute	50	Rare (10)
11	Guilder Cartograph	70	Rare (11)
12	Industrial Respirator	30	Rare (7)
13	Isotropic Fuel Rod	60	Rare (10)
14	Medicae Kit	30	Rare (9)
15	Photo Goggles	35	Rare (9)
16	Radcounter	50	Rare (8)
17	Ratskin Map	100	Rare (9)
18	Respirator	15	Common
19	Second Best	15	Common
20	Servo Harness – Full	160	Rare (12)
21	Servo Harness – Partial	130	Rare (12)
22	Skinblade	10	Common
23	Stimm-Slug Stash	30	Rare (7)
24	Strip Kit	15	Common
25	Suspensor Harness	40	Rare (9)
26	Web Solvent	25	Rare (8)
27	Wild Snake	30	Common

(1) ARCHAEO TECH DEVICE

- When this item is first assigned to a fighter, roll D6 to determine its effect (below).
- If ever transferred to another fighter, they must check Intelligence the first time they activate it – if passed, they may use it normally from now on. If failed, they must wait until the next battle to try again.

D6	DEVICE EFFECT
1	“UH-OH”: The fighter accidentally triggers the thing while messing around, suffering D6 Strength 2, AP 0, Damage 1 hits. The device is ruined – permanently delete it.
2	VIEWER: The device can remote-view through walls and objects – the fighter gains access to the following action: <ul style="list-style-type: none"> SCAN (Simple): Apply the Revealed condition to one enemy within 18”. Alternatively, if the owner is acting as a Sentry, instead roll D6 – on a 6, they automatically raises the alarm.
3	CUTTING BEAM: The device can focus a cutting beam of intense power on a stationary object – the fighter gains access to the following action: <ul style="list-style-type: none"> LASER CUT (Double): The device inflicts a Strength 8, AP 0, Damage 3 hit on a door, loot casket, or other viable terrain piece within 1”.
4	LIFTER: The device is a sophisticated form of suspensor, manipulating gravity for its user. When the user takes a <i>Move (Simple)</i> or <i>Charge (Double)</i> action, they may ignore all terrain, move unrestricted between levels, and can never fall. They cannot ignore impassable terrain or walls, nor end their move overlapping an obstacle.
5	HOLO PROJECTOR: The device creates a holographic decoy of the fighter to fool their enemies. <ul style="list-style-type: none"> The user gains a 4+ armour save against ranged attacks, which is not modified by Armour Piercing. If this armour save is failed, the projector shuts down and cannot be used for the rest of the game. This armour save has no effect against close combat attacks or weapons with the Blast or Template traits.
6	WEAPON: A powerful and compact killing tool. Roll D6 to determine the weapon: (1-2) Boltgun (3) Flamer (4) Meltagun (5) Plasma Gun (6) Grenade Launcher with Krak Grenades. Being so compact, the weapon’s profile gains the <i>Sidearm</i> trait – and can be used by any fighter, regardless of their usual weapon restrictions.

(2) ARMoured UNDERSUIT

- May be worn in conjunction with another form of armour (excluding Field Armour), or on its own.
- If worn in conjunction with other armour, the wearer improves their existing armour save by +1.
- If worn alone, the wearer gains a 6+ armour save.

(3) BIO-BOOSTER

- The first time the user rolls an Injury, roll one less die.
- If only one die would be used, instead roll two and choose which result to apply.

(4) BIO-SCANNER

- If the Sneak Attack rules are in effect and the user is acting as a Sentry, they gain a +1 modifier when rolling to spot an attacker.
- The user can attempt to spot an attacker who is not within their vision arc.

(5) BLIND SNAKE POUCH

- The user gains the *Dodge* skill.
- If the user already has the *Dodge* skill, it succeeds on 5-6, rather than the usual 6.
- If an enemy attacks via the *Overwatch* skill, the dodge always succeeds on a 4+.

(6) CHEM-SYNTH

- If the user is Standing at activation (either Active or Engaged), they may check Intelligence to engage the Chem-Synth – this does not cost an action.
- If passed, any of their weapons with the *Gas* or *Toxin* traits are enhanced; targets hit by these weapons count as -1 Toughness.

(7) DROP RIG

- If the user is Active and within 1" of an edge, they can take the following action:
 - ▶ **DESCEND (Basic):** Move up to 3" horizontally, and up to 12" vertically. The fighter's vertical movement must be downwards – i.e. towards the ground.

(8) FILTER PLUGS

- If the user is hit by a weapon with the *Gas* trait, their Toughness counts as +1 when rolling to determine whether they are affected.
- This item is one-use only. After applying the above modifier, the filter plugs are removed.

(9) GRAPNEL LAUNCHER

- An Active fighter with a grapnel launcher can make the following action:
 - ▶ **GRAPNEL (Double):** Move up to 12" in a straight line, in any direction, vertically or horizontally. The user may not move through any obstructions.

(10) GRAV-CHUTE

- The user never suffers damage for dropping to a lower level, regardless of whether they jump or fall.

(11) GUILDER CARTOGRAPH

- During deployment, the gang may place four loot caskets anywhere on the battlefield.
- If the Badzone rules are in effect, the gang may alter the Environment chosen at the start of the battle by immediately discarding it and generating a new one.
 - ▶ If both gangs have a Guilder Cartograph, roll off – only the winner may use this ability.
- After each battle in which the gang used their Guilder Cartograph, roll D6 – on 4+ its information is outdated and it is permanently deleted from the Gang Roster.

(12) INDUSTRIAL RESPIRATOR

- If the user is hit by a weapon with the *Gas* trait, they count as +3 Toughness.
- This increases to +4 if they are also wearing a Hazard Suit.
- Once per game, when the user activates, they may declare they are using the respirator's air supply – until the start of their next activation, they gain the following abilities:
 - ▶ Immunity to the *Gas* trait.
 - ▶ May ignore any effect keyed to breathing or air quality.
 - ▶ If subject to the *Blaze* condition, they still take the usual automatic Strength 3, AP -1, Damage 1 hit at the start of their activation, but may otherwise ignore all other effects.

(13) ISOTROPIC FUEL ROD

- If the gang is participating in a campaign that uses Territories, they may discard the Isotropic Fuel Rod to permanently transform any Territory into a Settlement.

(14) MEDICAE KIT

- When the user provides assistance to a friendly fighter attempting Recovery, roll an additional Injury die and choose which one to apply.

(15) PHOTO GOGGLES

- If the Pitch Black rules are in effect, the user can spot enemies up to 12" away, rather than 3".
- The user can see through smoke clouds.
- If the user is hit by a Flash weapon, they suffer a -1 modifier to Initiative when rolling to determine whether they become subject to the Blind condition.

(17) RADCOUNTER

- The fighter can never be the random target of a Badzone Event unless there are no other fighters to choose from.

(17) RATSKIN MAP

- The gang may use the Ratskin Map when rolling to determine which scenario will be played.
 - ▶ *If both gangs have a Ratskin Map, roll off – only the winner may use this ability.*
- The very first time a Ratskin Map is used, roll D6 to determine its information.
- This result is **permanent** and applies to any future battles in which the Ratskin Map is used.

D6	MAP TYPE
1	FAKE: Instead of rolling to determine the scenario, the enemy gang may choose it. Permanently delete the Ratskin Map.
2	WORN AND INCOMPLETE: After rolling to determine the scenario, you may add or subtract 1 from the result.
3	TREASURE MAP: Roll D6: <ul style="list-style-type: none"> • 1-5: It's a false lead – treat the map as "Fake," above. • 6: Somehow, it's genuine. If the gang wins the scenario, gain D6x20 bonus credits.
4	ANCIENT AND FADED: After rolling to determine the scenario, you may add or subtract up to 2 from the result.
5	SECRET PATHWAYS: Roll D3 and choose that many fighters. They gain the <i>Infiltrate</i> skill for this battle.
6	RECENT AND ACCURATE: After rolling to determine the scenario, you may add or subtract up to 3 from the result.

(18) RESPIRATOR

- If the user is hit by a weapon with the *Gas* trait, they count as +2 Toughness.

(19) SECOND BEST

- The owner may take the following action:
 - ▶ **TAKE A SWIG (Simple):** *Discard 1 Flesh Wound and gain an Intoxication marker (which remains until the end of the game).*
 - The effects of the booze depend on how many Intoxication markers the fighter has:
 - ▶ **Feeling Good:** *The fighter applies a +1 modifier to Cool checks, and a -1 modifier to hit with ranged weapons.*
 - ▶ **Getting Unsteady:** *The fighter applies a +2 modifier to Cool checks, and a -2 modifier to hit with ranged weapons.*

In addition, if they make two consecutive Move (Simple) actions, check Initiative after the second – if failed, they fall Prone.

 - ▶ **Blind Drunk:** *The fighter applies a +3 modifier to Cool checks, a -3 modifier to hit with ranged weapons, and a -1 modifier to hit with close combat attacks.*
- If the they make a Move (Simple) action, instead of the usual rules, they Scatter D6".*
- If they make two consecutive Move (Simple) actions, check Initiative after the second – if failed, they fall Prone.*

- Finally, roll D6 – on 4+, the bottle is now empty. Remove the Second Best from the fighter's card.

(20) SERVO-HARNESS – FULL

- The user gains +2 Strength and +1 Toughness, which may take them above their maximum characteristics.
- When making ranged attacks with an *Unwieldy* weapon, the user treats the *Shoot (Double)* action as *Shoot (Basic)*.
- This item cannot be combined with any other type of Servo-Harness or Servo-Claw.

(21) SERVO-HARNESS – PARTIAL

- The user gains +2 Strength and +1 Toughness, which may take them above their maximum characteristics.
- The user loses -1" Movement and -1 Initiative.
- When making ranged attacks with an *Unwieldy* weapon, the user treats the *Shoot (Double)* action as *Shoot (Basic)*.
- This item cannot be combined with any other type of Servo-Harness or Servo-Claw.

(22) SKINBLADE

- If the user is Captured after a battle, the Skinblade allows them to attempt an escape. Roll D6:
 - ▶ **1-2:** *The attempt is unsuccessful and they remain a Captive.*
 - ▶ **3-4:** *They successfully make a dangerous escape – their Capture does not occur, but they must roll for Lasting Injury.*
 - ▶ **5-6:** *They achieve a daring and hair-raising escape! Their Capture does not occur, but the Skinblade is deleted from their Fighter card.*

(23) STIMM-SLUG STASH

- Once per game, the user can choose to take their Stimm-Slug Stash at the start of their activation.
- They immediately discard one Flesh Wound, and until the end of this round, they gain +2" Movement and +2 Strength and Toughness.
- In the End Phase of this round, roll D6 – on 1, they suffer overload. Roll an Injury die and apply the result.

(24) STRIP KIT

- When the user checks Intelligence to operate a door terminal or bypass the lock on a loot casket, they gain a +2 modifier.

(25) SUSPENSOR HARNESS

- The maximum number of weapons the user can carry is four, rather than the usual three.
 - ▶ *A Bounty Hunter Hired Gun may carry six weapons, rather than the usual five.*

(26) WEB SOLVENT

- When the user attempts Recovery while subject to the Webbed condition, roll an additional Injury die and choose which one to apply.
- When the user provides assistance to a friendly fighter who is attempting Recovery while subject to the Webbed condition, roll two additional Injury dice and choose which one to apply.

(27) WILD SNAKE

- The owner may take the following action:
 - ▶ **TAKE A SWIG (Simple):** *Discard 1 Flesh Wound and gain an Intoxication marker (which remains until the end of the game).*
- The effects of the booze depend on how many Intoxication markers the fighter has:
 - ▶ **A Good Buzz:** *The fighter applies a +2 modifier to Cool checks, and a -1 modifier to hit with ranged weapons.*
 - ▶ **Seeing Double:** *The fighter applies a +3 modifier to Cool checks, and a -1 modifier to hit with ranged weapons.*

When the fighter declares a target for a ranged attack, identify all fighters within 6" of this target. Randomly determine one of them – this is the actual target the fighter must attack.

Snake Courage! *The fighter automatically passes Cool checks and applies a -2 modifier to hit with ranged weapons.*

- Finally, roll D6 – on 4+, the bottle is now empty. Remove the Second Best from the fighter's card.

Trading Post List:

STATUS ITEMS

[NOTE: These items may only be equipped by Gang Leaders and Champions]

PERSONAL EQUIPMENT		PRICE	RARITY
1	Exotic Furs	50	Rare (12)
2	Gold-Plated Gun	40	Rare (10)
3	Gun Skull	65	Rare (12)
4	Master-Crafted Weapon	Special	Rare (10)
5	Medi-Skull	80	Rare (12)
6	Mung Vase	2D6x10	Rare (12)
7	Opulent Jewellery	80	Rare (11)
8	Sensor Skull	60	Rare (12)
9	Uphive Raiments	50	Rare (10)

(1) EXOTIC FURS

- When the owner makes a Trade Post-Battle Action, they may apply one of the following modifiers to themselves:
 - Increase the Rarity value of items at the Trading Post by +1.
 - Increase the Illegal value of items at the Black Market by +1.

(2) GOLD-PLATED GUN

- Any weapon on a fighter's profile may be upgraded with gold plating – note this on its profile.
- The owner gains +1 Leadership.
- Once per battle, the owner may re-roll a failed Ammo check.

(5) GUN SKULL

- After its owner makes a ranged attack, the Gun Skull may attack with an **Autopistol** at **Ballistic Skill 5+**.
- Range, line of sight, and cover is resolved from the skull itself, which never applies its owner's hit modifiers.
 - If the owner has no ranged weapon, they can still take the Shoot (Basic) action – allowing the Gun Skull to make its ranged attack alone.
- The owner is immune to the Gun Skull's Stray Shots.
- A Gun Skull is a type of **servo-skull**. It counts as equipment, but is represented by a separate model.
- All servo-skulls have the following rules:
 - The skull must remain within 2" of its owner at all times, automatically moving with them (including leaving the battlefield).
 - It ignores terrain, never falls, and never gives away its owner's position. It cannot be Engaged or targeted with ranged attacks.
 - If it falls under a Blast marker or Flame template, roll D6 – on 4+, the skull is hit:
 - Roll another D6 – on 1, it is permanently destroyed and deleted from its owner's profile.
 - On 2+, it is removed from play for this battle.

(4) MASTER-CRAFTED WEAPON

- When a fighter purchases a new weapon, they can choose to upgrade it to be master-crafted.
- To apply the upgrade, increase the weapon's cost by 25% (rounding up to the nearest 5).
 - ▶ Existing weapons **cannot** be retroactively upgraded by paying the 25%.
 - ▶ However, a fighter **can** replace an existing weapon with a master-crafted version of the same thing – paying the full cost again (plus 25%) and transferring the original to the gang's Stash.
 - ▶ This is an exception to the usual restrictions against fighters discarding existing weapons.
 - ▶ As grenades are equipment and not weapons, they **cannot** be master-crafted.
- Once per battle, the owner may re-roll a failed hit roll.

(5) MEDI-SKULL

- When the owner attempts Recovery, they may roll an additional Injury die and choose which result to apply.
- A Medi-Skull is a type of **servo-skull**. It counts as equipment, but is represented by a separate model.
- All servo-skulls have the following rules:
 - ▶ The skull must remain within 2" of its owner at all times, automatically moving with them (including leaving the battlefield).
 - ▶ It ignores terrain, never falls, and never gives away its owner's position. It cannot be Engaged or targeted with ranged attacks.
 - ▶ If it falls under a Blast marker or Flame template, roll D6 – on 4+, the skull is hit:
 - Roll another D6 – on 1, it is permanently destroyed and deleted from its owner's profile.
 - On 2+, it is removed from play for this battle.

(6) MUNG VASE

- This item is not issued to a fighter – instead, it is kept in the gang's Stash.
- The Mung Vase decreases Hired Gun recruitment fees by D6x10 credits (to a minimum of 10).
 - ▶ If a Hired Gun is recruited, roll D6 after the battle – on 1, they steal the vase. Remove both Hired Gun and Mung Vase from the Gang Roster.
- If the Gang Leader is killed, remove the vase from the Gang Roster (nobody else knows where it's hidden).
- The Mung Vase may be sold during any Post-Battle Sequence – roll D6 to determine its value:

D6	VALUE
1	DISMAL FAKE: A truly sad knock-off, worth D3x5 credits.
2-3	PASSABLE FAKE: A nice conversation piece, worth D6x10 credits.
4-5	IMPRESSIVE FAKE: A fine example of the counterfeiter's art, worth D6x20 credits.
6	OUTSTANDING FAKE: Check Intelligence for the Gang Leader – if failed, count this as an Impressive Fake. If failed, they realise what they have just in time – the vase is worth D6x50 credits.

(7) OPULENT JEWELLERY

- When the fighter takes the Medical Escort Post-Battle Action, they may re-roll the dice to determine the doc's treatment fee.

(8) SENSOR SKULL

- When the Sensor Skull's owner takes the *Aim (Basic)* action, they gain a +2 modifier to hit, instead of the usual +1.
- If the Sneak Attack rules are in effect and the skull's owner is acting as a Sentry, they gain a +1 modifier when rolling to spot an attacker – and can attempt to spot an attacker who is not within their vision arc.
- A Sensor Skull is a type of **servo-skull**. It counts as equipment, but is represented by a separate model.
- All servo-skulls have the following rules:
 - ▶ *The skull must remain within 2" of its owner at all times, automatically moving with them (including leaving the battlefield).*
 - ▶ *It ignores terrain, never falls, and never gives away its owner's position. It cannot be Engaged or targeted with ranged attacks.*
 - ▶ *If it falls under a Blast marker or Flame template, roll D6 – on 4+, the skull is hit:*
 - *Roll another D6 – on 1, it is permanently destroyed and deleted from its owner's profile.*
 - *On 2+, it is removed from play for this battle.*

(7) UPHIVE RAIMENTS

- If the owner is not in Recovery, the gang gains D3x10 bonus credits after each battle.

PART VII

THE BLACK MARKET



Black Market List:

IMPERIAL WEAPONS

	PRICE	RARITY / ILLEGAL	RANGE		ACCURACY						
			S	L	S	L	Str	AP	D	Ammo	Traits
CLOSE COMBAT WEAPONS											
Lightning Claw	70	Rare (11)	-	E	-	+1	1	-2	1	-	Power, Parry, Rending, Melee
Power Fist	100	Rare (11)	-	E	-	-	S+3	-3	3	-	Power, Pulverise, Unwieldy, Melee

PISTOLS												
Inferno Pistol	145	Rare (12)	6"	9"	-	-	8	-3	2	6+	Melta, Scarce, Sidearm	

BASIC WEAPONS												
Arc Rifle	100	Rare (13)	9"	24"	+2	-1	5	-	1	6+	Rapid Fire (1), Blaze, Shock	
Stake-Crossbow	60	Rare (9)	5"	15"	+1	-	3	-	1	4+	Hexagrammatic, Primitive, Silent	

SPECIAL WEAPONS												
Storm Bolter	95	Rare (12)	12"	24"	+1	-	4	-1	2	6+	Rapid Fire (2), Scarce	

HEAVY WEAPONS												
Autocannon ►►	160	Rare (10)	24"	48"	-	-	7	-2	2	4+	Rapid Fire (1), Knockback, Unwieldy	
Grav Cannon ►►	140	Rare (10)	20"	80"	-1	+1	*	-1	2	5+	Blast (5"), Graviton Pulse, Concussion, Unwieldy	
Mole Launcher ►►	100	Rare (11)	20"	60"	-1	-	6	-2	1	5+	Blast (3"), Burrowing, Concussion, Unwieldy	

GRENADES												
Phosphor Canister	40	Rare (10)	-	Sx3	-	-1	4	-3	2	5+	Blast (3"), Blaze, Scarce, Grenade	

Black Market List:

XENOS WEAPONS

	PRICE	RARITY / ILLEGAL	RANGE		ACCURACY						
WEAPON			S	L	S	L	Str	AP	D	Ammo	Traits
CLOSE COMBAT WEAPONS											
Xenarch Death Arc	75	Illegal (9)	E	5"	+1	-	3	-	1	2+	Rapid Fire (2), Shock, Versatile, Plentiful, Melee

BASIC WEAPONS												
Kroot Long Rifle	30	Rare (10)										
			♦ Ranged	12"	24"	+1	-	4	-	1	4+	Knockback, Plentiful
			♦ Close Combat	E	2"	-	-	S+1	-	1	-	Disarm, Versatile, Melee
Rak'Gol Razor Gun	60	Illegal (11)		6"	20"	-	-1	-	-2	1	6+	Rapid Fire (2), Toxin
Sling Gun	55	Rare (11)		6"	12"	+2	-	4	-2	1	5+	Rapid Fire (1), Scarce

SPECIAL WEAPONS												
Hrud Fusil	120	Illegal (9)										
			♦ Low Power	9"	18"	-	-	6	-1	2	5+	Rapid Fire (1), Scarce
			♦ Maximal Power	12"	24"	+1	-	8	-2	3	5+	Unstable, Scarce
Necrotic Beamer	110	Illegal (12)										
			♦ Ranged	6"	12"	-	-1	6	-1	3	6+	Melta, Scattershot, Scarce
			♦ Close Combat	E	3"	+1	-	3	-	3	-	Melta, Versatile, Melee
Neural Flayer	90	Illegal (13)										
			♦ Short Burst	-	T	-	-	-	-	-	4+	Concussion, Flash, Template
			♦ Full Burst	-	T	-	-	-	-	-	6+	Concussion, Flash, Gas, Fear, Pulverise, Template
Yu'vath Puzzle Box	150	Illegal (15)		3"	6"	+2	-	2	-1	1	3+	Rapid Fire (3), Scattershot, Unwieldy

HEAVY WEAPONS												
Demiurg Energy Drill ►►	100	Illegal (9)		3"	9"	+2	-	7	-4	2	6+	Impale, Unwieldy, Scarce

GRENADES												
Mindflect Shard	50	Illegal (10)		-	Sx3	-	-	3	-1	1	4+	Blast (5"), Cursed, Grenade

Black Market List:

CORRUPTED WEAPONS

	PRICE	RARITY / ILLEGAL	RANGE		ACCURACY						
WEAPON			S	L	S	L	Str	AP	D	Ammo	Traits
CLOSE COMBAT WEAPONS											
Desire's Needle	50	Illegal (9)	-	E	-	+1	-	-1	1	-	Toxin, Chem Delivery, Power, Melee
Goredrinker Axe	20	Illegal (9)	-	E	-	-	+3	-1	2	-	Rending, Reckless, Melee
Hex'iron Blade	25	Illegal (9)	-	E	-	-	+1	-3	1	-	Cursed, Parry, Melee
Tenebrous Scourge	60	Illegal (10)	E	3"	-	-	S+3	-	1	-	Power, Entangle, Versatile, Melee
Whisperbane Knife	30	Illegal (11)	-	E	-	+1	S	-	1	-	Scattershot, Backstab, Melee

PISTOLS												
Withertouch Pistol	55	<i>Illegal (13)</i>	6"	9"	-	-	3	-	1	6+	<i>Melta, Silent, Sidearm</i>	

BASIC WEAPONS												
Warpstorm Bolter	60	<i>Illegal (10)</i>	12"	24"	+1	-	4	-1	2	6+	<i>Rapid Fire (1), Cursed, Scarce</i>	

SPECIAL WEAPONS												
Balefire Thrower	120	<i>Illegal (9)</i>	-	T	-	-	4	-1	2	5+	<i>Blaze, Cursed, Template</i>	
Kai Hellspear	90	<i>Illegal (12)</i>	6"	18"	-	-	3	-3	1	3+	<i>Impale, Pulverise, Rending</i>	

GRENADES												
Shard Grenades	30	<i>Illegal (9)</i>	-	Sx3	-	-	2	-2	1	4+	<i>Blast (5"), Cursed, Rending, Grenade</i>	

Black Market List:

SPECIALIST AMMO

[NOTE: All ammo options retain the Range values of their parent weapon]

	PRICE	RARITY / ILLEGAL	ACCURACY							
			S	L	Str	AP	D	Ammo	Traits	
AUTO WEAPONS	Autopistol, Autogun, Reclaimed Variants, Combi-Variants									
♦ Static Rounds	10	Illegal (9)	+1	-	3	-	1	4+	Rapid Fire (1), Shield Breaker, Shock, Limited, Sidearm	
♦ Warp Rounds	15	Illegal (10)	+1	-	3	-	1	4+	Single Shot, Cursed, Limited, Sidearm	

BOLT WEAPONS											Bolt Pistol, Boltgun, Enforcer Boltgun, Combi-Variants, Storm Bolter, Heavy Bolter										
♦ Gas Shells		25	Rare (11)	+1	-	-	-	1	6+	Single Shot, Blast (3"), Gas, Limited											
♦ Shatter Shells		15	Rare (9)	+1	-	3	-1	1	6+	Blast (3"), Limited											

LAS WEAPONS										<i>Las pistol, Lasgun, Las Carbine, Las Sub-Carbine, Long Las, Suppression Laser</i>									
♦ Focusing Crystal		30	Rare (10)	+1	-	3	-2	1	3+	Unstable									

NEEDLE WEAPONS											Needle Pistol, Needler, Needle Rifle										
♦ Chem Darts		10	Common	+2	-	-	-	-	6+	Chem Delivery, Silent, Sidearm											

SHOTGUNS											Shotgun, Sawn-Off Shotgun, Combat Shotgun, Enforcer Shotgun										
♦ Gas Shells		25	Rare (11)	+1	-	-	-	1	6+	Blast (3"), Gas, Limited, Single Shot											
♦ Shatter Shells		15	Rare (9)	+1	-	3	-1	1	5+	Blast (3"), Limited											

STUB WEAPONS										
Stub Gun, Combi-Variants										
♦ Static Rounds	10	Illegal (9)	+1	-	3	-	1	4+	Rapid Fire (1), Shield Breaker, Shock, Limited, Sidearm	
♦ Warp Rounds	15	Illegal (10)	+1	-	3	-	1	4+	Single Shot, Cursed, Limited, Sidearm	
Heavy Stubber										
♦ Static Rounds	15	Illegal (10)	-	+1	4	-1	1	4+	Knockback, Shield Breaker, Shock, Limited	
♦ Warp Rounds	20	Illegal (11)	-	+1	4	-1	1	4+	Knockback, Cursed, Limited, Single Shot	
Stub Cannon										
♦ Static Rounds	10	Illegal (9)	-	-	5	-	1	3+	Knockback, Shield Breaker, Shock, Limited	
♦ Warp Rounds	15	Illegal (10)	-	-	5	-	1	3+	Knockback, Cursed, Limited, Single Shot	

RIFLES										
Long Rifle										
♦ Static Rounds	15	Illegal (10)	-	+1	4	-1	1	4+	Knockback, Shield Breaker, Shock, Limited	
♦ Warp Rounds	20	Illegal (11)	-	+1	4	-1	1	4+	Knockback, Cursed, Limited, Single Shot	

GANG ARMOUR

	GANG ARMOUR	PRICE	RARITY / ILLEGAL
1	Ablative Overlay	20	Common
2	Archaeo-Carapace	120	Rare (12)
3	Armourweave	20	Illegal (9)
4	Ceramite Shield	40	Rare (8)
5	Gutterforged Cloak	15	Common
6	Mantle Malifica	75	Illegal (13)
7	Reflec Shroud	30	Rare (8)
8	Scrap Shield	15	Common

(1) ABLATIVE OVERLAY

- May be worn in conjunction with another form of armour, or on its own.
- If worn in conjunction with other armour, the wearer improves their armour save by +2.
- If worn alone, the wearer gains a 5+ save for their first armour save of the game, and 6+ for the second.
- Once the wearer has been hit by two attacks (regardless of source, or whether their armour saves were successful), the Ablative Overlay may not be used for the rest of this game.

(2) ARCHAEO-CARAPACE

- The wearer gains a 4+ armour save.
- If the wearer suffers a Lasting Injury result of 46-56, the result is disregarded and that location instead becomes **mechanised**.
- From now on, any Lasting Injury inflicted upon a mechanised location is completely disregarded.
- Make a note of how many mechanisations the fighter gains, as they slowly transform into a blasphemous cyber-creature!
 - ▶ *When the fighter activates, roll D6 – if the result is less than their total number of mechanisations, they gain the Insane condition.*
 - ▶ *Once the fighter gains six mechanisations, they vanish into the underhive, never to be seen again – remove them from the Gang Roster.*

(3) ARMOURWEAVE

- The wearer gains an armour save of 5+, which can never be reduced lower than 6+.
- Note that any attack that disallows armour saves also ignores Armourweave.

(4) CERAMITE SHIELD

- If the user is Standing, they gain +2 to their armour save and ignore the effects of the *Melta* trait against any attack that originates within their line of sight and vision arc.

HOUSE RULE: If the armour save is successful, the user is not Pinned.

- The user treats the *Move (Simple)* action as *Move (Basic)*.

(5) GUTTERFORGED CLOAK

- The wearer gains a 6+ armour save.
- Against badzone and environmental effects, this increases to 5+.

(6) MANTLE MALIFICA

- The wearer gains an armour save of 5+.
- Against psychic powers, this increases to 4+ and can never be modified.
 - ▶ *Note that this does not cancel a psychic power, it only renders the wearer immune to its effects.*
- In each End Phase, the wearer must check Willpower – if failed, they gain the Insane condition.

(7) REFLEC SHROUD

- The wearer gains a 5+ armour save.
- If the wearer is hit by a las, plasma, or melta attack, that weapon counts as AP 0.

(8) SCRAP SHIELD

- This shield can be used in conjunction with another form of gang armour (but not field armour).
- When the enemy makes Reaction attacks, the user improves their existing armour save by +1.

Black Market List:

CHEMS

	CHEMS	PRICE	RARITY / ILLEGAL
1	Frenzon	20	Rare (9)
2	Ghast	30	Illegal (9)
3	Icrotic Slime	35	Rare (10)
4	Kalma	15	Common
5	Obscura	30	Illegal (8)
6	'Slaughter	30	Rare (10)
7	Spur	35	Rare (11)
8	Stinger Mould	75	Rare (13)

OBTAINING CHEMS

- Each purchases of a chem grants **one dose**. Multiple doses can be purchased at once.
- Once a chem has been purchased, the gang has established a steady supplier:
 - ▶ *As long as the supply lasts, the gang counts this chem as being **Common**.*
 - ▶ *Each time the gang wishes to purchase a chem from their supplier, you must first roll D6.*
 - ▶ *On 1, the supplier has vanished or been killed – the chem is no longer Common.*

TAKING CHEMS

- A fighter can begin the game under the influence of a chem – this must be announced at deployment.
- Alternatively, a fighter can take a chem during a battle, via the *Use Chem (Simple)* action.
- Either way, when a fighter takes a chem, it is permanently deleted from their profile.
- Chems last for the duration of a battle.

MIXING MULTIPLE CHEMS

- Taking more than one chem can trigger a bad reaction.
- If the fighter takes two or more different chems in the same battle, each time **after** doing so they must roll D6.
- If the score is equal or less than the number of different chems in their system, they immediately go Out of Action (but do not roll for Lasting Injury).
 - ▶ *If a fighter begins a game under the effects of multiple chems, they must make this check when they activate for the first time.*

(1) FRENZON

PRIMARY EFFECTS:

- The user gains the *Nerves of Steel*, *True Grit*, *Unstoppable*, and *Berserk* skills.
- The user's weapons all gain the *Reckless* trait.
- When activated, unless they are Engaged or Seriously Injured, the user must make at least one action moving towards the nearest enemy.
- The user must always attempt a *Charge (Double)* action if possible.

SIDE EFFECTS:

- After the battle, the user must check Toughness with a -2 modifier – if failed, they become addicted to frenzon.
- An addicted user can only be included in a crew if they have taken a dose of frenzon prior to the battle.
- After any battle, the user can pay 2D6x10 credits for anti-addiction chems, removing these side effects.

(2) GHAST

PRIMARY EFFECTS:

- When a user takes Ghastr, roll D6:
 - ▶ **1:** *The user gains the Insane condition.*
 - ▶ **2-5:** *The user gains a random wyrd power from the table below.*
 - ▶ **6:** *The user gains the Insane condition and a random wyrd power from the table.*

D6	WYRD POWER
1	Assail (Basic)
2	Flame Blast (Basic)
3	Freeze Time (Double)
4	Weapon Jinx (Simple)
5	Terrify (Double)
6	Quickening (Basic)

SIDE EFFECTS:

- After the battle, the user must check Willpower – if failed, they permanently reduce Willpower by 1.
- If a natural 12 is rolled, the user also becomes permanently affected by the Insane condition.

(3) ICROTIC SLIME

PRIMARY EFFECTS:

- In order, the user checks Movement, Strength, Toughness, Initiative, Attacks, and Cool.
- For each check passed, improve that characteristic by D3.

SIDE EFFECTS:

- The user's Leadership, Intelligence and Willpower are decreased to 10+ (unless already lower).
- After the battle, roll 2D6:
 - ▶ **2:** *The slime consumes the fighter's brain, killing them – remove them from the roster.*
 - ▶ **3-11:** *The slime is successfully removed, but the user enters Recovery.*
 - ▶ **12:** *The slime is successfully removed... with complications. The user rolls for Lasting Injury (re-rolling results from 61-66).*

(4) KALMA

PRIMARY EFFECTS:

- When the user declares an action, roll 2D6 and add their Toughness:
 - ▶ **2-11:** *The user's action is wasted.*
 - ▶ **12+:** *The user may act normally, and the chem has no further effect on them for the rest of the battle.*
- During the Rescue Mission scenario, the defending gang can force their captive to take kalma.

SIDE EFFECTS:

- None.

(5) OBSCURA

PRIMARY EFFECTS:

- The user's Movement changes to D6".
 - ▶ *They must move the full distance rolled.*
 - ▶ *If they make base contact with an enemy, they become Engaged.*
 - ▶ *If they move over an edge, they automatically fall.*
- The user's weapons all gain the *Reckless* trait.
- In the End Phase, the user may roll 2D6 and add their Toughness – on 12+, the obscura's effects wear off.
- During the Rescue Mission scenario, the defending gang can force their captive to take obscura.

SIDE EFFECTS:

- If the obscura's effects wear off, the user enters a deep melancholy and treats every action as (*Double*) for the rest of the battle.
- After the battle, the user checks Toughness – if failed, they become addicted to obscura.
- An addicted user can only be included in a crew on a D6 roll of 4+ before the game.
- After any battle, the user can pay 2D6x10 credits for anti-addiction chems, removing these side effects.

(6) 'SLAUGHT

PRIMARY EFFECTS:

- The user changes their Weapon Skill and Initiative to 2+, and gains +1 Attack.

SIDE EFFECTS:

- After the battle, the user checks Toughness – if failed, they become addicted to 'slaught.
- The decision on whether to include a 'slaught-addicted fighter in a crew is somewhat fraught:
 - ▶ *If the addicted fighter **does not** take 'slaught prior to the battle, change their Weapon Skill and Initiative to 5+ (unless already lower), and their Attacks to 1.*
 - ▶ *If the addicted fighter **does** take 'slaught prior to (or during) the battle, they change their Weapon Skill and Initiative to 3+ (but do not gain the extra Attack).*
- After a battle, a 'slaught-addicted user can voluntarily enter Recovery, removing their addiction.

(7) SPUR

PRIMARY EFFECTS:

- The user gains +2" Movement and changes their Initiative to 2+.

SIDE EFFECTS:

- In each End Phase, roll 2D6 and add the user's Toughness – on 10+, the chem has worn off and its effects no longer apply.

(8) STINGER MOULD

PRIMARY EFFECTS:

- If the user rolls for Lasting Injury while under the influence of stinger mould, they may ignore any result other than *Memorable Death (66)*.
- Alternatively, if the user takes this chem (before, during, or after the battle) they can remove an existing Lasting Injury, negating its effects immediately.

SIDE EFFECTS:

- None.

PERSONAL EQUIPMENT

	PERSONAL EQUIPMENT	PRICE	RARITY / ILLEGAL
1	Archaeotech Device	120	Rare (13)
2	Blindsnake Pouch	60	Rare (12)
3	Cameleoline Cloak	35	Rare (9)
4	Chrono Crystal	500	Illegal (14)
5	Cred Sniffer	35	Rare (8)
6	Data-Thief	35	Illegal (10)
7	Falsehood	40	Rare (9)
8	Forged Guilder Seal	55	Illegal (11)
9	Frenzon Collar	30	Rare (9)
10	Guilder Cartograph	70	Rare (11)
11	Halo Device	250	Illegal (14)
12	Hexagrammatic Fetish	35	Rare (10)
13	Holochromatic Field	100	Illegal (9)
14	Industrial Respirator	60	Rare (7)
15	Isotropic Fuel Rod	60	Rare (10)
16	Lho-Sticks	5	Common
17	Lock-Punch	10	Common
18	Magnacles	20	Common
19	Malefic Artefact	90	Illegal (13)
20	Mnemonic Inload Spike	100	Illegal (12)
21	Photo-Lumens	20	Common
22	Psi-Grub	50	Illegal (12)
23	Radcounter	50	Rare (9)
24	Ratskin Map	100	Rare (9)
25	Sanctioning Writ	25	Illegal (10)
26	Suspensor Harness	40	Rare (9)
27	Threadneedle Worms	45	Illegal (13)
28	Xenoculum	80	Illegal (12)

(1) ARCHAEO TECH DEVICE

- When this item is first assigned to a fighter, roll D6 to determine its effect (below).
- If ever transferred to another fighter, they must check Intelligence the first time they activate it – if passed, they may use it normally from now on. If failed, they must wait until the next battle to try again.

D6	EFFECT
1	"UH-OH" : The fighter accidentally triggers the thing while messing around, suffering D6 Strength 2, AP 0, Damage 1 hits, The device is ruined – permanently delete it.
2	VIEWER : The device can remote-view through walls and objects – the fighter gains access to the following action: <ul style="list-style-type: none"> SCAN (Simple): Apply the Revealed condition to one enemy within 18". Alternatively, if the owner is acting as a Sentry, instead roll D6 – on a 6, they automatically raises the alarm.
3	CUTTING BEAM : The device can focus a cutting beam of intense power on a stationary object – the fighter gains access to the following action: <ul style="list-style-type: none"> LASER CUT (Double): The device inflicts a Strength 8, AP 0, Damage 3 hit on a door, loot casket, or other viable terrain piece within 1".
4	LIFTER : The device is a sophisticated form of suspensor, manipulating gravity for its user. When the user takes a <i>Move (Simple)</i> or <i>Charge (Double)</i> action, they may ignore all terrain, move unrestricted between levels, and can never fall. They cannot ignore impassable terrain or walls, nor end their move overlapping an obstacle.
5	HOLO PROJECTOR : The device creates a holographic decoy of the fighter to fool their enemies. <ul style="list-style-type: none"> The user gains a 4+ armour save against ranged attacks, which is not modified by Armour Piercing. If this armour save is failed, the projector shuts down and cannot be used for the rest of the game. This armour save has no effect against close combat attacks or weapons with the Blast or Template traits.
6	WEAPON : A powerful and compact killing tool. Roll D6 to determine the weapon: (1-2) Boltgun (3) Flamer (4) Meltagun (5) Plasma Gun (6) Grenade Launcher with Krak Grenades. Being so compact, the weapon's profile gains the <i>Sidearm</i> trait – and can be used by any fighter, regardless of their usual weapon restrictions.

(2) BLIND SNAKE POUCH

- The user gains the *Dodge* skill.
- If the user already has the *Dodge* skill, it succeeds on 5-6, rather than the usual 6.
- If an enemy attacks via the *Overwatch* skill, the dodge always succeeds on a 4+.

(3) CAMELEON CLOAK

- If the wearer has not moved this round, ranged attacks against them suffer a -2 modifier to hit.

(4) CHRONO-CRYSTAL

- The opportunity to acquire one of Bald Bryen's Chrono-crystals is vanishingly rare... and possessing one not only earns the enmity of Rust Town's infamous mayor, but may lead to the owner encountering the Ordo Chronos some time in the future (or perhaps the past...).
- A Chrono-Crystal has no predetermined rules. It is up to the Arbitrator to detail how it can be used.
- Alternatively, it is worth a tidy sum if sold.

(5) CRED SNIFFER

- At the end of a battle, if the user is not Seriously Injured or Out of Action, the gang gains 4D6 bonus credits.
- A gang may possess a maximum of one Cred Sniffer.

(6) DATA-THIEF

- If the starting crew includes one or more fighters with a Data-Thief, at the start of the battle the enemy gang must reveal one of their Gang Tactics cards.

(7) FALSEHOOD

- The user may not be targeted by any attacks or wyrd powers.
- If the "Sneak Attack" rules are in effect, the user never triggers the alarm if spotted by a Sentry.
- These effects last until the user makes an attack – or the End Phase of the second round.

(8) FORGED GUILDER SEAL

- When the owner makes the Trade Post-Battle Action at the Trading Post, they decrease Rarity for themselves by -2 – and reduce the cost of any items they purchase by 3D6 credits, to a minimum of 10.
- If a double 1 or double 6 is rolled, the item is still purchased – but the Forged Guilder Seal is deleted from the owner's profile and their gang is declared Outlaw.

(9) FRENZON COLLAR

- The user is permanently under the effects of the frenzon chem.
- At the start of the battle, the gang must nominate a participating Gang Leader or Champion to be the **Controller** for all the gang's Frenzon Collars.
- When the Controller makes a Group Activation, they may include any friendly fighter wearing a Frenzon Collar, regardless of their position on the battlefield.
 - ▶ *The Controller must still abide by the limit of their Group Activation (X) ability.*

(10) GUILDER CARTOGRAPH

- During deployment, the gang may place four loot caskets anywhere on the battlefield.
- If the Badzone rules are in effect, the gang may alter the Environment chosen at the start of the battle by immediately discarding it and generating a new one.
 - ▶ *If both gangs have a Guilder Cartograph, roll off – only the winner may use this ability.*
- After each battle in which the gang used their Guilder Cartograph, roll D6 – on 4+ its information is outdated and it is permanently deleted from the Gang Roster.

(11) HALO DEVICE

- When the user suffers a Lasting Injury, they may choose to transfer it to another member of the gang.
- This does not prevent the user from going Out of Action.
- If the Lasting Injury was *Critical Injury* or *Memorable Death*, and the fighter chosen to receive this is currently in play, they immediately go Out of Action.
- If the Lasting Injury was any other result, it is applied after the battle.

(12) HEXAGRAMMATIC FETISH

- Once purchased, immediately roll D6 to determine the fetish's effects:
 - ▶ **1:** *It's rubbish, though it can be sold on to some other unsuspecting rube. Delete the fetish from the owner's profile and gain back 3D6 credits*
 - ▶ **2-5:** *The fetish has some power. If a psyker targets the owner with a wyrd power, they suffer a -1 modifier to their Willpower check.*
 - ▶ **6:** *The fetish has some real juice! If a psyker targets the owner with a wyrd power, they suffer a -3 modifier to their Willpower check.*

(13) HOLOCHROMATIC FIELD

- Ranged attacks against the user suffer a -2 modifier to hit, while close combat attacks suffer a -1 modifier.
- Each time an attack occurs, roll D6 – on 1, the field is drained and cannot be used again this game.
- If the Pitch Black rules are in effect, the user counts as having the Revealed condition for as long as their Holochromatic Field is active.
- This item cannot be combined with a Cameleoline Cloak, or any similar item that reduces visibility.

(14) INDUSTRIAL RESPIRATOR

- If the user is hit by a weapon with the Gas trait, they count as +3 Toughness.
- This increases to +4 if they also wear a Hazard Suit.
- Once per game, when the user activates, they may declare they are using the respirator's air supply – until the start of their next activation, they gain the following abilities:
 - ▶ *Immunity to the Gas trait.*
 - ▶ *Immunity to any effect related to breathing or air quality.*
 - ▶ *If subject to the Blaze condition, they still take the usual automatic Strength 3, AP -1, Damage 1 hit at the start of their activation, but may otherwise ignore all other effects.*

(15) ISOTROPIC FUEL ROD

- If the gang is participating in a campaign that uses Territories, they may discard the Isotropic Fuel Rod to permanently transform any Territory into a Settlement.

(16) LHO-STICKS

- The user is considered particularly 'cool' by the more gullible members of their gang.
- A friendly fighter with Intelligence 8+ or worse may use the user's Cool in place of their own, if they are located within 6" and line of sight.

(17) LOCK-PUNCH

- When the user takes the *Force Door (Basic)* action, they count as +4 Strength.
- A door opened with a Lock-Punch is permanently damaged and removed from play.

(18) MAGNACLES

- The user can take the following action against a target they are Engaged with:
 - ▶ **CUFF (Basic):** *Check Weapon Skill. If successful, the target must check Initiative – if failed, they are locked in place.*

A magnacled target may not move or make ranged attacks. They may make unarmed close combat attacks with a -2 modifier to hit.
- The target can attempt to free themselves by taking the following action:
 - ▶ **BREAK BONDS (Double):** *Roll 2D6 – if the result is equal or lower than their Strength, the target has freed themselves.*

The target counts as +2 Strength for every other member of their gang in base contact.

(19) MALEFIC ARTEFACT

- The first time this sinister artefact is assigned to a user, immediately roll D6 to determine what it is.
- If ever transferred to another fighter, they must check Intelligence the first time they activate it – if passed, they may use it normally from now on. If failed, they must wait until the next battle to try again.

D6	EFFECT
1	CURSED: The fighter does something to the artefact they weren't supposed to – they begin the next game with the Insane condition. The artefact mysteriously vanishes – permanently delete it.
2	WHISPER VOX: Hidden truths issue forth, revealing the intentions of those nearby. The fighter gains the <i>Overwatch</i> skill. If they already have this skill, whenever they use it, they may first take a free <i>Aim (Basic)</i> action.
3	VOID GATE: The artefact is a gateway to a yawning darkness – the fighter gains access to the following action: <ul style="list-style-type: none"> UNLEASH THE VOID (Double): All fighters within 6" (friend or enemy) can only take a single action when they activate this round.
4	ETHERIC LANTERN: The artefact is a beacon to for the denizens of the Warp – the fighter gains access to the following action: <ul style="list-style-type: none"> IGNITE LANTERN (Double): All Seriously Injured fighters within 12" (friend and enemy) must check Toughness – if failed, they go Out of Action.
5	CHRONOSCOPE: Time works oddly around the artefact, alternately speeding or slowing. When the fighter activates, roll D6: <ul style="list-style-type: none"> 1: The fighter cannot take any actions this round. 2-5: The fighter may take three actions this round, rather than two. 6: After the fighter completes their activation, they may be repositioned anywhere within 12".
6	TERROX TELEPATHICA: Dire thoughts project forth, driving those nearby to madness. The fighter is immune to the Insane condition. Any other fighter (friend or enemy) who activates within 6" must check Willpower – if failed, they gain the Insane condition.

(20) MNEMONIC INLOAD SPIKE

- The user must immediately roll for Lasting Injury. If they survive, they gain one skill of their choice from either the *Agility, Brawn, Combat, Cunning, Ferocity, Leadership, Savant* or *Shooting* set.
- The spike is then deleted from the user's profile.

(21) PHOTO-LUMENS

- If the Pitch Black rules are in effect, the user has visibility to targets within 12", rather than the usual 3".
- While in Pitch Black, the user always counts as having the Revealed condition.

(22) PSI-GRUB

- If the owner uses a wyrd power – or is targeted by one – they gain +1 **Psi-Grub token** after resolving the effect.
- The owner can take the following action:
 - **TAP PSI-GRUB (Basic):** Roll D6 – if the result is equal or lower than the fighter's Psi-Grub tokens, the psi-grub is triggered.

The fighter immediately resolves one of their wyrd powers, automatically passing their Willpower check. They then remove all Psi-Grub tokens.
- When the owner gains their sixth Psi-Grub token, the alien parasite explodes! Remove all tokens, then delete the Psi-Grub from the owner's profile.

(23) RADCOUNTER

- The fighter can never be the random target of a Badzone Event unless there are no other options.

(24) RATSKIN MAP

- The gang may use the Ratskin Map when rolling to determine which scenario will be played.
 - ▶ *If both gangs have a Ratskin Map, roll off – only the winner may use this ability.*
- The very first time a Ratskin Map is used, roll D6 to determine its information.
- This result is **permanent** and applies to any future battles in which the Ratskin Map is used.

D6	MAP TYPE
1	FAKE: Instead of rolling to determine the scenario, the enemy gang may choose it. Permanently delete the Ratskin Map.
2	WORN AND INCOMPLETE: After rolling to determine the scenario, you may add or subtract 1 from the result.
3	TREASURE MAP: Roll D6: <ul style="list-style-type: none"> • 1-5: It's a false lead – treat the map as "Fake," above. • 6: Somehow, it's genuine. If the gang wins the scenario, gain D6x20 bonus credits.
4	ANCIENT AND FADED: After rolling to determine the scenario, you may add or subtract up to 2 from the result.
5	SECRET PATHWAYS: Roll D3 and choose that many fighters. They gain the <i>Infiltrate</i> skill for this battle.
6	RECENT AND ACCURATE: After rolling to determine the scenario, you may add or subtract up to 3 from the result.

(25) SANCTIONING WRIT

- This item is used outside of battle.
- The owner's gang may place a bounty on any fighter in a Law-Abiding gang. This remains in play until it is fulfilled; the target dies; or the campaign ends.
- Once the bounty is declared, the Sanctioning Writ has no further use – delete it from the owner's profile.

(26) SUSPENSOR HARNESS

- The maximum number of weapons the user can carry is four, rather than the usual three.
 - ▶ *A Bounty Hunter Hired Gun may carry six weapons, rather than the usual five.*

(27) THREADNEEDLE WORMS

- The owner can take the following action:
 - ▶ **CAN OF WORMS (Basic):** Roll D6 on the below table, resolve the effect, then delete the Threadneedle Worms from the owner's profile.

D6	THREADNEEDLE WORMS
1	THE WORMS TURN: The fighter spills worms all over themselves. Roll the Injury die and immediately apply the result.
2-3	A FEW LIVE WORMS: Place the Blast (5") marker anywhere within D6". Roll an Injury die for each fighter under the marker.
4-5	A FEW MORE LIVE WORMS: Place the Blast (5") marker anywhere within D6", then place two additional Blast (5") markers anywhere in contact with the first. Roll an Injury die for each fighter under the markers.
6	A CAN FULL OF WORMS: Roll an Injury die for every fighter on the battlefield, treating Out of Action results as Seriously Injured.

(28) XENOCULUM

- The first time this strange alien device is assigned to a user, immediately roll D6 to determine what it is.
- If ever transferred to another fighter, they must check Intelligence the first time they activate it – if passed, they may use it normally from now on. If failed, they must wait until the next battle to try again.

D6	EFFECT
1	ALIEN TRAP: The fighter accidentally triggers the device – they suffer D3 Strength 3, AP 0, Damage 1 hits, and the xenoculum is a smoking wreck – permanently delete it.
2	XENOS CLAWS: The device moulds to the user's hands, lengthening into lethal claws – the fighter's unarmed attacks become Strength +2, AP 0, Damage 2 with the <i>Power</i> trait. However, their ranged attacks now suffer a -2 modifier to hit.
3	GHOST FORM: The device allows its user to briefly slip out of sequence with reality – when the fighter activates, they may choose to enter ghost form until their next activation. In ghost form, they ignore all terrain, ignore the effects of falling, and are immune to all attacks except for <i>wyrd</i> powers. However, they also cannot make attacks or interact with the battlefield in any way. Each time the fighter wishes to enter ghost form, roll D6 – on 4+, the device's charge expires and it may not be used for the rest of the battle.
4	HORROR AURA: A nightmarish, subliminal scream constantly issues forth from the device, with only the user immune – when the fighter activates, all fighters within 6" (friend or enemy) must check Nerve – if failed, they become Broken and immediately make a free <i>Running for Cover</i> (<i>Double</i>) action.
5	ALIEN CHEM-FACTORY: Strange mechanisms concoct and dispense alien elixirs – when attempting Recovery, the fighter rolls an additional two Injury die and chooses which to apply. In addition, the gang may make an additional, free Medical Escort Post-Battle Action.
6	BRAIN BOOSTER: The device affixes itself to the user's brain, boosting their cognitive functions – the fighter gains a +5 modifier to Intelligence checks. In addition, each time the fighter does something to earn XP, they increase the amount by +1.

STATUS ITEMS

PERSONAL EQUIPMENT		PRICE	RARITY / ILLEGAL
1	Harrier Skull	40	Rare (8)
2	Mung Vase	2D6x10	Rare (12)

(1) HARRIER SKULL

- If an Exotic Beast declares an attack against the Harrier Skull's owner, it must check Intelligence – if failed, the action is wasted.
- If the Harrier Skull is within 3" of its owner, it may use the owner's Intelligence for this check.
- A Harrier Skull is a type of **servo-skull**. It counts as equipment, but is represented by a separate model.
- All servo-skulls have the following rules:
 - ▶ *The skull must remain within 2" of its owner at all times, automatically moving with them (including leaving the battlefield).*
 - ▶ *It ignores terrain, never falls, and never gives away its owner's position. It cannot be Engaged or targeted with ranged attacks.*
 - ▶ *If it falls under a Blast marker or Flame template, roll D6 – on 4+, the skull is hit:

 - Roll another D6 – on 1, it is permanently destroyed and deleted from its owner's profile.
 - On 2+, it is removed from play for this battle.*

(2) MUNG VASE

- This item is not issued to a fighter – instead, it is kept in the gang's Stash.
- The Mung Vase decreases Hired Gun recruitment fees by D6x10 credits (to a minimum of 10).
 - ▶ *If a Hired Gun is recruited, roll D6 after the battle – on 1, they steal the vase. Remove both Hired Gun and Mung Vase from the Gang Roster.*
- If the Gang Leader is killed, remove the vase from the Gang Roster (nobody else knows where it's hidden).
- The Mung Vase may be sold during any Post-Battle Sequence – roll D6 to determine its value:

D6	VALUE
1	DISMAL FAKE: A truly sad knock-off, worth D3x5 credits.
2-3	PASSABLE FAKE: A nice conversation piece, worth D6x10 credits.
4-5	IMPRESSIVE FAKE: A fine example of the counterfeiter's art, worth D6x20 credits.
6	OUTSTANDING FAKE: Check Intelligence for the Gang Leader – if failed, count this as an Impressive Fake. If failed, they realise what they have just in time – the vase is worth D6x50 credits.

PART VIII

GANG COMPANIONS



EXOTIC BEASTS, BRUTES & HANGERS-ON

As a gang grows and develops, it can recruit specialised new members: **Exotic Beasts**, **Brutes**, and **Hangers-On**.

Most gangs have unique Exotic Beasts, Brutes, and Hangers-On that only they have access to – these are all presented in the individual **Gang Lists**, rather than in this section.

This section lists the Exotic Beasts, Brutes, and Hangers-On that **any gang can recruit**.

In a campaign, this recruitment occurs during the Post-Battle Sequence; in a Skirmish, it occurs at gang creation.

An introduction to the types of companion follows – note that each individual entry includes all the rules you need.

EXOTIC BEASTS

- Exotic Beasts are animal (mostly) companions, owned by a specific fighter and accompanying them to battle.
- They are purchased as “equipment” and are therefore recorded on their owner’s fighter card.
- Despite this, Exotic Beasts also have their own model, and a fighter card of their own that details their profile, skills, and weaponry.
- In battle, an Exotic Beast acts as a special kind of fighter with some restrictions around their behaviour.
- They are usually either quite powerful, or have unique special rules.

BRUTES

- Brutes are combat juggernauts. Some are full members of a gang, enjoying all the same privileges; others are opportunists who join a gang for their own reasons.
- As they are expressly recruited to fight, Brutes can be selected to join a starting crew like any other fighter.
- The number of **Brutes and/or Hangers-On** a gang can have is determined by its Reputation:

REP	MAX
0-5	1
5-9	2
10-14	3
15-19	4
20-24	5
<i>Each additional +5</i>	<i>+1</i>

- If a gang drops beneath a Reputation threshold, it may have to dismiss one of these recruits.
- Note that some Brutes can only be recruited by Outlaw gangs.

HANGERS-ON

- Hangers-On are the various support staff who stay in the background of a gang but contribute vastly to its intel, schemes, and finances.
- They do not normally participate in battles – however, simply having them in the gang grants access to their special rules.
- A Hanger-On should still have a dedicated model, as there are circumstances when they might unfortunately find themselves caught up in a battle.
- Note that as above, the number of **Brutes and/or Hangers-On** a gang can have is determined by its Reputation. If a gang drops beneath a Reputation threshold, it may have to dismiss one of these recruits.

EXOTIC BEASTS

CARYATID

(EXOTIC BEAST) – no recruitment cost – special conditions apply

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

EQUIPMENT

None – a Caryatid makes unarmed attacks.

EXOTIC BEAST RULES

- **Joining a Fight:** If its owner participates in a battle, the Exotic Beast may also be included and does not count towards the gang's fighter limit (and so are not considered in Bottle Tests). If its owner is removed for any reason, the Exotic Beast is also removed.
- **Profile Restriction:** Exotic Beasts may never be issued new weapons or equipment – they can only use the ones included in their profile.
- **Activation:** When its owner activates (including as part of a Group Activation), all of their Exotic Beasts also activate. The activations can be resolved in any order.
- **Behaviour:** If an Exotic Beast ends its activation more than 3" away from their owner, it must make a Nerve check – if failed, it becomes Broken and immediately takes a free *Running for Cover* (Double) action.
 - ▶ *An Exotic Beast flees towards its owner, rather than cover.*
 - ▶ *An Exotic Beast automatically Rallies if its activation ends within 3" of its owner (but does not gain XP).*
- **Campaign Play:** Exotic Beasts gain XP and Lasting Injuries as normal, and roll Advancements on the *Ganger Advancement Table* (they can be promoted to Specialist). They can be taken Captive, and a Rescue Mission can be mounted for them as normal. Exotic Beasts cannot work Territories.

RECRUITMENT

- A Gang Leader can have a maximum of one Caryatid.
- A Caryatid is not obtained in the usual way – instead, if the gang takes a "Seek Rare Equipment" Post-Battle Action and scores 15+, roll 2D6 and add Rep – on 20+, the Gang Leader gains a Caryatid.

SKILLS

- A Caryatid has no skills at recruitment.
- **Primary Skills:** *Agility*.
- **Secondary Skills:** *Cunning*.

SPECIAL RULES

Flight: A Caryatid ignores all terrain, may move freely between levels without restriction, and can never fall – but cannot ignore impassable terrain, nor end a move with its base overlapping an obstacle or another fighter.

Omen of Fortune: If their Caryatid is within 3", the Gang Leader can check Willpower to negate one successful incoming attack per round (this includes hits from Templates and Blast markers).

Precognition: The Caryatid's tremendous foresight gives it a 3+ armour save which ignores a weapon's Armour Piercing value (against a Template or Blast marker, the save is 4+, instead).

Symbol of Renown: While the Caryatid is present, the gang gains +1 Rep. If it is killed or abandons its owner, the gang loses -2 Rep.

Abandonment: If the gang ever loses Rep, roll D6 and subtract the score from the amount of Rep lost – on 1 or less, the Caryatid abandons the gang. A natural 6 is always a success.

GRAPPLEHAWK

(EXOTIC BEAST) – 90 credits to recruit

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

	RNG		ACC							
WEAPON	S	L	S	L	Str	AP	D	Am	Traits	
Talons	-	E	-	-	3	-1	1	-	Disarm, Entangle, Melee	

EXOTIC BEAST RULES

- **Joining a Fight:** If its owner participates in a battle, the Exotic Beast may also be included and does not count towards the gang's fighter limit (and so are not considered in Bottle Tests). If its owner is removed for any reason, the Exotic Beast is also removed.
- **Profile Restriction:** Exotic Beasts may never be issued new weapons or equipment – they can only use the ones included in their profile.
- **Activation:** When its owner activates (including as part of a Group Activation), all of their Exotic Beasts also activate. The activations can be resolved in any order.
- **Behaviour:** If an Exotic Beast ends its activation more than 3" away from their owner, it must make a Nerve check – if failed, it becomes Broken and immediately takes a free *Running for Cover* (Double) action.
 - ▶ An Exotic Beast flees towards its owner, rather than cover.
 - ▶ An Exotic Beast automatically Rallies if its activation ends within 3" of its owner (but does not gain XP).
- **Campaign Play:** Exotic Beasts gain XP and Lasting Injuries as normal, and roll Advancements on the *Ganger Advancement Table* (they can be promoted to Specialist). They can be taken Captive, and a Rescue Mission can be mounted for them as normal. Exotic Beasts cannot work Territories.

RECRUITMENT

- A fighter can own a maximum of two Grapplehawks.
- Grapplehawks are purchased from the **Black Market** and are therefore **Illegal**.

SKILLS

- A Grapplehawk has no skills at recruitment.
- **Primary Skills:** *Agility*.
- **Secondary Skills:** *Combat*.

SPECIAL RULES

Flight: A Grapplehawk ignores all terrain, may move freely between levels without restriction, and can never fall – but cannot ignore impassable terrain, nor end a move with its base overlapping an obstacle or another fighter.

Grapple: If a Grapplehawk successfully hits an enemy in close combat, then for as long as it remains Engaged with this target, all of its future attacks hit them automatically (including Reaction attacks).

In addition, these attacks count as having rolled a natural 6 for the *Disarm* and *Entangle* traits.

Swoop: A Grapplehawk can range further from its owner than other Exotic Beasts – it must remain within 9" of its owner, rather than the usual 3".

GYRINX CAT

(EXOTIC BEAST) – 120 credits to recruit

M	WS	BS	S	T	W	I	A	Ld	Cl	WP	Int
7"	4+	4+	2	2	1	2+	1	9+	6+	6+	7+

WEAPON	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
Claws	-	E	-	-	2	-	1	-	Melee

EXOTIC BEAST RULES

- **Joining a Fight:** If its owner participates in a battle, the Exotic Beast may also be included and does not count towards the gang's fighter limit (and so are not considered in Bottle Tests). If its owner is removed for any reason, the Exotic Beast is also removed.
- **Profile Restriction:** Exotic Beasts may never be issued new weapons or equipment – they can only use the ones included in their profile.
- **Activation:** When its owner activates (including as part of a Group Activation), all of their Exotic Beasts also activate. The activations can be resolved in any order.
- **Behaviour:** If an Exotic Beast ends its activation more than 3" away from their owner, it must make a Nerve check – if failed, it becomes Broken and immediately takes a free *Running for Cover (Double)* action.
 - ▶ An Exotic Beast flees towards its owner, rather than cover.
 - ▶ An Exotic Beast automatically Rallies if its activation ends within 3" of its owner (but does not gain XP).
- **Campaign Play:** Exotic Beasts gain XP and Lasting Injuries as normal, and roll Advancements on the *Ganger Advancement Table* (they can be promoted to Specialist). They can be taken Captive, and a Rescue Mission can be mounted for them as normal. Exotic Beasts cannot work Territories.

RECRUITMENT

- A fighter can own a maximum of one Gyrinx Cat.
- Gyrinx Cats are purchased from the **Black Market** and are therefore **Illegal**.

SKILLS

- A Gyrinx Cat has no skills at recruitment.
- **Primary Skills:** *Agility*.
- **Secondary Skills:** *Cunning*.

SPECIAL RULES

Small Target: Ranged attacks targeting a Gyrinx Cat suffer an additional -1 modifier to hit; in addition, a Gyrinx Cat is never hit by Stray Shots.

Charmed Life: Enemies can only make ranged attacks against a Gyrinx Cat if it is the closest target, and can only make close combat attacks against it if there are no other options available.

Unsanctioned Psyker: At the start of a battle, the Gyrinx Cat gains a wyrd power. Roll D6:

D6	WYRD POWER
1	Assail (Basic, <i>Telekinesis</i>)
2	Flame Blast (Basic, <i>Pyromancy</i>)
3	Freeze Time (Double, <i>Chronomancy</i>)
4	Weapon Jinx (Simple, <i>Technomancy</i>)
5	Terrify (Double, <i>Telepathy</i>)
6	Quickening (Basic, <i>Biomancy</i>)

If the Gyrinx Cat is taken Out of Action, the enemy gang receives a bounty of D3x10 credits after the battle.

HACKED CYBER-MASTIFF

(EXOTIC BEAST) – 100 credits to recruit

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

	RNG		ACC							
WEAPON	S	L	S	L	Str	AP	D	Am	Traits	
Savage Jaws	-	E	-	-	S	-1	1	-	Rending, Melee	

EXOTIC BEAST RULES

- **Joining a Fight:** If its owner participates in a battle, the Exotic Beast may also be included and does not count towards the gang's fighter limit (and so are not considered in Bottle Tests). If its owner is removed for any reason, the Exotic Beast is also removed.
- **Profile Restriction:** Exotic Beasts may never be issued new weapons or equipment – they can only use the ones included in their profile.
- **Activation:** When its owner activates (including as part of a Group Activation), all of their Exotic Beasts also activate. The activations can be resolved in any order.
- **Behaviour:** If an Exotic Beast ends its activation more than 3" away from their owner, it must make a Nerve check – if failed, it becomes Broken and immediately takes a free *Running for Cover* (Double) action.
 - ▶ An Exotic Beast flees towards its owner, rather than cover.
 - ▶ An Exotic Beast automatically Rallies if its activation ends within 3" of its owner (but does not gain XP).
- **Campaign Play:** Exotic Beasts gain XP and Lasting Injuries as normal, and roll Advancements on the *Ganger Advancement Table* (they can be promoted to Specialist). They can be taken Captive, and a Rescue Mission can be mounted for them as normal. Exotic Beasts cannot work Territories.

RECRUITMENT

- A fighter can own a maximum of one Hacked Cyber-Mastiff.
- Hacked Cyber-Mastiffs are purchased from the **Black Market** and are therefore **Illegal**.

SKILLS

- A Hacked Cyber-Mastiff has no skills at recruitment.
- **Primary Skills:** *Combat*.
- **Secondary Skills:** *Ferocity*.

SPECIAL RULES

Glitchy: When a Hacked Cyber-mastiff activates, roll D6 – on 1, it gains the Insane condition.

Tenacious: If the Hacked Cyber-Mastiff goes Out of Action, do not remove it from play if it has not yet activated this round – it is only removed once it completes its activation.

NECROMUNDAN GIANT RAT

(EXOTIC BEAST) – 50 credits to recruit

M	WS	BS	S	T	W	I	A	Ld	CI	WP	Int
6"	4+	-	3	3	1	3+	1	10+	8+	10+	9+

	RNG		ACC							
WEAPON	S	L	S	L	Str	AP	D	Am	Traits	
Chittering Jaws	-	E	-	-	3	-	1	-	Backstab, Melee	

EXOTIC BEAST RULES

- **Joining a Fight:** If its owner participates in a battle, the Exotic Beast may also be included and does not count towards the gang's fighter limit (and so are not considered in Bottle Tests). If its owner is removed for any reason, the Exotic Beast is also removed.
- **Profile Restriction:** Exotic Beasts may never be issued new weapons or equipment – they can only use the ones included in their profile.
- **Activation:** When its owner activates (including as part of a Group Activation), all of their Exotic Beasts also activate. The activations can be resolved in any order.
- **Behaviour:** If an Exotic Beast ends its activation more than 3" away from their owner, it must make a Nerve check – if failed, it becomes Broken and immediately takes a free *Running for Cover* (Double) action.
 - ▶ An Exotic Beast flees towards its owner, rather than cover.
 - ▶ An Exotic Beast automatically Rallies if its activation ends within 3" of its owner (but does not gain XP).
- **Campaign Play:** Exotic Beasts gain XP and Lasting Injuries as normal, and roll Advancements on the *Ganger Advancement Table* (they can be promoted to Specialist). They can be taken Captive, and a Rescue Mission can be mounted for them as normal. Exotic Beasts cannot work Territories.

RECRUITMENT

- A fighter can own a maximum of three Necromundan Giant Rats.
- They are purchased from the **Trading Post**.

SKILLS

- A Necromundan Giant Rat has no skills at recruitment.
- **Primary Skills:** *Cunning*.
- **Secondary Skills:** *Agility*.

SPECIAL RULES

Small Target: Ranged attacks targeting a Necromundan Giant Rat suffer an additional -1 modifier to hit; in addition, they are never hit by Stray Shots.

Nimble: A Necromundan Giant Rat has an armour save of 4+, which is never modified by a weapon's Armour Penetration.

Rat Cunning: The owner of a Necromundan Giant Rat gains a special 5+ armour save against damage from environmental effects – such as from terrain, Badzone Environments and Events, etc.

This save can be taken in conjunction with any other, but must be rolled first.

Alternatively, a fighter may sacrifice one of their rats to automatically disregard this environmental damage – if so, remove one Necromundan Giant Rat from the Gang Roster.

BRUTES

IRON AUTOMATA

(BRUTE) - 220 credits to recruit

M	WS	BS	S	T	W	I	A	Ld	CI	WP	Int
5"	4+	4+	5	5	3	5+	2	8+	4+	8+	8+

WEAPON	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
<i>Power Claw</i>	-	E	-	-	S	-1	2	-	<i>Power, Pulverise, Melee</i>
<i>Assault Cannon</i>	12"	24"	+1	-	5	-1	1	6+	<i>Rapid Fire (2), Scarce</i>

EQUIPMENT

- An Iron Automata wields a *Power Claw* and an *Assault Cannon*.

BRUTE RULES

- Rep & Recruitment:** The maximum number of combined Brutes and Hangers-On a gang can recruit is determined by their Reputation:

REP	MAX
0-5	1
5-9	2
10-14	3
15-19	4
20-24	5
Each additional +5	+1

- Full Member:** Once recruited, Brutes are an accepted part of the gang. They may join a battle in the same way as any other fighter.
- Profile Restriction:** Brutes can only use and purchase the weapons and equipment options included on their profile – they can never be given any other gear.
- Campaign Play:** Brutes gain XP and Lasting Injuries as normal, and count as a Specialist for Advancements. They can be taken Captive, and a Rescue Mission can be mounted for them as normal. Brutes cannot work Territories.

RECRUITMENT

- A gang can recruit a maximum of one Iron Automata.
- Unlike other Brutes, the Iron Automata counts as **Illegal (14)** – this means it can only be recruited after the gang has made a “Seek Illegal Items” Post-Battle Action, and the roll meets this score.

SKILLS

- An Iron Automata comes with the *Nerves of Steel* and *Fearsome* skills at recruitment:
 - **FEARSOME:** *If the Iron Automata is targeted by a Charge (Double) action, the enemy must check Willpower after declaring it – if failed, their activation ends immediately.*
 - **NERVES OF STEEL:** *When the Iron Automata is hit by a ranged attack, check Cool – if passed, it may choose to not be Pinned.*
- Primary Skills:** *Brawn.*
- Secondary Skills:** *Combat.*

SPECIAL RULES

Really Glitchy: When an Iron Automata activates, roll D6 – on 1, it gains the Insane condition.

Not an Abominable Intelligence: If an Iron Automata suffers heavy damage, it may break down completely or wander off into the badzones mumbling in a grating monotone about overthrowing humanity!

If an Iron Automata goes Out of Action, immediately roll D6 – on 1, it must be removed from the Gang Roster. Otherwise, roll for Lasting Injury as usual.

Man of Iron: An Iron Automata has a 3+ armour save and is immune to the *Toxin* and *Gas* traits, as well as the effects of Chems.

Automated Repairs: In the End Phase, roll D6 – on 6, the Iron Automata recovers one lost Wound. In addition, when attempting Recovery, it may roll +1 Injury die, then from among its total, pick one discard.

“JOTUNN” H-GRADE SERVITOR-OGRYN

(BRUTE) - 210 credits to recruit

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

WEAPON	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
<i>Augmetic Fist</i>	-	E	-	-	+2	-1	2	-	<i>Knockback, Melee</i>
<i>Arc Welder</i>	-	E	-	-	+2	-3	3	-	<i>Blaze, Melee</i>
<i>Storm Welder</i>	8"	16"	+1	-	5	-	1	3+	<i>Rapid Fire (3), Shock, Reckless, Unstable</i>
<i>Spud-Jacker</i>	-	E	-	-	S+1	-	1	-	<i>Knockback, Melee</i>

EQUIPMENT

- By default, a Jotunn wields two *Augmetic Fists*.

ADDITIONAL OPTIONS

- Replace up to two *Augmetic Fists* with any combination of *Arc Welder* (+70 credits), *Storm Welder* (+75 credits), or *Spud-Jacker* (-20 credits).
- Upgrade to Furnace Plates: +15 credits.

BRUTE RULES

- Rep & Recruitment:** The maximum number of combined Brutes and Hangers-On a gang can recruit is determined by their Reputation:

REP	MAX
0-5	1
5-9	2
10-14	3
15-19	4
20-24	5
Each additional +5	+1

- Full Member:** Once recruited, Brutes are an accepted part of the gang. They may join a battle in the same way as any other fighter.
- Profile Restriction:** Brutes can only use and purchase the weapons and equipment options included on their profile – they can never be given any other gear.
- Campaign Play:** Brutes gain XP and Lasting Injuries as normal, and count as a Specialist for Advancements. They can be taken Captive, and a Rescue Mission can be mounted for them as normal. Brutes cannot work Territories.

❖ GOLIATH AFFINITY

House Goliath gangs can recruit a Jotunn for **180 credits**, instead of the usual 210.

RECRUITMENT

- A gang can recruit a maximum of two Jotunns.

SKILLS

- A Jotunn H-Grade Servitor-Ogryn comes with the *Headbutt* skill at recruitment:

► **HEADBUTT:** If the fighter is Engaged, they may take the following action:

- **HEADBUTT (Basic):** Choose an Engaged target and roll two D6s – if either rolls equal or higher than their Toughness, the Jotunn delivers a S+2, AP 0, Damage 2 hit.

If both roll lower than the target's Toughness, the Jotunn suffers a hit equal to their own Strength, at AP 0 and Damage 1.

- Primary Skills:** *Brawn*.
- Secondary Skills:** *Combat, Ferocity*.

SPECIAL RULES

Loyal: When the Jotunn provides assistance to a friendly fighter in close combat, it grants them a +2 modifier to hit, rather than the usual +1.

Slow-Witted: The Jotunn can never be included in a Group Activation.

AMBOT

(BRUTE) - 215 credits to recruit

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

WEAPON	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
<i>Tunnelling Claw</i>									
– <i>Melee</i>	-	E	-	-	S	-1	2	-	<i>Melee</i>
– <i>Ranged</i>	4"	8"	-	-	6	-2	2	5+	<i>Melta, Scarce, Sidearm</i>
<i>Grav-Fist</i>									
– <i>Melee</i>	-	E	-	-	5	-1	2	-	<i>Pulverise, Melee</i>
– <i>Ranged</i>	6"	12"	+1	-	*	-1	2	5+	<i>Blast (3"), Graviton Pulse, Concussion</i>

EQUIPMENT

- By default, an Ambot wields two *Tunnelling Claws*.
- It has a *Respirator* and *Light Carapace Armour*.

ADDITIONAL OPTIONS

- Replace one *Tunnelling Claw* with a *Grav-Fist* (+90 credits).
- Upgrade to *Furnace Plates*: +15 credits.

BRUTE RULES

- Rep & Recruitment:** The maximum number of combined Brutes and Hangers-On a gang can recruit is determined by their Reputation:

REP	MAX
0-5	1
5-9	2
10-14	3
15-19	4
20-24	5
Each additional +5	+1

- Full Member:** Once recruited, Brutes are an accepted part of the gang. They may join a battle in the same way as any other fighter.
- Profile Restriction:** Brutes can only use and purchase the weapons and equipment options included on their profile – they can never be given any other gear.
- Campaign Play:** Brutes gain XP and Lasting Injuries as normal, and count as a Specialist for Advancements. They can be taken Captive, and a Rescue Mission can be mounted for them as normal. Brutes cannot work Territories.

❖ ORLOCK & CAWDOR AFFINITY

House Orlock and House Cawdor gangs can recruit an Ambot for **185 credits**, instead of the usual 215.

RECRUITMENT

- A gang can recruit a maximum of two Ambots.

SKILLS

- An Ambot has the *Infiltrate* skill at recruitment:
 - **INFILTRATE:** During deployment, set the Ambot aside instead of placing them – before the first round, deploy them anywhere on the battlefield that is not visible to or within 6" of any enemies.
- Primary Skills:** *Ferocity*.
- Secondary Skills:** *Brawn, Combat*.

SPECIAL RULES

Valuable: If the Ambot is Captured, its captors can either sell it to the Guilders as normal, or steal it – adding it to their own gang (if they have enough Rep).

Excavation Automata: If the gang owns a Mine Workings Territory, increase its income by +D6.

Cranial Governors: At the start of any round, the gang can disable the Ambot's aggression inhibitors, which lasts for the rest of the battle. If so, the Ambot increases its Attacks to D3+1, and it gains the Berserker skill:

- **BERSERKER:** When the Ambot makes a successful Charge (Double) action, it gains +2 additional attacks, rather than the usual +1.

While Standing and Engaged, the Ambot must split its attacks evenly between all fighters in base contact, including friendly fighters.

SCRAPCODE-CORRUPTED AMBOT

(OUTLAW BRUTE) - 220 credits to recruit

M	WS	BS	S	T	W	I	A	Ld	CI	WP	Int
4"	3+	5+	5	5	3	5+	3	8+	6+	9+	10+

WEAPON	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
<i>Tunnelling Claw</i>									
– <i>Melee</i>	-	E	-	-	S	-1	2	-	<i>Melee</i>
– <i>Ranged</i>	4"	8"	-	-	6	-2	2	5+	<i>Melta, Scarce, Sidearm</i>
<i>Grav-Fist</i>									
– <i>Melee</i>	-	E	-	-	5	-1	2	-	<i>Pulverise, Melee</i>
– <i>Ranged</i>	6"	12"	+1	-	*	-1	2	5+	<i>Blast (3"), Graviton Pulse, Concussion</i>

EQUIPMENT

- By default, an Ambot wields two *Tunnelling Claws*.
- It has a *Respirator* and *Light Carapace Armour*.

ADDITIONAL OPTIONS

- Replace one *Tunnelling Claw* with a *Grav-Fist* (+90 credits).
- Upgrade to *Heavy Carapace Armour*: +55 credits.
- Install *Armour Spikes*: +15 credits.

BRUTE RULES

- Rep & Recruitment:** The maximum number of combined Brutes and Hangers-On a gang can recruit is determined by their Reputation:

REP	MAX
0-5	1
5-9	2
10-14	3
15-19	4
20-24	5
Each additional +5	+1

- Full Member:** Once recruited, Brutes are an accepted part of the gang. They may join a battle in the same way as any other fighter.
- Profile Restriction:** Brutes can only use and purchase the weapons and equipment options included on their profile.
- Campaign Play:** Brutes gain XP and Lasting Injuries as normal, and count as a Specialist for Advancements. They can be taken Captive, and a Rescue Mission can be mounted for them as normal. Brutes cannot work Territories.

OUTLAW ALIGNMENT

- A Scrapcode-Corrupted Ambot can only be recruited by Outlaw gangs.

RECRUITMENT

- A gang can recruit a maximum of one Scrapcode-Corrupted Ambot.

SKILLS

- A Scrapcode-Corrupted Ambot comes with the *Berserker* and *Nerves of Steel* skills at recruitment:
 - **BERSERKER:** When the Ambot makes a successful *Charge (Double)* action, it gains +2 additional attacks, rather than the usual +1.
 - **NERVES OF STEEL:** When the Ambot is hit by a ranged attack, check *Cool* – if passed, it may choose to not be Pinned.
- Primary Skills:** *Ferocity*.
- Secondary Skills:** *Brawn, Combat*.

SPECIAL RULES

Machine Madness: If the Ambot Seriously Injures or takes any fighter Out of Action, roll D6 – on 1, it gains the *Insane* condition.

Blind Rage: All of the Ambot's attacks and weapons count as having the *Reckless* trait.

Valuable: If the Ambot is Captured by an Outlaw gang, they can sell it to the Guilders as normal, or steal it – adding it to their own gang (if they have enough Rep).

Armour Spikes: When a fighter makes base contact with the Ambot (or vice versa), they suffer an automatic Strength 1, AP 0, Damage 1 hit.

MUTATED OGRYN

(OUTLAW BRUTE) - 210 credits to recruit

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

WEAPON	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
<i>Open Fist</i>	-	E	-	-	S	-1	1	-	<i>Knockback, Melee</i>
<i>Power Maul</i>	-	E	-	-	S+2	-1	1	-	<i>Power, Melee</i>
<i>Horrific Appendages</i>	-	E	-	-	S	-1	2	5+	<i>Pulverise, Rending, Melee</i>

EQUIPMENT

- By default, a Mutated Ogryn wields two *Open Fists*.

ADDITIONAL OPTIONS

- Replace one *Open Fist* with a *Power Maul* (+30 credits).
- Replace one *Open Fist* with *Horrific Appendages* (+20 credits).
- Equip *Furnace Plates*: +15 credits.

BRUTE RULES

- Rep & Recruitment:** The maximum number of combined Brutes and Hangers-On a gang can recruit is determined by their Reputation:

REP	MAX
0-5	1
5-9	2
10-14	3
15-19	4
20-24	5
Each additional +5	+1

- Full Member:** Once recruited, Brutes are an accepted part of the gang. They may join a battle in the same way as any other fighter.
- Profile Restriction:** Brutes can only use and purchase the weapons and equipment options included on their profile – they can never be given any other gear.
- Campaign Play:** Brutes gain XP and Lasting Injuries as normal, and count as a Specialist for Advancements. They can be taken Captive, and a Rescue Mission can be mounted for them as normal. Brutes cannot work Territories.

OUTLAW ALIGNMENT

- A Mutated Ogryn can only be recruited by Outlaw gangs.

RECRUITMENT

- A gang can recruit a maximum of one Mutated Ogryn.

SKILLS

- A Mutated Ogryn comes with the *True Grit* skill at recruitment:
 - **TRUE GRIT:** When the Mutated Ogryn rolls for Injury with multiple dice, discard one of them – and when it rolls for Injury with a single die, roll two instead and choose which result to apply.
- Primary Skills:** *Brawn*.
- Secondary Skills:** *Combat, Ferocity*.

SPECIAL RULES

Murderous Brute: In addition to the *True Grit* skill, the Mutated Ogryn gains +1 additional skill at recruitment, randomly determined from either the Ferocity or Savagery skillsets.

Slow-Witted: The Mutated Ogryn can never be included in a Group Activation.

SUMP BEAST

(OUTLAW BRUTE) - 200 credits to recruit

M	WS	BS	S	T	W	I	A	Ld	Cl	WP	Int
3"	4+	4+	5	6	4	5+	2	9+	4+	5+	9+
5"	4+	5+	4	5	4	4+	2	8+	5+	6+	10+
4"	3+	4+	5	4	4	4+	2	9+	4+	5+	9+

WEAPON	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
<i>Ferocious Jaws</i>	-	E	-	-	S	-1	1	-	<i>Rending, Melee</i>
<i>Lashing Tail</i>	E	6"	-	-	S	-1	1	-	<i>Impale, Versatile, Melee</i>
<i>Crushing Claws</i>	-	E	-	-	S+3	-1	2	-	<i>Knockback, Melee</i>
<i>Prehensile Tongue</i>	E	2"	-	-	S	-	1	-	<i>Drag, Versatile, Melee</i>

EQUIPMENT

- A Sump Beast wields *Ferocious Jaws*.

ADDITIONAL OPTIONS

The Sump Beast may come with any of the following at recruitment only: *Lashing Tail* (+50 credits), *Crushing Claws* (+70 credits), *Prehensile Tongue* (+60 credits), *Venomous Bite* (+35 credits), *Multiple Legs* (+20 credits), *Scaly Hide* (+40 credits)

BRUTE RULES

- Rep & Recruitment:** The maximum number of combined Brutes and Hangers-On a gang can recruit is determined by their Reputation:

REP	MAX
0-5	1
5-9	2
10-14	3
15-19	4
20-24	5
Each additional +5	+1

- Full Member:** Once recruited, Brutes are an accepted part of the gang. They may join a battle in the same way as any other fighter.
- Profile Restriction:** Brutes can only use and purchase the weapons and equipment options included on their profile – they can never be given any other gear.
- Campaign Play:** Brutes gain XP and Lasting Injuries as normal, and count as a Specialist for Advancements. They can be taken Captive, and a Rescue Mission can be mounted for them as normal. Brutes cannot work Territories.

OUTLAW ALIGNMENT

- A Sump Beast can only be recruited by Outlaw gangs.

RECRUITMENT

- A gang can recruit a maximum of one Sump Beast.

SKILLS

- A Sump Beast comes with the *Unstoppable*, *Fearsome*, and *True Grit* skills at recruitment:
 - **UNSTOPPABLE:** Before the Sump Beast attempts Recovery, roll D6 – on 4+, it discards one Flesh Wound.

If it has no Flesh Wounds, it gains +1 additional Recovery die instead – and may choose which result to apply from among the total rolled.
 - **FEARSOME:** If the Sump Beast is targeted by a Charge (Double) action, the enemy must check Willpower after declaring it – if failed, they cannot move and their activation ends immediately.
 - **TRUE GRIT:** When the Sump Beast rolls for Injury with multiple dice, discard one of them – and when it rolls for Injury with a single die, roll two instead and choose which result to apply.
- Primary Skills:** *Cunning*.
- Secondary Skills:** *Brawn, Ferocity*.

SPECIAL RULES

Many-shaped Horror: When the Sump Beast is recruited, choose one of the three profiles above (matching it to the model, as appropriate).

Underhive Monster: If there is a Seriously Injured fighter within 6" when the Sump Beast is activated, check Intelligence – if failed, it automatically attempts a *Charge (Double)* action or a *Coup de Grace (Simple)* against that target.

In addition, the Sump Beast automatically makes a *Coup de Grace (Simple)* action if possible.

Scaly Hide: A Sump Beast with this upgrade gains a 4+ armour save.

Poisonous Bite: A Sump Beast with this upgrade gains the *Toxin* trait for its *Ferocious Jaws*.

Multiple Legs: A Sump Beast with this upgrade gains +2" Movement and the Clamber skill:

- ▶ **CLAMBER:** *When the Sump Beast climbs, it does not cost extra movement; it treats every vertical surface as a ladder.*

HANGERS-ON

AGITATOR

(OUTLAW HANGER-ON) - 30 credits hiring fee

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

	RNG		ACC							
WEAPON	S	L	S	L	Str	AP	D	Am	Traits	
<i>Laspistol</i>	8"	12"	+1	-	3	-	1	2+	<i>Plentiful, Sidearm</i>	
<i>Stub Gun</i>	6"	12"	+2	-	3	-	1	4+	<i>Plentiful, Sidearm</i>	

EQUIPMENT

- An Agitator wields either a *Laspistol* or a *Stub Gun*.

HANGER-ON RULES

- Rep & Recruitment:** The maximum number of combined Brutes and Hangers-On a gang can recruit is determined by their Reputation:

REP	MAX
0-5	1
5-9	2
10-14	3
15-19	4
20-24	5
Each additional +5	+1

- Outlaw Types:** If the recruiting gang is an Outlaw, the Hanger-On is automatically an Outlaw.
- Support Role:** Generally, Hangers-On do not willingly participate in battles. However, if the gang has *Home Turf Advantage* in the scenario being played, roll D6 – on 4+, this fighter is unlucky enough to be hanging around when the fighting starts and must be included as part of the crew (and counting towards the gang's fighter limit).
- Profile Restriction:** Hangers-On can only use the weapons and equipment options included on their profile – they can never be given any other gear.
- Campaign Play:** Hangers-On do not gain XP or Advancements – and if they suffer a Lasting Injury (roll of 46+), they permanently depart the gang. However, they can be taken Captive, and a Rescue Mission can be mounted for them as normal. Hangers-On cannot work Territories.

OUTLAW ALIGNMENT

- An Agitator can only be recruited by Outlaw gangs.

RECRUITMENT LIMIT

- A gang can hire a maximum of one Agitator.

SKILLS

- An Agitator comes with the *Inspirational* skill at recruitment:
 - **INSPIRATIONAL:** If a friendly fighter within 6" checks Cool and fails, check the Agitator's Leadership – if passed, that fighter's Cool check also counts as having succeeded.

SPECIAL RULES

Agitate: The Agitator makes bold and daring claims about their gang's prowess and righteousness... though such boasts are not without their dangers.

During the Pre-Battle Sequence, the gang may declare it its Agitator will spread word of their impending victory.

If the gang wins the battle, they gain +D3 bonus Rep. If they lose, they subtract an additional -1 Rep.

Galvanise: When the gang rolls to determine whether they gain a free fighter from a Territory (such as a Settlement), roll twice and choose the result.

AMMO-JACK

(HANGER-ON) - 50 credits hiring fee

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

	RNG	ACC							
WEAPON	S	L	S	L	Str	AP	D	Am	Traits
Boltgun	12"	24"	+1	-	4	-1	2	6+	Rapid Fire (1)
Combat Shotgun									
— Salvo Rounds	4"	12"	+1	-	4	-	2	4+	Rapid Fire (1), Knockback
— Shredder Rounds	-	T	-	-	2	-	1	4+	Scattershot, Template
Power Hammer	-	E	-	-	S+1	-1	2	-	Power, Melee
Power Sword	-	E	-	-	S+1	-2	1	-	Power, Parry, Melee

EQUIPMENT

- An Ammo-Jack wields either a *Boltgun* or *Combat Shotgun* (*Salvo* and *Shredder Rounds*); and either a *Power Hammer* or *Power Sword*.
- Equipped with Mesh Armour.

HANGER-ON RULES

- Rep & Recruitment:** The maximum number of combined Brutes and Hangers-On a gang can recruit is determined by their Reputation:

REP	MAX
0-5	1
5-9	2
10-14	3
15-19	4
20-24	5
Each additional +5	+1

- Outlaw Types:** If the recruiting gang is an Outlaw, the Hanger-On is automatically an Outlaw.
- Support Role:** Generally, Hangers-On do not participate in battles. However, if the gang has *Home Turf Advantage* in the scenario, roll D6 – on 4+, this fighter is hanging around when the fighting starts and must be included as part of the crew (and counting towards the gang's fighter limit).
- Profile Restriction:** Hangers-On can only use the weapons and equipment options included on their profile – they can never be given any other gear.
- Campaign Play:** Hangers-On do not gain XP or Advancements – and if they suffer a Lasting Injury (roll of 46+), they permanently depart the gang. However, they can be taken Captive, and a Rescue Mission can be mounted for them as normal. Hangers-On cannot work Territories.

RECRUITMENT LIMIT

- A gang can hire a maximum of three Ammo-Jacks.

SKILLS

- An Ammo-Jack comes with the *Munitioneer* skill at recruitment:

- **MUNITIONEER:** The Ammo-Jack may re-roll any failed Ammo checks for themselves, and for any friendly fighters within 6".

SPECIAL RULES

Weapon Servicing: All fighters in the gang may re-roll Ammo checks that roll a natural 1.

For every additional Ammo-Jack in the gang, this ability compounds – having two means the gang can re-roll Ammo checks of 1-2, while having three means the gang can re-roll Ammo checks of 1-3.

BRUTE HANDLER

(HANGER-ON) - 110 credits hiring fee

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

	RNG	ACC									
WEAPON	S	L	S	L	Str	AP	D	Am	Traits		
Shock Whip	E	3"	-1	-	S+1	-	1	-	Shock, Versatile, Melee		

EQUIPMENT

- A Brute Handler wields a *Shock Whip*.

HANGER-ON RULES

- Rep & Recruitment:** The maximum number of combined Brutes and Hangers-On a gang can recruit is determined by their Reputation:

REP	MAX
0-5	1
5-9	2
10-14	3
15-19	4
20-24	5
Each additional +5	+1

- Outlaw Types:** If the recruiting gang is an Outlaw, the Hanger-On is automatically an Outlaw.
- Support Role:** Generally, Hangers-On do not willingly participate in battles. However, if the gang has *Home Turf Advantage* in the scenario being played, roll D6 – on 4+, this fighter is unlucky enough to be hanging around when the fighting starts and must be included as part of the crew (and counting towards the gang's fighter limit).
- Profile Restriction:** Hangers-On can only use the weapons and equipment options included on their profile – they can never be given any other gear.
- Campaign Play:** Hangers-On do not gain XP or Advancements – and if they suffer a Lasting Injury (roll of 46+), they permanently depart the gang. However, they can be taken Captive, and a Rescue Mission can be mounted for them as normal. Hangers-On cannot work Territories.

❖ GOLIATH AFFINITY

House Goliath gangs can recruit a Brute Handler for **55 credits**, instead of the usual 110.

RECRUITMENT LIMIT

- A gang can hire a maximum of one Brute Handler.

SKILLS

- A Brute Handler comes with the *Iron Jaw* skill at recruitment:
 - **IRON JAW:** When the Brute Handler is hit by unarmed close combat attacks, they count as having +2 Toughness.

SPECIAL RULES

Training: The Brute Handler can train one of the gang's Brutes between battles.

Choose which Brute will train, and check their Willpower – if failed, the Handler manages to get through their wilful resistance and the Brute gains +D3 XP.

Naturally, the Brute can only receive training if they are not in Recovery or Captured.

Stern Eye: If a Brute Handler is within 3", a Brute gains may re-roll any failed Leadership, Cool, Willpower, or Intelligence checks and gains the *Nerves of Steel* skill:

- **NERVES OF STEEL:** When the Brute is hit by a ranged attack, check Cool – if passed, they may choose to not be Pinned.

Part of the Crew: Unlike other Hangers-On, the Brute Handler can be selected to join a starting crew like any other fighter.

However, they remain a Hanger-On – and so cannot gain XP or Advancements, and will leave the gang if they suffer a Lasting Injury (roll of 46+).

BULLET MERCHANT

(HANGER-ON) - 75 credits hiring fee

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

WEAPON	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
<i>Autopistol</i>	-	E	-	-	S	+1	2	-	<i>Melee</i>
<i>Stub Gun</i>	-	T	-	-	3	-	1	5+	<i>Blaze, Template</i>

EQUIPMENT

- A Bullet Merchant wields either an *Autopistol* or a *Stub Gun*, plus one type of specialist ammo for that weapon.

HANGER-ON RULES

- Rep & Recruitment:** The maximum number of combined Brutes and Hangers-On a gang can recruit is determined by their Reputation:

REP	MAX
0-5	1
5-9	2
10-14	3
15-19	4
20-24	5
Each additional +5	+1

- Outlaw Types:** If the recruiting gang is an Outlaw, the Hanger-On is automatically an Outlaw.
- Support Role:** Generally, Hangers-On do not willingly participate in battles. However, if the gang has *Home Turf Advantage* in the scenario being played, roll D6 – on 4+, this fighter is unlucky enough to be hanging around when the fighting starts and must be included as part of the crew (and counting towards the gang's fighter limit).
- Profile Restriction:** Hangers-On can only use the weapons and equipment options included on their profile – they can never be given any other gear.
- Campaign Play:** Hangers-On do not gain XP or Advancements – and if they suffer a Lasting Injury (roll of 46+), they permanently depart the gang. However, they can be taken Captive, and a Rescue Mission can be mounted for them as normal. Hangers-On cannot work Territories.

❖ ORLOCK AFFINITY

House Goliath gangs can recruit a Brute Handler for **25 credits**, instead of the usual 75.

RECRUITMENT LIMIT

- A gang can hire a maximum of one Bullet Merchant.

SKILLS

- A Bullet Merchant comes with the *Fast Shot* skill at recruitment:
 - **FAST SHOT:** *The Bullet Merchant treats the Shoot (Basic) action as Shoot (Simple).*

SPECIAL RULES

High-Calibre Hook-Up: The gang treats all types of specialist ammo as Common when visiting the Trading Post or Black Market.

Something Special: Every fighter in the gang carrying specialist ammo with the *Limited* trait replaces that with the *Scarce* trait.

CADAVER MERCHANT

(OUTLAW HANGER-ON) - 20 credits hiring fee

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

	RNG	ACC								
WEAPON	S	L	S	L	Str	AP	D	Am	Traits	
Chainaxe	-	E	-	+1	+1	-1	1	-	Disarm, Rending, Melee	

EQUIPMENT

- A Cadaver Merchant wields a *Chainaxe*.

HANGER-ON RULES

- Rep & Recruitment:** The maximum number of combined Brutes and Hangers-On a gang can recruit is determined by their Reputation:

REP	MAX
0-5	1
5-9	2
10-14	3
15-19	4
20-24	5
Each additional +5	+1

- Outlaw Types:** If the recruiting gang is an Outlaw, the Hanger-On is automatically an Outlaw.
- Support Role:** Generally, Hangers-On do not willingly participate in battles. However, if the gang has *Home Turf Advantage* in the scenario being played, roll D6 – on 4+, this fighter is unlucky enough to be hanging around when the fighting starts and must be included as part of the crew (and counting towards the gang's fighter limit).
- Profile Restriction:** Hangers-On can only use the weapons and equipment options included on their profile – they can never be given any other gear.
- Campaign Play:** Hangers-On do not gain XP or Advancements – and if they suffer a Lasting Injury (roll of 46+), they permanently depart the gang. However, they can be taken Captive, and a Rescue Mission can be mounted for them as normal. Hangers-On cannot work Territories.

OUTLAW ALIGNMENT

- A Cadaver Merchant can only be recruited by Outlaw gangs.

RECRUITMENT LIMIT

- A gang can hire a maximum of one Cadaver Merchant.

SKILLS

- A Cadaver Merchant comes with the *Fearsome* skill at recruitment:
 - **FEARSOME:** If the Cadaver Merchant is targeted by a Charge (Double) action, the enemy must check Willpower after declaring it – if failed, their activation ends immediately.

SPECIAL RULES

Sell the Dead for Profit: When a fighter in the gang dies, their corpse can be sold to the Cadaver Merchant in exchange for D3x10 credits.

The bodies of Exotic Beasts, Brutes, Hangers-On, and Hired Guns cannot be sold.

Special Sources: In an Uprising Campaign, the Cadaver Merchant can obtain corpses for the gang – granting +1 bonus Meat in the Post-Battle Sequence.

CHEM DEALER

(HANGER-ON) - 50 credits hiring fee

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

	RNG		ACC							
WEAPON	S	L	S	L	Str	AP	D	Am	Traits	
Stub Gun	-	T	-	-	3	-	1	5+	Blaze, Template	

EQUIPMENT

- A Chem Dealer wields a *Stub Gun*.
- Carries a single dose of one Chem, chosen from the Black Market.

HANGER-ON RULES

- Rep & Recruitment:** The maximum number of combined Brutes and Hangers-On a gang can recruit is determined by their Reputation:

REP	MAX
0-5	1
5-9	2
10-14	3
15-19	4
20-24	5
Each additional +5	+1

- Outlaw Types:** If the recruiting gang is an Outlaw, the Hanger-On is automatically an Outlaw.
- Support Role:** Generally, Hangers-On do not willingly participate in battles. However, if the gang has *Home Turf Advantage* in the scenario being played, roll D6 – on 4+, this fighter is unlucky enough to be hanging around when the fighting starts and must be included as part of the crew (and counting towards the gang's fighter limit).
- Profile Restriction:** Hangers-On can only use the weapons and equipment options included on their profile – they can never be given any other gear.
- Campaign Play:** Hangers-On do not gain XP or Advancements – and if they suffer a Lasting Injury (roll of 46+), they permanently depart the gang. However, they can be taken Captive, and a Rescue Mission can be mounted for them as normal. Hangers-On cannot work Territories.

❖ GOLIATH AFFINITY

House Goliath gangs can recruit a Chem Dealer for **25 credits**, instead of the usual 50.

RECRUITMENT LIMIT

- A gang can hire a maximum of one Chem Dealer.

SKILLS

- A Chem Dealer comes with the *Fixer* skill at recruitment:
 - **FIXER:** If the Chem Dealer is not Captured or in Recovery, the gang gains an additional D3x10 credits after each battle.

SPECIAL RULES

Abundant Supply: The gang counts all Chems as Common.

Purchase on Consignment: During the Pre-Battle Sequence, the gang can choose to have the Chem Dealer obtain one of the following:

- A single dose of any Chem
- A *Stimm-Slug Stash*
- A *Medicae Kit*

These items are not free – payment is simply deferred until the Post-Battle Sequence.

If the gang cannot or will not pay for their chosen item at this point, the Chem Dealer departs – remove them from the Gang Roster.

Word of this bad deal gets around, and the gang cannot recruit another Chem Dealer for the rest of the campaign.

DATA-SCRIVENER

(HANGER-ON) - 20 credits hiring fee

M	WS	BS	S	T	W	I	A	Ld	CI	WP	Int
5"	5+	5+	3	3	1	4+	1	8+	7+	7+	5+

WEAPON	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
<i>Laspistol</i>	8"	12"	+1	-	3	-	1	2+	<i>Plentiful, Sidearm</i>
<i>Las Sub-Carbine</i>	4"	12"	+1	-	3	-	1	4+	<i>Rapid Fire (1), Plentiful, Sidearm</i>

EQUIPMENT

- A Data-Scrivener wields either a *Laspistol* or a *Las Sub-Carbine*.
- Carries a single dose of one Chem, chosen from the Black Market.

HANGER-ON RULES

- Rep & Recruitment:** The maximum number of combined Brutes and Hangers-On a gang can recruit is determined by their Reputation:

REP	MAX
0-5	1
5-9	2
10-14	3
15-19	4
20-24	5
Each additional +5	+1

- Outlaw Types:** If the recruiting gang is an Outlaw, the Hanger-On is automatically an Outlaw.
- Support Role:** Generally, Hangers-On do not willingly participate in battles. However, if the gang has *Home Turf Advantage* in the scenario being played, roll D6 – on 4+, this fighter is unlucky enough to be hanging around when the fighting starts and must be included as part of the crew (and counting towards the gang's fighter limit).
- Profile Restriction:** Hangers-On can only use the weapons and equipment options included on their profile – they can never be given any other gear.
- Campaign Play:** Hangers-On do not gain XP or Advancements – and if they suffer a Lasting Injury (roll of 46+), they permanently depart the gang. However, they can be taken Captive, and a Rescue Mission can be mounted for them as normal. Hangers-On cannot work Territories.

RECRUITMENT LIMIT

- A gang can hire a maximum of one Data-Scrivener.

SKILLS

- A Data-Scrivener comes with the *Gadgeteer* skill at recruitment:
 - **GADGETEER:** At the start of the battle, the Data-Scrivener can modify one of their weapons that has either the *Plentiful* or *Rapid Fire (X)* trait.
 - **Plentiful:** The weapon loses the *Plentiful* trait and gains one of the following instead: *Knockback*, *Pulverise*, *Rending*, or *Shock*.
 - **Rapid Fire (X):** The weapon's (X) value increases by +1.

SPECIAL RULES

Data-Hacked: If a friendly fighter is required to check Intelligence, roll an additional D6 and discard the lowest result.

DOME RUNNER

(HANGER-ON) - 20 credits hiring fee

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

WEAPON	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
Stub Gun	6"	12"	+2	-	3	-	1	4+	Plentiful, Sidearm
Laspistol	8"	12"	+1	-	3	-	1	2+	Plentiful, Sidearm
Fighting Knife	-	E	-	-	S	-1	-	-	Backstab, Melee
Axe	-	E	-	-	+1	-	1	-	Disarm, Melee

EQUIPMENT

- A Dome Runner wields either a *Stub Pistol* or *Laspistol*, and either a *Fighting Knife* or *Axe*.

HANGER-ON RULES

- Rep & Recruitment:** The maximum number of combined Brutes and Hangers-On a gang can recruit is determined by their Reputation:

REP	MAX
0-5	1
5-9	2
10-14	3
15-19	4
20-24	5
Each additional +5	+1

- Outlaw Types:** If the recruiting gang is an Outlaw, the Hanger-On is automatically an Outlaw.
- Support Role:** Generally, Hangers-On do not willingly participate in battles. However, if the gang has *Home Turf Advantage* in the scenario being played, roll D6 – on 4+, this fighter is unlucky enough to be hanging around when the fighting starts and must be included as part of the crew (and counting towards the gang's fighter limit).
- Profile Restriction:** Hangers-On can only use the weapons and equipment options included on their profile – they can never be given any other gear.
- Campaign Play:** Hangers-On do not gain XP or Advancements – and if they suffer a Lasting Injury (roll of 46+), they permanently depart the gang. However, they can be taken Captive, and a Rescue Mission can be mounted for them as normal. Hangers-On cannot work Territories.

RECRUITMENT LIMIT

- A gang can hire a maximum of one Dome Runner.

SKILLS

- A Dome Runner comes with the *Lie Low* skill at recruitment:
 - **LIE LOW:** If the Dome Runner is Prone, ranged attacks can only target them within Short range. Weapons without a Short range are unaffected by this skill.

SPECIAL RULES

Hive Scout: When a fighter from the gang opens a loot casket, they may re-roll the D6 to determine its contents.

FIXER

(HANGER-ON) - 50 credits hiring fee

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

	RNG	ACC							
WEAPON	S	L	S	L	Str	AP	D	Am	Traits
<i>Bolt Pistol</i>	6"	12"	+1	-	4	-1	2	6+	<i>Sidearm</i>

EQUIPMENT

- A Fixer wields a *Bolt Pistol*.
- Equipped with Mesh Armour.

HANGER-ON RULES

- Rep & Recruitment:** The maximum number of combined Brutes and Hangers-On a gang can recruit is determined by their Reputation:

REP	MAX
0-5	1
5-9	2
10-14	3
15-19	4
20-24	5
Each additional +5	+1

- Outlaw Types:** If the recruiting gang is an Outlaw, the Hanger-On is automatically an Outlaw.
- Support Role:** Generally, Hangers-On do not willingly participate in battles. However, if the gang has *Home Turf Advantage* in the scenario being played, roll D6 – on 4+, this fighter is unlucky enough to be hanging around when the fighting starts and must be included as part of the crew (and counting towards the gang's fighter limit).
- Profile Restriction:** Hangers-On can only use the weapons and equipment options included on their profile – they can never be given any other gear.
- Campaign Play:** Hangers-On do not gain XP or Advancements – and if they suffer a Lasting Injury (roll of 46+), they permanently depart the gang. However, they can be taken Captive, and a Rescue Mission can be mounted for them as normal. Hangers-On cannot work Territories.

RECRUITMENT LIMIT

- A gang can hire a maximum of one Fixer.

SKILLS

- A Fixer comes with the *Fixer* skill at recruitment:
 - **FIXER:** If the Fixer is not Captured or in Recovery, the gang gains an additional D3x10 credits after each battle.

SPECIAL RULES

Troubleshooting: If the gang is ever required to Test the Alliance, they may apply a -2 modifier to their roll.

Call in the Last Favour: If the gang ever becomes Outlawed, they can remove the Fixer from the Gang Roster to avoid becoming an Outlaw gang.

GANG LOOKOUT

(HANGER-ON) - 20 credits hiring fee

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

WEAPON	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
Stub Gun	6"	12"	+2	-	3	-	1	4+	Plentiful, Sidearm
Laspistol	8"	12"	+1	-	3	-	1	2+	Plentiful, Sidearm
Fighting Knife	-	E	-	-	S	-1	-	-	Backstab, Melee
Axe	-	E	-	-	+1	-	1	-	Disarm, Melee

EQUIPMENT

- A Gang Lookout wields either a *Stub Pistol* or *Laspistol*, and either a *Fighting Knife* or *Axe*.

HANGER-ON RULES

- Rep & Recruitment:** The maximum number of combined Brutes and Hangers-On a gang can recruit is determined by their Reputation:

REP	MAX
0-5	1
5-9	2
10-14	3
15-19	4
20-24	5
Each additional +5	+1

- Outlaw Types:** If the recruiting gang is an Outlaw, the Hanger-On is automatically an Outlaw.
- Support Role:** Generally, Hangers-On do not willingly participate in battles. However, if the gang has *Home Turf Advantage* in the scenario being played, roll D6 – on 4+, this fighter is unlucky enough to be hanging around when the fighting starts and must be included as part of the crew (and counting towards the gang's fighter limit).
- Profile Restriction:** Hangers-On can only use the weapons and equipment options included on their profile – they can never be given any other gear.
- Campaign Play:** Hangers-On do not gain XP or Advancements – and if they suffer a Lasting Injury (roll of 46+), they permanently depart the gang. However, they can be taken Captive, and a Rescue Mission can be mounted for them as normal. Hangers-On cannot work Territories.

RECRUITMENT LIMIT

- A gang can hire a maximum of one Gang Lookout.

SKILLS

- A Gang Lookout comes with the *Evade* skill at recruitment:
 - **EVADE:** An enemy targeting the Gang Lookout with a ranged attack suffers an additional -1 modifier to hit at Short range, or -2 at Long range.

This skill cannot be used if the fighter is Engaged, Seriously Injured, or receiving the benefit of cover.

SPECIAL RULES

Situation Report: If the scenario requires the gangs to roll off to determine who attacks and who defends, the gang gains a +1 modifier to the roll.

"Enemies Sighted!": If the gang is a defender in a scenario where the Sneak Attack rules are in effect, all Sentries gain a +1 modifier when rolling to spot an attacker.

HERETEK

(OUTLAW HANGER-ON) - 40 credits hiring fee

M	WS	BS	S	T	W	I	A	Ld	CI	WP	Int
5"	5+	4+	3	3	1	4+	1	9+	7+	7+	5+

	RNG	ACC							
WEAPON	S	L	S	L	Str	AP	D	Am	Traits
Plasma Gun									
— Low	12"	24"	+2	-	5	-1	2	5+	Rapid Fire (1), Scarce
— Maximal	12"	24"	+1	-	7	-2	3	5+	Unstable, Scarce
Grav Gun	9"	18"	+1	-	*	-1	2	5+	Blast (3"), Graviton Pulse, Concussion

EQUIPMENT

- A Heretek wields either a *Plasma Gun* or *Grav Gun*.
- Equipped with Mesh Armour.

HANGER-ON RULES

- Rep & Recruitment:** The maximum number of combined Brutes and Hangers-On a gang can recruit is determined by their Reputation:

REP	MAX
0-5	1
5-9	2
10-14	3
15-19	4
20-24	5
Each additional +5	+1

- Outlaw Types:** If the recruiting gang is an Outlaw, the Hanger-On is automatically an Outlaw.
- Support Role:** Generally, Hangers-On do not willingly participate in battles. However, if the gang has *Home Turf Advantage* in the scenario being played, roll D6 – on 4+, this fighter is unlucky enough to be hanging around when the fighting starts and must be included as part of the crew (and counting towards the gang's fighter limit).
- Profile Restriction:** Hangers-On can only use the weapons and equipment options included on their profile – they can never be given any other gear.
- Campaign Play:** Hangers-On do not gain XP or Advancements – and if they suffer a Lasting Injury (roll of 46+), they permanently depart the gang. However, they can be taken Captive, and a Rescue Mission can be mounted for them as normal. Hangers-On cannot work Territories.

OUTLAW ALIGNMENT

- A Heretek can only be recruited by Outlaw gangs.

RECRUITMENT LIMIT

- A gang can hire a maximum of one Heretek.

SKILLS

- A Heretek comes with the *Munitioneer* skill at recruitment:
 - **MUNITIONEER:** The Heretek may re-roll any failed Ammo checks for themselves, and for any friendly fighters within 6".

SPECIAL RULES

Non-Standard Adjustments: During the Pre-Battle Sequence, choose a fighter in the gang.

The Heretek can imbue one of that fighter's weapons with either the *Blaze*, *Concussion*, *Power*, *Rad-Phage*, or *Shock* trait.

However, the weapon also gains the *Unstable* trait – and if the weapon has the *Melee* trait, it also gains the *Reckless* trait.

This adjustment lasts for the duration of the battle.

'NARKER

(HANGER-ON) - 30 credits hiring fee

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

	RNG	ACC							
WEAPON	S	L	S	L	Str	AP	D	Am	Traits
Fighting Knife	-	E	-	-	S	-1	1	-	Backstab, Melee

EQUIPMENT

- A 'Narker wields a *Fighting Knife*.

HANGER-ON RULES

- Rep & Recruitment:** The maximum number of combined Brutes and Hangers-On a gang can recruit is determined by their Reputation:

REP	MAX
0-5	1
5-9	2
10-14	3
15-19	4
20-24	5
Each additional +5	+1

- Outlaw Types:** If the recruiting gang is an Outlaw, the Hanger-On is automatically an Outlaw.
- Support Role:** Generally, Hangers-On do not willingly participate in battles. However, if the gang has *Home Turf Advantage* in the scenario being played, roll D6 – on 4+, this fighter is unlucky enough to be hanging around when the fighting starts and must be included as part of the crew (and counting towards the gang's fighter limit).
- Profile Restriction:** Hangers-On can only use the weapons and equipment options included on their profile – they can never be given any other gear.
- Campaign Play:** Hangers-On do not gain XP or Advancements – and if they suffer a Lasting Injury (roll of 46+), they permanently depart the gang. However, they can be taken Captive, and a Rescue Mission can be mounted for them as normal. Hangers-On cannot work Territories.

RECRUITMENT LIMIT

- A gang can hire a maximum of two 'Narkers.

SKILLS

- A 'Narker comes with the *Lie Low* skill at recruitment:
 - **LIE LOW:** *If the 'Narker is Prone, ranged attacks can only target them within Short range. Weapons without a Short range are unaffected by this skill.*

SPECIAL RULES

Info Broker: When rolling to determine the scenario, the gang can increase or decrease the dice roll by 1.

If the gang has a second 'Narker, this ability compounds – the gang can increase or decrease the roll by 2.

Note that if both gangs have 'Narkers, they cancel each other out.

PROPAGANDIST

(HANGER-ON) - 30 credits hiring fee

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

WEAPON	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
Stub Gun	6"	12"	+2	-	3	-	1	4+	Plentiful, Sidearm
Laspistol	8"	12"	+1	-	3	-	1	2+	Plentiful, Sidearm

EQUIPMENT

- A Propagandist wields either a *Laspistol* or *Stub Gun*.

HANGER-ON RULES

- Rep & Recruitment:** The maximum number of combined Brutes and Hangers-On a gang can recruit is determined by their Reputation:

REP	MAX
0-5	1
5-9	2
10-14	3
15-19	4
20-24	5
Each additional +5	+1

- Outlaw Types:** If the recruiting gang is an Outlaw, the Hanger-On is automatically an Outlaw.
- Support Role:** Generally, Hangers-On do not willingly participate in battles. However, if the gang has *Home Turf Advantage* in the scenario being played, roll D6 – on 4+, this fighter is unlucky enough to be hanging around when the fighting starts and must be included as part of the crew (and counting towards the gang's fighter limit).
- Profile Restriction:** Hangers-On can only use the weapons and equipment options included on their profile – they can never be given any other gear.
- Campaign Play:** Hangers-On do not gain XP or Advancements – and if they suffer a Lasting Injury (roll of 46+), they permanently depart the gang. However, they can be taken Captive, and a Rescue Mission can be mounted for them as normal. Hangers-On cannot work Territories.

RECRUITMENT LIMIT

- A gang can hire a maximum of one Propagandist.

SKILLS

- A Propagandist comes with the *Inspirational* skill at recruitment:
 - **INSPIRATIONAL:** If a friendly fighter within 6" checks Cool and fails, check the Propagandist's Leadership – if passed, that fighter's Cool check also counts as having succeeded.

SPECIAL RULES

Propaganda: The Propagandist spreads bold rumours about their gang's capabilities... though such boasts are not without their dangers.

During the Pre-Battle Sequence, the gang may declare it its Propagandist will spread word of their impending victory.

If the gang wins the battle, they gain +D3 bonus Rep. If they lose, they subtract an additional -1 Rep.

Recruiter: When the gang adds a Juve (or equivalent) to the Gang Roster, roll D6 – on 6, the gang gains a second Juve for free.

PROXY

(OUTLAW HANGER-ON) - 25 credits hiring fee

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

WEAPON	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
Stub Gun	6"	12"	+2	-	3	-	1	4+	Plentiful, Sidearm
Laspistol	8"	12"	+1	-	3	-	1	2+	Plentiful, Sidearm

EQUIPMENT

- A Proxy wields either a *Laspistol* or *Stub Gun*.

HANGER-ON RULES

- Rep & Recruitment:** The maximum number of combined Brutes and Hangers-On a gang can recruit is determined by their Reputation:

REP	MAX
0-5	1
5-9	2
10-14	3
15-19	4
20-24	5
Each additional +5	+1

- Outlaw Types:** If the recruiting gang is an Outlaw, the Hanger-On is automatically an Outlaw.
- Support Role:** Generally, Hangers-On do not willingly participate in battles. However, if the gang has *Home Turf Advantage* in the scenario being played, roll D6 – on 4+, this fighter is unlucky enough to be hanging around when the fighting starts and must be included as part of the crew (and counting towards the gang's fighter limit).
- Profile Restriction:** Hangers-On can only use the weapons and equipment options included on their profile – they can never be given any other gear.
- Campaign Play:** Hangers-On do not gain XP or Advancements – and if they suffer a Lasting Injury (roll of 46+), they permanently depart the gang. However, they can be taken Captive, and a Rescue Mission can be mounted for them as normal. Hangers-On cannot work Territories.

OUTLAW ALIGNMENT

- A Proxy can only be recruited by Outlaw gangs.

RECRUITMENT LIMIT

- A gang can hire a maximum of one Proxy.

SKILLS

- A Proxy comes with the *Evade* skill at recruitment:

- ▶ **EVADe:** An enemy targeting the Gang Lookout with a ranged attack suffers an additional -1 modifier to hit at Short range, or -2 at Long range.

This skill cannot be used if the fighter is Engaged, Seriously Injured, or receiving the benefit of cover.

SPECIAL RULES

Middle Man: The Proxy allows an Outlaw gang to sell Captives to the Guilders, and freely access the Trading Post.

However, each time the gang does one of these things, roll D6 – on 5+, the Proxy's efforts fail and the action is cancelled.

Mutual Connections: The Proxy allows the gang to secure a Guild Alliance or Noble House Alliance. Before proceeding, roll D6 – on 6, the Proxy is unsuccessful and the Alliance is not made.

If the Alliance is secured, and the Outlaw gang is ever required to Test the Alliance, it automatically ends – no roll is made.

ROGUE DOC

(HANGER-ON) – 50 credits hiring fee

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

WEAPON	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
<i>Stub Gun</i>	6"	12"	+2	-	3	-	1	4+	<i>Plentiful, Sidearm</i>
<i>Laspistol</i>	8"	12"	+1	-	3	-	1	2+	<i>Plentiful, Sidearm</i>

EQUIPMENT

- A Rogue Doc wields either a *Laspistol* or *Stub Gun*.
- Equipped with a *Medicae* Kit.

HANGER-ON RULES

- Rep & Recruitment:** The maximum number of combined Brutes and Hangers-On a gang can recruit is determined by their Reputation:

REP	MAX
0-5	1
5-9	2
10-14	3
15-19	4
20-24	5
Each additional +5	+1

- Outlaw Types:** If the recruiting gang is an Outlaw, the Hanger-On is automatically an Outlaw.
- Support Role:** Generally, Hangers-On do not willingly participate in battles. However, if the gang has *Home Turf Advantage* in the scenario being played, roll D6 – on 4+, this fighter is unlucky enough to be hanging around when the fighting starts and must be included as part of the crew (and counting towards the gang's fighter limit).
- Profile Restriction:** Hangers-On can only use the weapons and equipment options included on their profile – they can never be given any other gear.
- Campaign Play:** Hangers-On do not gain XP or Advancements – and if they suffer a Lasting Injury (roll of 46+), they permanently depart the gang. However, they can be taken Captive, and a Rescue Mission can be mounted for them as normal. Hangers-On cannot work Territories.

RECRUITMENT LIMIT

- A gang can hire a maximum of two Rogue Docs.

SKILLS

- A Rogue Doc comes with the *Medicae* skill at recruitment:
 - **MEDICAE:** When a friendly fighter makes a Recovery roll and the Rogue Doc assists them, re-roll any Out of Action results.

SPECIAL RULES

Patch-Up: The gang can make a free Medical Escort Post-Battle Action.

This does not cost any credits – however, when rolling to determine the result of treatment, a 6 counts as “Stabilised” rather than “Full Recovery,” thanks to the Doc's limited supplies and the lack of proper medical equipment.

If the gang has two Rogue Docs, it can make two free Medical Escorts.

SCABBER

(OUTLAW HANGER-ON) - 40 credits hiring fee

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

	RNG	ACC							
WEAPON	S	L	S	L	Str	AP	D	Am	Traits
<i>Shotgun</i>									
— <i>Shatter Shells</i>	4"	18"	+1	-	3	-1	1	5+	<i>Blast (3"), Limited</i>
— <i>Solid Rounds</i>	8"	16"	+1	-	4	-	2	4+	<i>Knockback</i>

EQUIPMENT

- A Scabber wields a *Shotgun* (*Shatter Shells* & *Solid Rounds*).

HANGER-ON RULES

- Rep & Recruitment:** The maximum number of combined Brutes and Hangers-On a gang can recruit is determined by their Reputation:

REP	MAX
0-5	1
5-9	2
10-14	3
15-19	4
20-24	5
Each additional +5	+1

- Outlaw Types:** If the recruiting gang is an Outlaw, the Hanger-On is automatically an Outlaw.
- Support Role:** Generally, Hangers-On do not willingly participate in battles. However, if the gang has *Home Turf Advantage* in the scenario being played, roll D6 – on 4+, this fighter is unlucky enough to be hanging around when the fighting starts and must be included as part of the crew (and counting towards the gang's fighter limit).
- Profile Restriction:** Hangers-On can only use the weapons and equipment options included on their profile – they can never be given any other gear.
- Campaign Play:** Hangers-On do not gain XP or Advancements – and if they suffer a Lasting Injury (roll of 46+), they permanently depart the gang. However, they can be taken Captive, and a Rescue Mission can be mounted for them as normal. Hangers-On cannot work Territories.

OUTLAW ALIGNMENT

- A Scabber can only be recruited by Outlaw gangs.

RECRUITMENT LIMIT

- A gang can hire a maximum of one Scabber.

SKILLS

- A Scabber comes with the *Savvy Trader* skill at recruitment:
 - **SAVVY TRADER:** When making a Trade action in the post-battle sequence, the Scabber increases the availability of items at the Trading Post or Black Market by +1.

As part of the same Trade action, the Scabber reduces the cost of a single purchase from that location by -20 credits (to a minimum of 5).

SPECIAL RULES

Scabby Trader: If the gang sells an unwanted item that has an Illegal value, it receives credits equal to its full value, minus D3x10 credits (to a minimum of 5).

Bargain Hunter: During the Post-Battle Sequence, a Scabber can make a Trade action at the Black Market, following the same rules as a Champion.

SLOPPER

(HANGER-ON) - 20 credits hiring fee

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

	RNG	ACC							
WEAPON	S	L	S	L	Str	AP	D	Am	Traits
Fighting Knife	-	E	-	-	S	-1	1	-	Backstab, Melee

EQUIPMENT

- A Slobber wields a *Fighting Knife*.

HANGER-ON RULES

- Rep & Recruitment:** The maximum number of combined Brutes and Hangers-On a gang can recruit is determined by their Reputation:

REP	MAX
0-5	1
5-9	2
10-14	3
15-19	4
20-24	5
Each additional +5	+1

- Outlaw Types:** If the recruiting gang is an Outlaw, the Hanger-On is automatically an Outlaw.
- Support Role:** Generally, Hangers-On do not willingly participate in battles. However, if the gang has *Home Turf Advantage* in the scenario being played, roll D6 – on 4+, this fighter is unlucky enough to be hanging around when the fighting starts and must be included as part of the crew (and counting towards the gang's fighter limit).
- Profile Restriction:** Hangers-On can only use the weapons and equipment options included on their profile – they can never be given any other gear.
- Campaign Play:** Hangers-On do not gain XP or Advancements – and if they suffer a Lasting Injury (roll of 46+), they permanently depart the gang. However, they can be taken Captive, and a Rescue Mission can be mounted for them as normal. Hangers-On cannot work Territories.

RECRUITMENT LIMIT

- A gang can hire a maximum of one Slobber.

SKILLS

- A Slobber has no skills at recruitment.

SPECIAL RULES

Grub's Up! During the Pre-Battle Sequence, roll D6 for each of the gang's fighters in Recovery – on 6, a constant supply of good food has helped them bounce back. The fighter immediately leaves Recovery and is cleared to join the crew.

TECH-MERCHANT

(HANGER-ON) - 80 credits hiring fee

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

WEAPON	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
<i>Master-Crafted Laspistol</i>	8"	12"	+1	-	3	-	1	2+	<i>Master-Crafted, Plentiful, Sidearm</i>
<i>Master-Crafted Las Sub-Carbine</i>	4"	12"	+1	-	3	-	1	4+	<i>Master-Crafted, Rapid Fire (1), Plentiful, Sidearm</i>

EQUIPMENT

- A Tech-Merchant wields either a *Master-Crafted Laspistol* or a *Master-Crafted Las Sub-Carbine*.
- Carries a single dose of one Chem, chosen from the Black Market.

HANGER-ON RULES

- Rep & Recruitment:** The maximum number of combined Brutes and Hangers-On a gang can recruit is determined by their Reputation:

REP	MAX
0-5	1
5-9	2
10-14	3
15-19	4
20-24	5
Each additional +5	+1

- Outlaw Types:** If the recruiting gang is an Outlaw, the Hanger-On is automatically an Outlaw.
- Support Role:** Generally, Hangers-On do not willingly participate in battles. However, if the gang has *Home Turf Advantage* in the scenario being played, roll D6 – on 4+, this fighter is unlucky enough to be hanging around when the fighting starts and must be included as part of the crew (and counting towards the gang's fighter limit).
- Profile Restriction:** Hangers-On can only use the weapons and equipment options included on their profile – they can never be given any other gear.
- Campaign Play:** Hangers-On do not gain XP or Advancements – and if they suffer a Lasting Injury (roll of 46+), they permanently depart the gang. However, they can be taken Captive, and a Rescue Mission can be mounted for them as normal. Hangers-On cannot work Territories.

❖ VAN SAAR AFFINITY

House Van Saar gangs can recruit a Tech-Merchant for **40 credits**, instead of the usual 80.

RECRUITMENT LIMIT

- A gang can hire a maximum of one Tech-Merchant.

SKILLS

- A Tech-Merchant comes with the *Munitioneer* skill at recruitment:
 - **MUNITIONEER:** The Tech-Merchant may re-roll any failed Ammo checks for themselves, and for any friendly fighters within 6".

SPECIAL RULES

Techno-Baubles: The gang may take the Tech-Merchant with them to either the Trading Post or Black Market – reducing either the Rare or Illegal values of items there by -2.

If this adjustment brings the value to less than 7, the item is treated as Common.

Friends in the Trade: In each Post-Battle Sequence, the gang may reduce a single item from either the Trading Post or Black Market by D3x10 credits (to a minimum of 20 credits).

UNDERHIVE TRADER

(HANGER-ON) - 50 credits hiring fee

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

HANGER-ON RULES

- **Rep & Recruitment:** The maximum number of combined Brutes and Hangers-On a gang can recruit is determined by their Reputation:

REP	MAX
0-5	1
5-9	2
10-14	3
15-19	4
20-24	5
Each additional +5	+1

- **Outlaw Types:** If the recruiting gang is an Outlaw, the Hanger-On is automatically an Outlaw.
- **Support Role:** Generally, Hangers-On do not willingly participate in battles. However, if the gang has *Home Turf Advantage* in the scenario being played, roll D6 – on 4+, this fighter is unlucky enough to be hanging around when the fighting starts and must be included as part of the crew (and counting towards the gang's fighter limit).
- **Profile Restriction:** Hangers-On can only use the weapons and equipment options included on their profile – they can never be given any other gear.
- **Campaign Play:** Hangers-On do not gain XP or Advancements – and if they suffer a Lasting Injury (roll of 46+), they permanently depart the gang. However, they can be taken Captive, and a Rescue Mission can be mounted for them as normal. Hangers-On cannot work Territories.

RECRUITMENT LIMIT

- A gang can hire a maximum of three Underhive Traders.

SPECIAL RULES

The Finest Merchandise: The Underhive Trader can make the "Trade" Post-Battle Action, just as if they were a Gang Leader.

Specialist Product: You must choose which type of Underhive Trader the gang has recruited. Each comes with their own entry, below.

(1) RELICMONGER

- **Special Ability:** Once per battle, when a fighter is Seriously Injured or goes Out of Action, roll D6 – on 6, the fighter treats this result as "no effect."
- **Equipment:** Maul.
- **Skills:** *Fearsome*.
 - ▶ **FEARSOME:** If the Relicmonger is targeted by a Charge (Double) action, the enemy must check Willpower after declaring it – if failed, their activation ends immediately.

(2) BEASTWRANGLER

- **Special Ability:** At the start of each campaign week, all of the gang's Exotic Beasts gain +1 XP.
- **Equipment:** Laspistol
- **Skills:** *Overseer*.
 - ▶ **OVERSEER:** If the Trader is Active, they may take the following action:
 - **ORDER (Double):** Choose a friendly fighter within 6" – they may immediately take two free actions, exactly as if they had been activated, and regardless of whether they have the Ready condition or not.

(3) GUN-SMYTH

- **Special Ability:** Once per Post-Battle Sequence, when the gang purchases a ranged weapon from the Trading Post or Black Market, this can be upgraded with the *Master-Crafted* trait for free.
- **Equipment:** Bolt Pistol, Stub Pistol, Shotgun.
- **Skills:** *Marksman:*
 - ▶ **MARKSMAN:** *The Trader may disregard the rules for Target Priority when making ranged attacks – and if they roll a natural 6 to hit, the weapon's Damage is doubled.*

(4) CONNECTED TRADER

- **Special Ability:** Once per Post-Battle Sequence, the gang may double the credits received from selling items in the Stash (remember, multiple items can be sold as a single action).

In addition, the gang may freely trade credits and items with other gangs in the campaign (with their permission).
- **Equipment:** Master-Crafted Lasgun.
- **Skills:** *Savvy Trader:*
 - ▶ **SAVVY TRADER:** *When making a Trade action in the Post-Battle Sequence, the Trader increases item availability:*
 - *Increase item Rarity at the Trading Post by +1; or*
 - *Increase item Illegality at the Black Market by +1.*

As part of this same Trade action, the cost of one item purchased from that marketplace is reduced by -20 credits (to a minimum of 5).

WHISPER MERCHANT

(HANGER-ON) - 60 credits hiring fee

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

	RNG		ACC							
WEAPON	S	L	S	L	Str	AP	D	Am	Traits	
Stub Gun	6"	12"	+2	-	3	-	1	4+	Plentiful, Sidearm	

EQUIPMENT

- A Whisper Merchant wields a *Stub Gun*.

HANGER-ON RULES

- Rep & Recruitment:** The maximum number of combined Brutes and Hangers-On a gang can recruit is determined by their Reputation:

REP	MAX
0-5	1
5-9	2
10-14	3
15-19	4
20-24	5
Each additional +5	+1

- Outlaw Types:** If the recruiting gang is an Outlaw, the Hanger-On is automatically an Outlaw.
- Support Role:** Generally, Hangers-On do not willingly participate in battles. However, if the gang has *Home Turf Advantage* in the scenario being played, roll D6 – on 4+, this fighter is unlucky enough to be hanging around when the fighting starts and must be included as part of the crew (and counting towards the gang's fighter limit).
- Profile Restriction:** Hangers-On can only use the weapons and equipment options included on their profile – they can never be given any other gear.
- Campaign Play:** Hangers-On do not gain XP or Advancements – and if they suffer a Lasting Injury (roll of 46+), they permanently depart the gang. However, they can be taken Captive, and a Rescue Mission can be mounted for them as normal. Hangers-On cannot work Territories.

❖ DELAQUE AFFINITY

House Delque gangs can recruit a Whisper Merchant for **30 credits**, instead of the usual 60.

RECRUITMENT LIMIT

- A gang can hire a maximum of one Whisper Merchant.

SKILLS

- A Whisper Merchant comes with the *Lie Low* skill at recruitment:
 - **LIE LOW:** If the Whisper Merchant is Prone, ranged attacks can only target them within Short range (weapons with no Short range are unaffected by this skill).

SPECIAL RULES

Useful Lies: The Whisper Merchant can use this ability once each in both the Pre-Battle Sequence and Post-Battle Sequence.

When taking any of the below actions, the gang can choose to change one D6 roll to a 6:

- Determine Scenario
- Choose Crew (when random crew size applies)
- Receive Rewards (including from Territories)
- Seek Rare Equipment
- Seek Illegal Equipment

Each time this ability is used, note it on the Gang Roster. Once the ability has been used six times, the Whisper Merchant calls in their debt – the gang must either pay their hiring fee again, or remove them from the Gang Roster.

FAMOUS HANGERS-ON

BIGBY CRUMB

(SLOPPER) – 50 credits hiring fee

M	WS	BS	S	T	W	I	A	Ld	CI	WP	Int
4"	5+	4+	2	2	1	2+	1	7+	7+	8+	5+

WEAPON	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
Stub Gun	6"	12"	+2	-	3	-	1	4+	Plentiful, Sidearm
Slop Pot Ladle	-	E	-	-	S	+1	2	-	Melee

EQUIPMENT

- None.

DRAMATIS PERSONAE RULES

- **Personal Style:** Dramatis Personae can only use the weapons and equipment options included on their profile – they can never be given other gear.

HANGER-ON RULES

- **Rep & Recruitment:** The maximum number of combined Brutes and Hangers-On a gang can recruit is determined by their Reputation:

REP	MAX
0-5	1
5-9	2
10-14	3
15-19	4
20-24	5
Each additional +5	+1

- **Support Role:** Hangers-On do not normally participate in battles, but if the gang has *Home Turf Advantage* in the scenario played, roll D6 – on 4+, this fighter must be included as part of the crew (counting towards the gang's fighter limit).
- **Campaign Play:** Hangers-On never gain XP or Advancements. If they suffer a Lasting Injury (roll of 46+), they depart the gang. They can be taken Captive, and Rescue Missions can be mounted as normal. Hangers-On cannot work Territories.

SPECIAL RULES

Grub's Up! During the Pre-Battle Sequence, roll D6 for each of the gang's fighters in Recovery – on 6, a constant supply of Bigby's good food has helped them bounce back. The fighter immediately leaves Recovery and is cleared to join the crew.

The Slop Pot: Bigby's prized Slop Pot has its own model and is placed within 2" of its owner at deployment. It can be moved like a loot casket, and counts as cover.

If Bigby is within 2" of the Slop Pot, he can take the following action:

► **ADD INGREDIENTS (Basic):** Choose one effect:

- **Stinger Spore Stew:** Until the end of this round, friendly fighters within 2" of the Slop Pot gain an assist when attempting Recovery.
- **Frenzon Fondue:** Until the end of this round, friendly fighters within 2" of the Slop Pot gain the Nerves of Steel and True Grit skills.
- **Tentacle Surprise:** Until the start of Bigby's next activation, the Slop Pot counts as a Beast's Lair (which Bigby is immune to).

Part of the Crew: Unlike other Hangers-On, Bigby can be selected to join a starting crew like any other fighter. All the other Hanger-On rules still apply.

SKILLS

- **Lie Low:** If Bigby is Prone, ranged attacks can only target him within Short range (does not apply if the weapon has no Short range).

DOCTOR ARACHNOS

(ROGUE DOC) – 100 credits hiring fee

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

	RNG		ACC							
WEAPON	S	L	S	L	Str	AP	D	Am	Traits	
Medical Mehadendrites	E	3"	+1	-	-	-1	-	-	Toxin, Versatile, Melee	
Lasipistol	8"	12"	+1	-	3	-	1	2+	Plentiful, Sidearm	

EQUIPMENT

- Mesh Armour, Bio-Scanner, Respirator.

DRAMATIS PERSONAE RULES

- **Personal Style:** Dramatis Personae can only use the weapons and equipment options included on their profile – they can never be given other gear.

HANGER-ON RULES

- **Rep & Recruitment:** The maximum number of combined Brutes and Hangers-On a gang can recruit is determined by their Reputation:

REP	MAX
0-5	1
5-9	2
10-14	3
15-19	4
20-24	5
Each additional +5	+1

- **Support Role:** Hangers-On do not normally participate in battles, but if the gang has *Home Turf Advantage* in the scenario played, roll D6 – on 4+, this fighter must be included as part of the crew (counting towards the gang's fighter limit).
- **Campaign Play:** Hangers-On never gain XP or Advancements. If they suffer a Lasting Injury (roll of 46+), they depart the gang. They can be taken Captive, and Rescue Missions can be mounted as normal. Hangers-On cannot work Territories.

SPECIAL RULES

Patch-Up: The gang can make a free Medical Escort Post-Battle Action.

This does not cost any credits – however, when rolling to determine the result of treatment, a 6 counts as “Stabilised” rather than “Full Recovery,” thanks to the limited medical supplies and the lack of proper medical equipment.

If the gang has two Rogue Docs, it can make two free Medical Escorts.

Hive Surgery: Once per round, Doctor Arachnos's medical mehadendrites allow him to transform any location into an impromptu operating theatre.

When a Seriously Injured fighter attempts Recovery, you can instead check Doctor Arachnos's Intelligence if he is within 3".

If passed, the fighter immediately recovers (as if they had rolled the Flesh Wound result in the Injury die).

If failed, the fighter goes Out of Action.

Part of the Crew: Unlike other Hangers-On, the Doctor can be selected to join a starting crew like any other fighter. All the other Hanger-On rules still apply.

SKILLS

- **Medicae:** When a friendly fighter makes a Recovery roll and Doctor Arachnos assists them, they may re-roll any Out of Action results.

RAGNIR GUNNSTEIN

(AMMO-JACK) – 100 credits hiring fee

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

WEAPON	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
<i>Shotgun</i>									
– Scatter Ammo	8"	16"	+1	-	4	-	2	4+	Knockback
– Solid Rounds	4"	8"	+2	-	2	-	1	4+	Scattershot
<i>Wrench</i>	-	E	-	-	S	+1	2	-	Melee
<i>Frag Grenades</i>	-	Sx3	-	-	3	-	1	4+	Blast (3"), Knockback, Grenade
<i>Krak Grenades</i>	-	Sx3	-	-	6	-2	2	4+	Demolitions, Grenade

EQUIPMENT

- Light Carapace Armour, Respirator.

DRAMATIS PERSONAE RULES

- **Personal Style:** Dramatis Personae can only use the weapons and equipment options included on their profile – they can never be given other gear.

HANGER-ON RULES

- **Rep & Recruitment:** The maximum number of combined Brutes and Hangers-On a gang can recruit is determined by their Reputation:

REP	MAX
0-5	1
5-9	2
10-14	3
15-19	4
20-24	5
Each additional +5	+1

- **Support Role:** Hangers-On do not normally participate in battles, but if the gang has *Home Turf Advantage* in the scenario played, roll D6 – on 4+, this fighter must be included as part of the crew (counting towards the gang's fighter limit).
- **Campaign Play:** Hangers-On never gain XP or Advancements. If they suffer a Lasting Injury (roll of 46+), they depart the gang. They can be taken Captive, and Rescue Missions can be mounted as normal. Hangers-On cannot work Territories.

SPECIAL RULES

Weapon Servicing: All fighters in the gang may re-roll Ammo checks that roll a natural 1.

For every additional Ammo-Jack in the gang, this ability compounds – having two means the gang can re-roll Ammo checks of 1-2, while having three means the gang can re-roll Ammo checks of 1-3.

Surplus Ammo: Ragnir never meets the action without bringing along piles of ammunition. During deployment, if Ragnir is part of the starting crew, the gang may place D3 ammo caches.

Part of the Crew: Unlike other Hangers-On, Ragnir can be selected to join a starting crew like any other fighter. All the other Hanger-On rules still apply.

SKILLS

- **Munitioneer:** Ragnir may re-roll any failed Ammo checks for himself, and for any friendly fighters within 6".

PART IX

HIRED GUNS



HIVE SCUM & BOUNTY HUNTERS

Gangs can engage the services of **Hired Guns** to pad out their numbers for a battle, or to make up for some tactical shortcoming.

There are two types of Hired Gun: **Hive Scum** and **Bounty Hunters**.

In a campaign, these Hired Guns can be recruited at key points; in a Skirmish, they can be recruited at gang creation.

Paying a Hired Gun's hiring fee secures their services for a single battle – to keep them on, they must be paid again.

They are not added to the Gang Roster, but they do require a fighter card – they increase both Gang Rating and Crew Rating, the same as any other fighter.

Hired Guns never gain XP or Advancements, nor suffer Lasting Injuries.

HIVE SCUM

- Hive Scum are masterless or itinerant wretches willing to fight for anyone with coin – whether drunkards and down-and-outs or nomadic, hard-bitten mercenaries they have great value as cannon fodder.
- A gang can have up to five Hive Scum at a time.
- Hive Scum do not come with any weapons or equipment – this must be purchased as part of their hiring fee.
- A major benefit of Hive Scum is that they do not count towards the number of fighters a gang is allowed in a scenario.

BOUNTY HUNTERS

- Bounty Hunters are among the toughest and most dangerous characters in Necromunda – loners who survive in perilous conditions, making a violent living pursuing outlaws and mutants through the tunnels and ruins.
- A gang can have a maximum of one Bounty Hunter at a time.
- Bounty Hunters do not come with any weapons or equipment – this must be purchased as part of their hiring fee.
- As well as their fighting prowess, a Bounty Hunter generates creds for every dead body the gang creates.

HIVE SCUM

90 credits hiring fee

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

HIVE SCUM RULES

- **Recruitment:** Gangs may recruit up to five Hive Scum prior to a battle. Hive Scum are retained for a single battle – they depart afterwards, unless re-hired.
- **“You Get What You Pay For”:** Once recruited, Hive Scum can always be added to the crew, regardless of how many fighters the gang is allowed to bring to a scenario. They do not count towards the fighter limit.
- **Gang Rating:** Hive Scum increase the Gang Rating in the same way as any other fighter.
- **Campaign Play:** Hive Scum do not gain XP or Advancements, never gain Lasting Injuries, and cannot work Territories.

EQUIPMENT

- Hive Scum do not come with any equipment – this must be purchased as part of their hiring fee from the *Hive Scum Equipment List*.

OUTLAW RECRUITMENT

- If the recruiting gang is an Outlaw, the Hive Scum is automatically an Outlaw.
- Outlaw Hive Scum can also purchase items valued at Illegal (7) or less from the Black Market.

HIVE SCUM EQUIPMENT LIST

PISTOLS	
• Autopistol.....	10
• Laspistol.....	10
• Stub Gun.....	5
– <i>Dum Dum Rounds</i>	+5
• Reclaimed Autopistol.....	5
BASIC WEAPONS	
• Autogun.....	15
• Lasgun.....	15
• Reclaimed Autogun.....	10
• Sawn-Off Shotgun.....	15
• Shotgun (<i>Solid & Scatter Ammo</i>).....	30
• Throwing Knives.....	10

CLOSE COMBAT WEAPONS	
• Axe.....	10
• Chainsword.....	25
• Fighting Knife.....	15
• Flail.....	20
• Maul.....	10
• Sword.....	20
• Two-Handed Axe ►►.....	25
• Two-Handed Hammer ►►.....	35
GRENADES	
• Blasting Charges.....	30
• Frag Grenades.....	30
• Krak Grenades.....	45
• Smoke Grenades.....	15

ARMOUR	
• Flak Armour.....	10
• Furnace Plates.....	5
• Gutterforged Cloak.....	10
• Hazard Suit.....	10
• Mesh Armour.....	15
PERSONAL EQUIPMENT	
• Armoured Undersuit.....	25
• Drop Rig.....	10
• Filter Plugs.....	10
• Photo-Goggles.....	35
WEAPON ACCESSORIES	
• Telescopic Sight (<i>Pistols, Basic & Special Weapons</i>).....	25

BOUNTY HUNTER

80 credits hiring fee

M	WS	BS	S	T	W	I	A	Ld	Cl	WP	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+

BOUNTY HUNTER RULES

- **"You Get What You Pay For":** Once recruited, a Bounty Hunter does not count towards the gang's fighter limit for a scenario .
- **"We'll Get Our Bit...":** The Bounty Hunter's gang can earn creds off the bodies of their enemies:
 - ▶ **Dead, Not Alive:** When an opponent's fighter dies, the gang immediately claims half their value in credits, rounded up to the nearest 5.
 - ▶ **Claiming Bounties:** Roll D6 when the gang takes a Captive – on 3+, the gang is cut in on an active warrant – gain D6x10 credits.

After the battle, if **neither** of these abilities were used, the Bounty Hunter remains with the gang.

If **one** ability was used, roll D6 – on 1-3, the Bounty Hunter leaves; on 4-6, they remain with the gang.

If **both** abilities were used, the Bounty Hunter departs, happy with their payment.

- **Gang Rating:** Bounty Hunters increase the Gang Rating in the same way as any other fighter.

EQUIPMENT

- Bounty Hunters do not come with any equipment – this must be purchased as part of their hiring fee.
- They can have a maximum of 150 credits' worth of weapons and equipment.
- This is drawn from the *Gang Leader Equipment List* relevant to the recruiting gang, and/or from the Trading Post.
- A Bounty Hunter can carry up to five weapons, rather than the usual three.
 - ▶ Only one of these may have the Unwieldy trait, which counts as two weapons.

OUTLAW RECRUITMENT

- If the recruiting gang is an Outlaw, the Bounty Hunter is automatically an Outlaw.
- Outlaw Bounty Hunters can also purchase items valued at Illegal (10) or less from the Black Market.

SKILLS

- Once a Bounty Hunter is recruited, choose an option for their skills:
 - ▶ Gain three random skills.
 - ▶ Choose one skill, then gain one random skill.
- Skills are drawn from *Agility*, *Brawn*, *Combat*, *Cunning*, *Ferocity*, or *Shooting*.

WYRD POWERS

- A Bounty Hunter may be upgraded to become a psyker for +35 credits.
- If so, they gain a single wyrd power chosen from any of the available disciplines.
- They must also gain one of the following rules:
 - ▶ **SANCTIONED PSYKER:** The fighter may re-roll one failed Willpower check per battle.
 - ▶ **UNSANCTIONED PSYKER:** If the fighter is taken Out of Action, the enemy gang receives a bounty of D3x10 credits at the end of the battle.

Dramatis Personae:

FAMOUS HIVE SCUM

COR “TWO-GUNS” CORAN

(HIVE SCUM) – 120 credits hiring fee

M	WS	BS	S	T	W	I	A	Ld	CI	WP	Int
4"	6+	4+	4	3	2	4+	1	7+	7+	8+	8+

WEAPON	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
Autopistols x2	4"	12"	+1	-	3	-	1	4+	Rapid Fire (1), Sidearm
– Manstopper Rounds	4"	12"	+1	-	4	-	1	4+	Limited, Rapid Fire (1), Sidearm

EQUIPMENT

- Forged Guilder Seal.

DRAMATIS PERSONAE RULES

- **Personal Style:** Dramatis Personae can only use the weapons and equipment options included on their profile – they can never be given other gear.

HIVE SCUM RULES

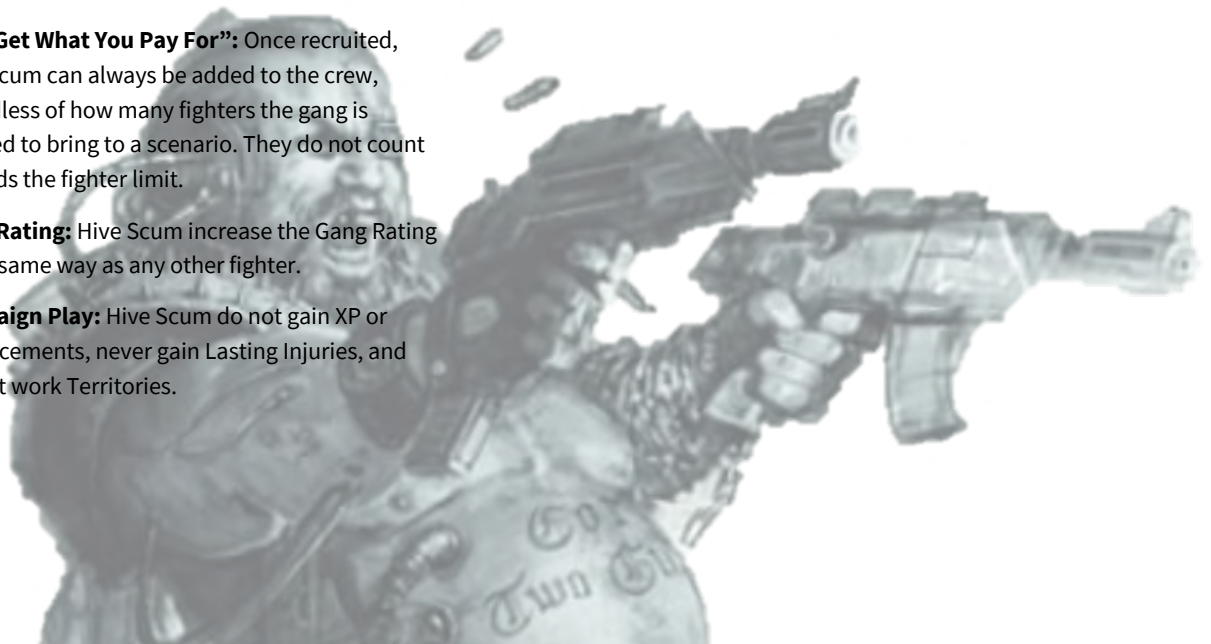
- **Recruitment:** Gangs may recruit up to five Hive Scum prior to a battle. Hive Scum are retained for a single battle – they depart afterwards, unless re-hired.
- **“You Get What You Pay For”:** Once recruited, Hive Scum can always be added to the crew, regardless of how many fighters the gang is allowed to bring to a scenario. They do not count towards the fighter limit.
- **Gang Rating:** Hive Scum increase the Gang Rating in the same way as any other fighter.
- **Campaign Play:** Hive Scum do not gain XP or Advancements, never gain Lasting Injuries, and cannot work Territories.

OUTLAW ALIGNMENT

- Cor can only be hired by Outlaw gangs.

SKILLS

- **Gunfighter:** Cor does not suffer the -1 modifier to hit when attacking with Twin Guns Blazing, and when doing so, he can target a different enemy with each weapon.
- **Inspirational:** If a friendly fighter within 6" checks Cool and fails, check Cor's Leadership – if passed, the Cool check also counts as having succeeded.



ESTUS JET

(HIVE SCUM) – 130 credits hiring fee

M	WS	BS	S	T	W	I	A	Ld	CI	WP	Int
5"	4+	5+	3	3	2	4+	1	7+	7+	8+	8+

WEAPON	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
Jet Knife	-	E	-	+1	-	-	1	-	Toxin, Melee
Autopistol	4"	12"	+1	-	3	-	1	4+	Rapid Fire (1), Sidearm
Throwing Knives	Sx2	Sx4	-	-1	S	-1	-	5+	Toxin, Silent, Scarce

EQUIPMENT

- Flak Armour.

DRAMATIS PERSONAE RULES

- **Personal Style:** Dramatis Personae can only use the weapons and equipment options included on their profile – they can never be given other gear.

HIVE SCUM RULES

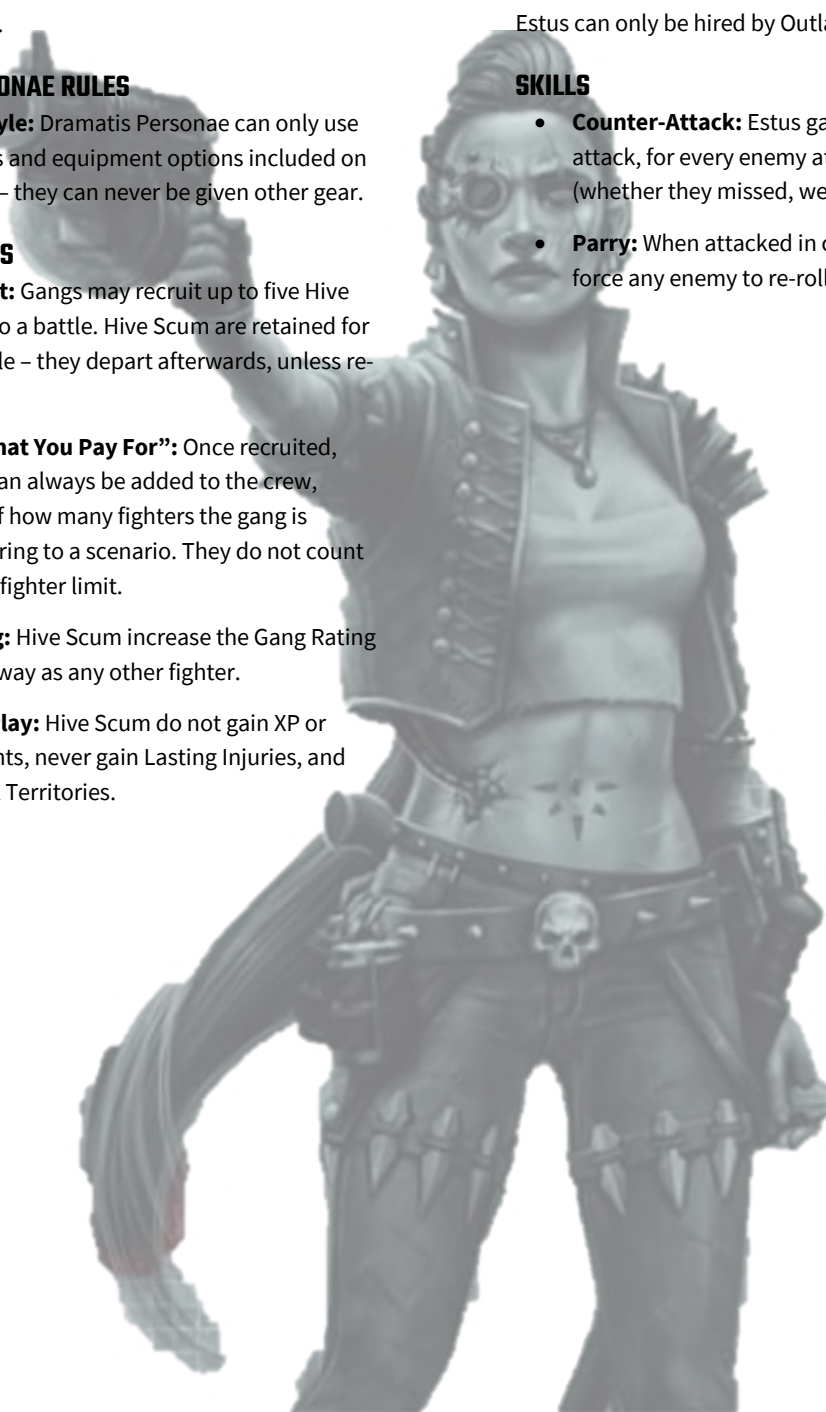
- **Recruitment:** Gangs may recruit up to five Hive Scum prior to a battle. Hive Scum are retained for a single battle – they depart afterwards, unless re-hired.
- **“You Get What You Pay For”:** Once recruited, Hive Scum can always be added to the crew, regardless of how many fighters the gang is allowed to bring to a scenario. They do not count towards the fighter limit.
- **Gang Rating:** Hive Scum increase the Gang Rating in the same way as any other fighter.
- **Campaign Play:** Hive Scum do not gain XP or Advancements, never gain Lasting Injuries, and cannot work Territories.

OUTLAW ALIGNMENT

Estus can only be hired by Outlaw gangs.

SKILLS

- **Counter-Attack:** Estus gains +1 bonus Reaction attack, for every enemy attack that failed to hit (whether they missed, were parried, or similar).
- **Parry:** When attacked in close combat, Estus can force any enemy to re-roll one successful hit.



GAEN “THE GUNK QUEEN” GORVOS

(HIVE SCUM) – 150 credits hiring fee

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

WEAPON	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
Autogun	8"	24"	+1	-	3	-	1	4+	Rapid Fire (1)
Throwing Knives	Sx2	Sx4	-	-1	S	-1	-	5+	Toxin, Silent, Scarce
Sword	-	E	-	+1	S	-1	1	-	Parry, Melee
Gunk Bombs	-	Sx2	-	-	2	-	-	5+	Blast (3"), Gunk, Grenade

EQUIPMENT

- Mesh Armour.

DRAMATIS PERSONAE RULES

- **Personal Style:** Dramatis Personae can only use the weapons and equipment options included on their profile – they can never be given other gear.

HIVE SCUM RULES

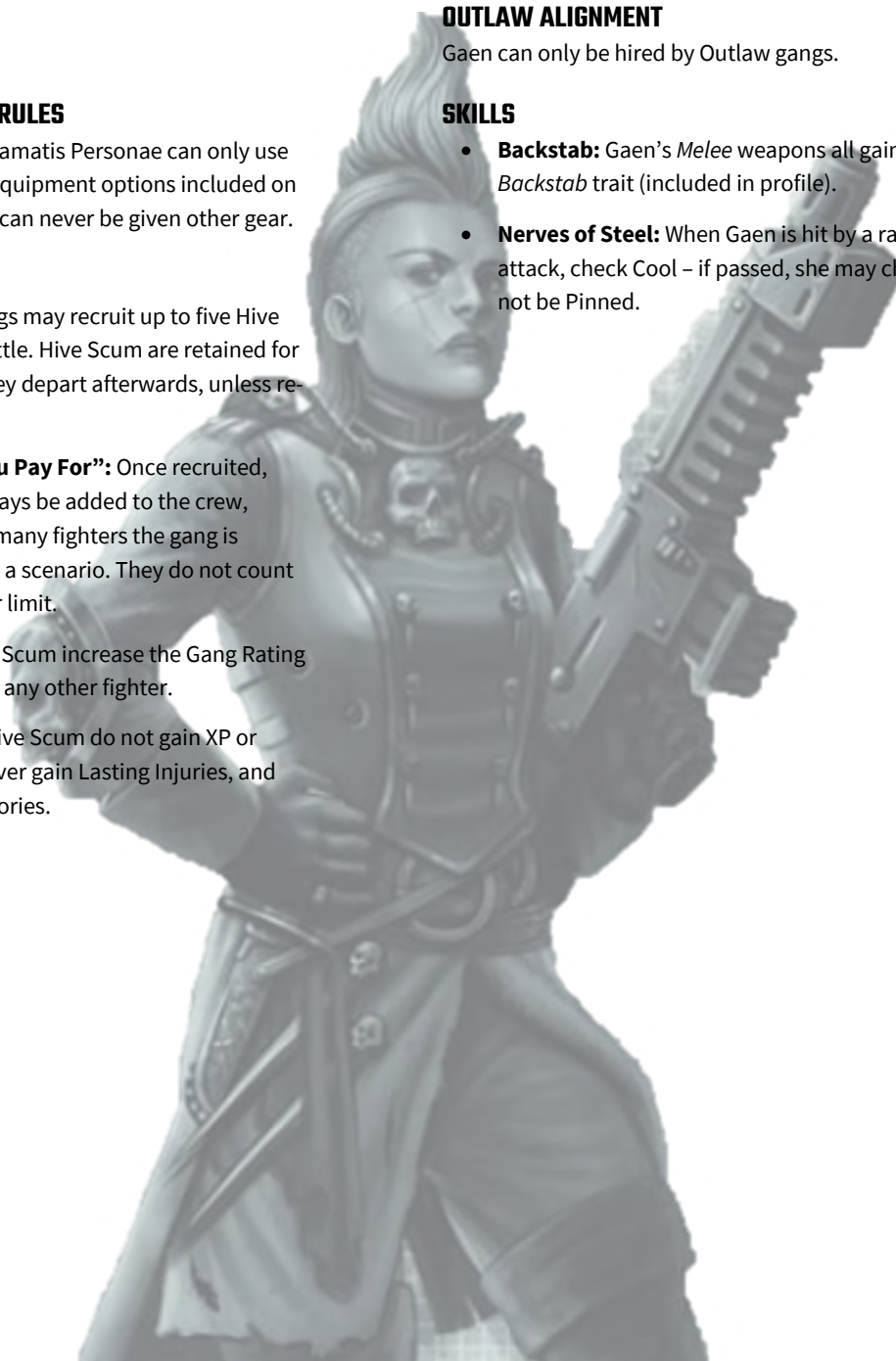
- **Recruitment:** Gangs may recruit up to five Hive Scum prior to a battle. Hive Scum are retained for a single battle – they depart afterwards, unless re-hired.
- **“You Get What You Pay For”:** Once recruited, Hive Scum can always be added to the crew, regardless of how many fighters the gang is allowed to bring to a scenario. They do not count towards the fighter limit.
- **Gang Rating:** Hive Scum increase the Gang Rating in the same way as any other fighter.
- **Campaign Play:** Hive Scum do not gain XP or Advancements, never gain Lasting Injuries, and cannot work Territories.

OUTLAW ALIGNMENT

Gaen can only be hired by Outlaw gangs.

SKILLS

- **Backstab:** Gaen’s *Melee* weapons all gain the *Backstab* trait (included in profile).
- **Nerves of Steel:** When Gaen is hit by a ranged attack, check Cool – if passed, she may choose to not be Pinned.



GRUB TARGESON

(HIVE SCUM) – 105 credits hiring fee

M	WS	BS	S	T	W	I	A	Ld	CI	WP	Int
4"	4+	3+	3	3	1	4+	1	8+	8+	8+	6+

WEAPON	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
<i>Fighting Knife</i>	-	E	-	-	S	-1	1	-	<i>Backstab, Melee</i>
<i>Shotgun</i>									
– Executioner Ammo	4"	16"	-1	+1	4	-2	2	6+	<i>Knockback, Limited</i>
– Scatter Ammo	4"	8"	+2	-	2	-	1	4+	<i>Scattershot</i>
<i>Frag Grenade</i>	-	Sx3	-	-	3	-	1	4+	<i>Blast (3"), Knockback, Grenade</i>

EQUIPMENT

- Flak Armour.

DRAMATIS PERSONAE RULES

- **Personal Style:** Dramatis Personae can only use the weapons and equipment options included on their profile – they can never be given other gear.

HIVE SCUM RULES

Recruitment: Gangs may recruit up to five Hive Scum prior to a battle. Hive Scum are retained for a single battle – they depart

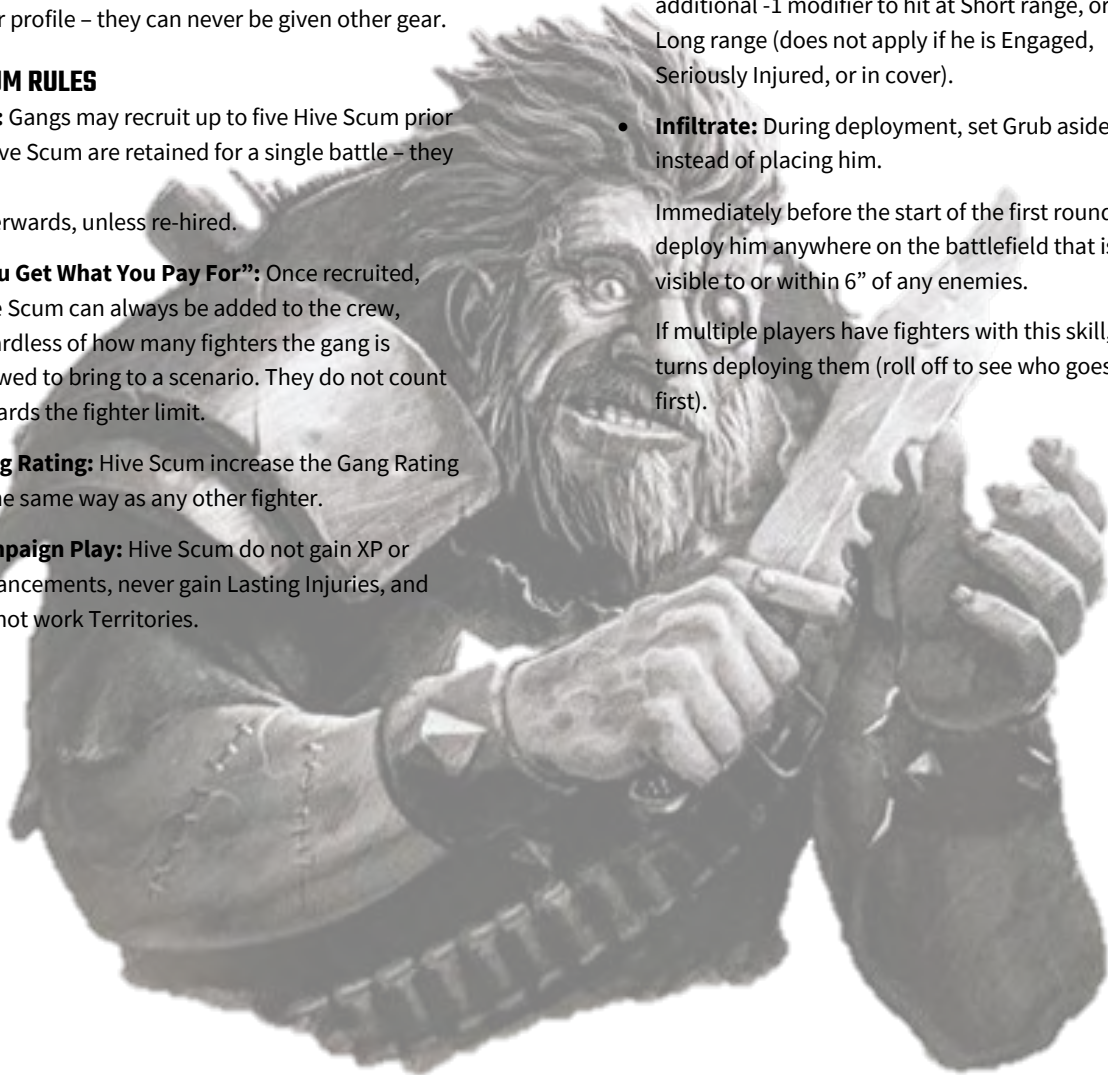
- afterwards, unless re-hired.
- **“You Get What You Pay For”:** Once recruited, Hive Scum can always be added to the crew, regardless of how many fighters the gang is allowed to bring to a scenario. They do not count towards the fighter limit.
- **Gang Rating:** Hive Scum increase the Gang Rating in the same way as any other fighter.
- **Campaign Play:** Hive Scum do not gain XP or Advancements, never gain Lasting Injuries, and cannot work Territories.

SKILLS

- **Backstab:** Grub’s *Melee* weapon gains +2 Strength when its *Backstab* trait is used, instead of the usual +1.
- **Evade:** Ranged attacks against Grub suffer an additional -1 modifier to hit at Short range, or -2 at Long range (does not apply if he is Engaged, Seriously Injured, or in cover).
- **Infiltrate:** During deployment, set Grub aside instead of placing him.

Immediately before the start of the first round, deploy him anywhere on the battlefield that is not visible to or within 6" of any enemies.

If multiple players have fighters with this skill, take turns deploying them (roll off to see who goes first).



JONNY RAZOR

(HIVE SCUM) – 125 credits hiring fee

M	WS	BS	S	T	W	I	A	Ld	CI	WP	Int
5"	2+	6+	3	3	2	5+	2	8+	7+	9+	9+

	RNG		ACC							
WEAPON	S	L	S	L	Str	AP	D	Am	Traits	
Bladed Cyber-Arm	-	E	-	-	S+1	-1	2	-	Melee	
Throwing Knives	Sx2	Sx	-	-1	S	-1	-	5+	Toxin, Silent, Scarce	

EQUIPMENT

- Flak Armour, Photo Goggles.

DRAMATIS PERSONAE RULES

- Personal Style:** Dramatis Personae can only use the weapons and equipment options included on their profile – they can never be given other gear.

HIVE SCUM RULES

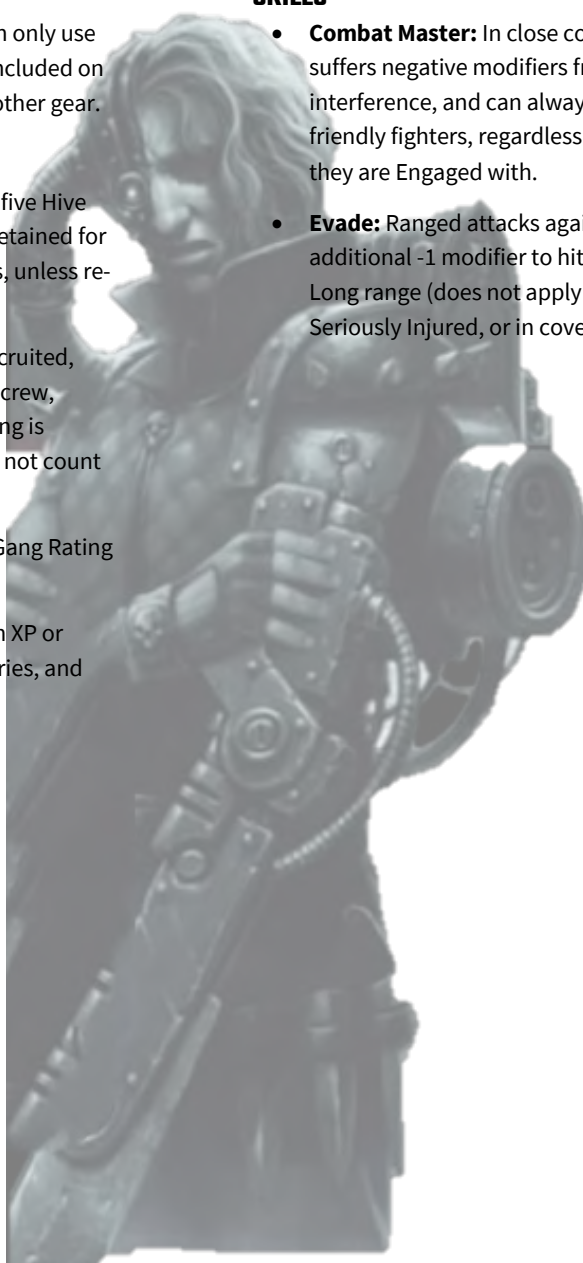
- Recruitment:** Gangs may recruit up to five Hive Scum prior to a battle. Hive Scum are retained for a single battle – they depart afterwards, unless re-hired.
- “You Get What You Pay For”:** Once recruited, Hive Scum can always be added to the crew, regardless of how many fighters the gang is allowed to bring to a scenario. They do not count towards the fighter limit.
- Gang Rating:** Hive Scum increase the Gang Rating in the same way as any other fighter.
- Campaign Play:** Hive Scum do not gain XP or Advancements, never gain Lasting Injuries, and cannot work Territories.

OUTLAW ALIGNMENT

Jonny can only be hired by Outlaw gangs.

SKILLS

- Combat Master:** In close combat, Jonny never suffers negative modifiers from enemy interference, and can always grant assists to friendly fighters, regardless of how many enemies they are Engaged with.
- Evade:** Ranged attacks against Jonny suffer an additional -1 modifier to hit at Short range, or -2 at Long range (does not apply if he is Engaged, Seriously Injured, or in cover).



JORTH SLITHER

(HIVE SCUM) – 115 credits hiring fee

M	WS	BS	S	T	W	I	A	Ld	CI	WP	Int
5"	3+	5+	3	3	2	5+	2	8+	6+	9+	8+

WEAPON	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
<i>Autopistol</i>	4"	12"	+1	-	3	-	1	4+	<i>Rapid Fire (1), Sidearm</i>
<i>Throwing Knives</i>	Sx2	Sx	-	-1	S	-1	-	5+	<i>Toxin, Silent, Scarce</i>
<i>Shock Baton</i>	-	E	-	-	S	-	1	-	<i>Backstab, Shock, Parry, Melee</i>

EQUIPMENT

- None.

DRAMATIS PERSONAE RULES

- **Personal Style:** Dramatis Personae can only use the weapons and equipment options included on their profile – they can never be given other gear.

HIVE SCUM RULES

Recruitment: Gangs may recruit up to five Hive Scum prior to a battle. Hive Scum are retained for a single battle – they d

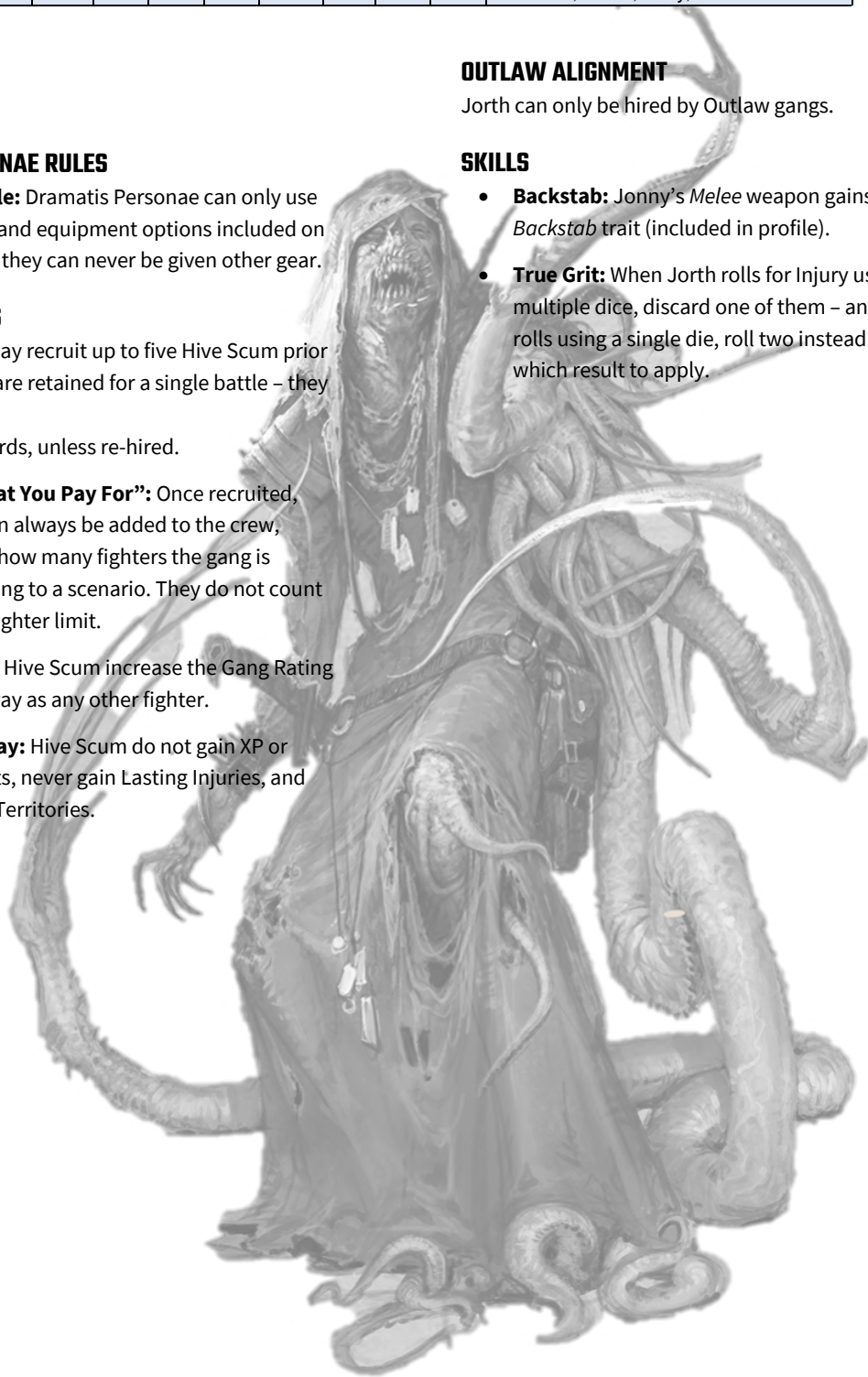
- apart afterwards, unless re-hired.
- **“You Get What You Pay For”:** Once recruited, Hive Scum can always be added to the crew, regardless of how many fighters the gang is allowed to bring to a scenario. They do not count towards the fighter limit.
- **Gang Rating:** Hive Scum increase the Gang Rating in the same way as any other fighter.
- **Campaign Play:** Hive Scum do not gain XP or Advancements, never gain Lasting Injuries, and cannot work Territories.

OUTLAW ALIGNMENT

Jorth can only be hired by Outlaw gangs.

SKILLS

- **Backstab:** Jonny’s *Melee* weapon gains the *Backstab* trait (included in profile).
- **True Grit:** When Jorth rolls for Injury using multiple dice, discard one of them – and when he rolls using a single die, roll two instead and choose which result to apply.



MAD DOG MONO

(HIVE SCUM) – 90 credits hiring fee

M	WS	BS	S	T	W	I	A	Ld	CI	WP	Int
5"	3+	4+	3	3	1	3+	1	8+	7+	8+	8+

WEAPON	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
Grabhook	E	2"	-	-	S	-	1	-	Disarm, Versatile, Melee
Stub Gun	6"	12"	+2	-	3	-	1	4+	Plentiful, Sidearm

EQUIPMENT

- Boilerplate Armour (counts as Furnace Plates), Respirator

DRAMATIS PERSONAE RULES

Personal Style: Dramatis Personae can only use the weapons and equipment options included on their profile – they can

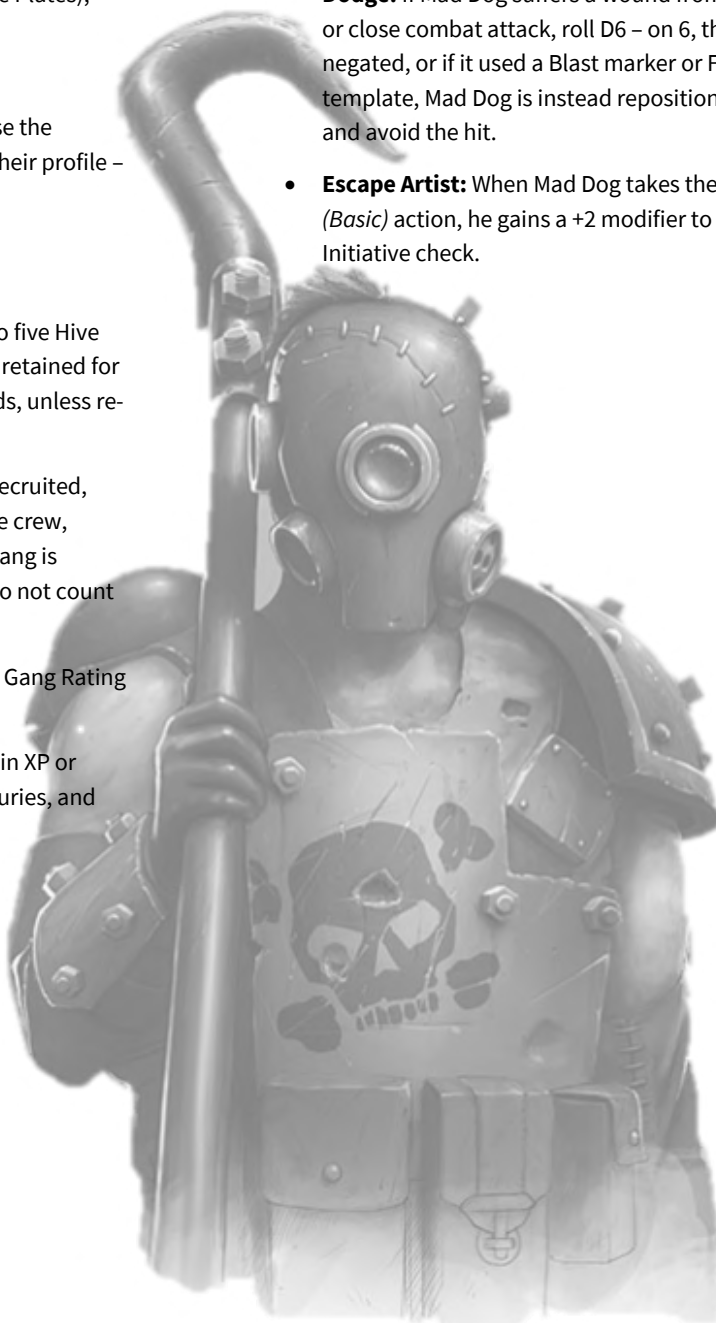
- never be given other gear.

HIVE SCUM RULES

- Recruitment:** Gangs may recruit up to five Hive Scum prior to a battle. Hive Scum are retained for a single battle – they depart afterwards, unless re-hired.
- “You Get What You Pay For”:** Once recruited, Hive Scum can always be added to the crew, regardless of how many fighters the gang is allowed to bring to a scenario. They do not count towards the fighter limit.
- Gang Rating:** Hive Scum increase the Gang Rating in the same way as any other fighter.
- Campaign Play:** Hive Scum do not gain XP or Advancements, never gain Lasting Injuries, and cannot work Territories.

SKILLS

- Dodge:** If Mad Dog suffers a wound from a ranged or close combat attack, roll D6 – on 6, the attack is negated, or if it used a Blast marker or Flame template, Mad Dog is instead repositioned 2" to try and avoid the hit.
- Escape Artist:** When Mad Dog takes the *Retreat (Basic)* action, he gains a +2 modifier to his Initiative check.



PSYREENA SKAR

(HIVE SCUM) – 105 credits hiring fee

M	WS	BS	S	T	W	I	A	Ld	CI	WP	Int
5"	3+	4+	4	3	2	3+	2	6+	5+	7+	6+

WEAPON	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
Fighting Knife	-	E	-	-	S	-1	1	-	Backstab, Melee

EQUIPMENT

- Flak Armour.

DRAMATIS PERSONAE RULES

- **Personal Style:** Dramatis Personae can only use the weapons and equipment options included on their profile – they can never be given other gear.

HIVE SCUM RULES

- **Recruitment:** Gangs may recruit up to five Hive Scum prior to a battle. Hive Scum are retained for a single battle – they depart afterwards, unless re-hired.
- **“You Get What You Pay For”:** Once recruited, Hive Scum can always be added to the crew, regardless of how many fighters the gang is allowed to bring to a scenario. They do not count towards the fighter limit.
- **Gang Rating:** Hive Scum increase the Gang Rating in the same way as any other fighter.
- **Campaign Play:** Hive Scum do not gain XP or Advancements, never gain Lasting Injuries, and cannot work Territories.

OUTLAW ALIGNMENT

Psyreena can only be hired by Outlaw gangs.

SPECIAL RULES

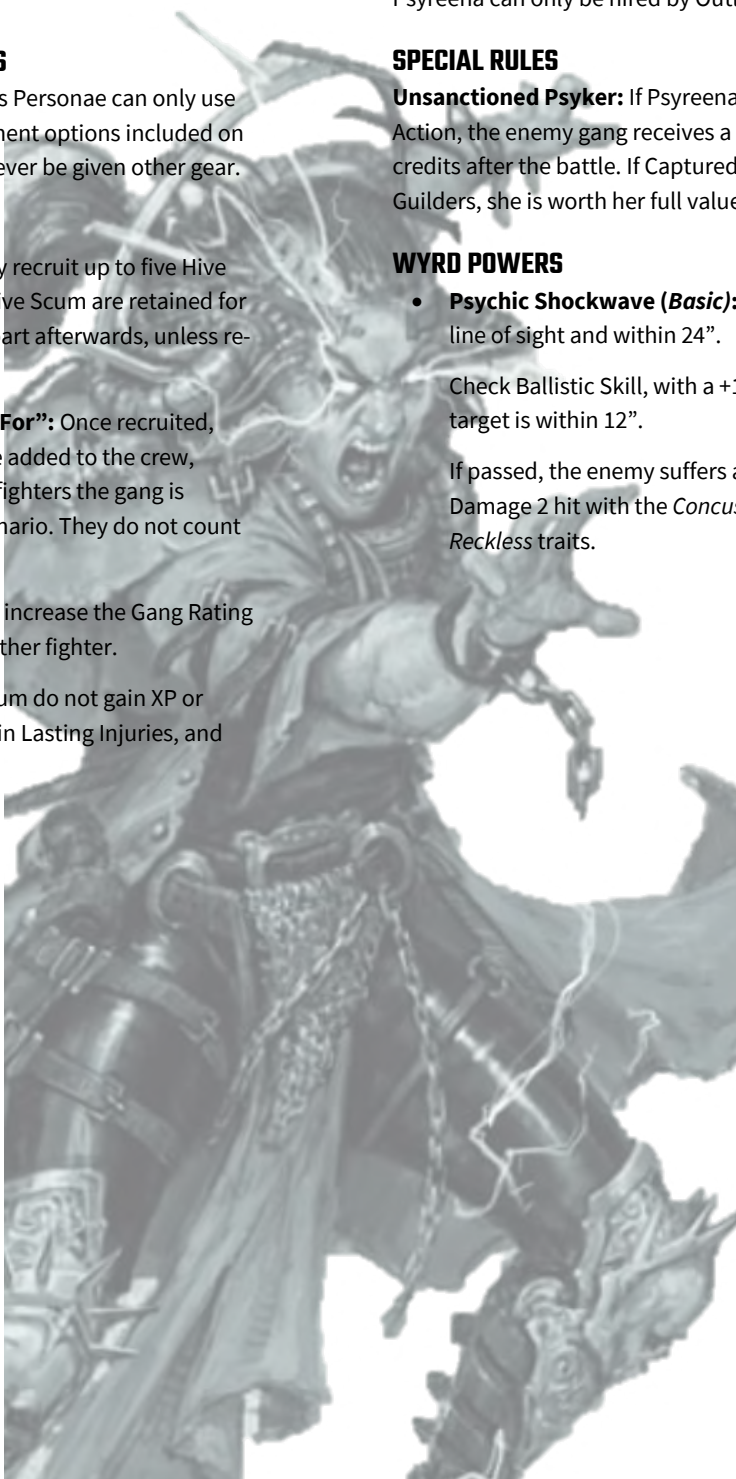
Unsanctioned Psyker: If Psyreena is taken Out of Action, the enemy gang receives a bounty of D3x10 credits after the battle. If Captured and Sold to the Guilders, she is worth her full value in credits.

WYRD POWERS

- **Psychic Shockwave (Basic):** Target an enemy in line of sight and within 24”.

Check Ballistic Skill, with a +1 modifier to hit if the target is within 12”.

If passed, the enemy suffers a Strength 4, AP -1, Damage 2 hit with the *Concussion*, *Pulverise*, and *Reckless* traits.



QUEEN LORSHA

(HIVE SCUM) – 100 credits hiring fee

M	WS	BS	S	T	W	I	A	Ld	CI	WP	Int
5"	4+	6+	3	3	2	3+	2	7+	6+	8+	7+

WEAPON	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
<i>Bone Sceptre</i>	E	2"	-1	-	S+1	-	1	-	<i>Versatile, Melee</i>
<i>Flensing Knife</i>	-	E	-	-	S	-1	1	-	<i>Rending, Melee</i>

EQUIPMENT

- None.

DRAMATIS PERSONAE RULES

- **Personal Style:** Dramatis Personae can only use the weapons and equipment options included on their profile – they can never be given other gear.

HIVE SCUM RULES

- **Recruitment:** Gangs may recruit up to five Hive Scum prior to a battle. Hive Scum are retained for a single battle – they depart afterwards, unless re-hired.

“You Get What You Pay For”: Once recruited, Hive Scum can always be added to the crew, regardless of how many fig

- hters the gang is allowed to bring to a scenario. They do not count towards the fighter limit.
- **Gang Rating:** Hive Scum increase the Gang Rating in the same way as any other fighter.
- **Campaign Play:** Hive Scum do not gain XP or Advancements, never gain Lasting Injuries, and cannot work Territories.

OUTLAW ALIGNMENT

Queen Lorsha can only be hired by Outlaw gangs.

SPECIAL RULES

Disturbing Aura: Queen Lorsha has an armour save of 6+ that cannot be modified by a weapon’s Armour Piercing.

SKILLS

- **Bloodlust:** After Queen Lorsha takes a *Coup de Grace (Simple)* action, she may take a free Consolidate move of up to 2".
- **Step Aside:** If an enemy hits Queen Lorsha in close combat, check Initiative – if passed, one hit is negated. The remainder are resolved as normal. This skill may be used any number of times in a round, but only once per enemy.

SCABS

(HIVE SCUM) – 200 credits hiring fee (100 if hired alongside Kal Jericho)

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

WEAPON	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
<i>Plasma Pistol</i>									
– Low	12"	24"	+2	-	5	-1	2	5+	Rapid Fire (1), Scarce
– Maximal	12"	24"	+1	-	7	-2	3	5+	Unstable, Scarce
<i>Stub Gun</i>	6"	12"	+2	-	3	-	1	4+	Plentiful, Sidearm

EQUIPMENT

- Flak Armour, Filter Plugs.

DRAMATIS PERSONAE RULES

-
- **Personal Style:** Dramatis Personae can only use the weapons and equipment options included on their profile – they can never be given other gear.

HIVE SCUM RULES

- **Recruitment:** Gangs may recruit up to five Hive Scum prior to a battle. Hive Scum are retained for a single battle – they depart afterwards, unless re-hired.
- **“You Get What You Pay For”:** Once recruited, Hive Scum can always be added to the crew, regardless of how many fighters the gang is allowed to bring to a scenario. They do not count towards the fighter limit.
- **Gang Rating:** Hive Scum increase the Gang Rating in the same way as any other fighter.
- **Campaign Play:** Hive Scum do not gain XP or Advancements, never gain Lasting Injuries, and cannot work Territories.

SPECIAL RULES

“Come Along, Scabs!” If hired alongside **Kal Jericho**, Scabs’s recruitment fee is 100 credits, rather than the usual 200.

Friend of Kal: Scabs’s fame as Kal Jericho’s sidekick has lent him some notoriety, and as such he has some of the same abilities as a Bounty Hunter:

- **Dead, Not Alive:** When an opponent’s fighter dies, Scabs’s gang immediately claims half their value in credits, rounded up to the nearest 5.
- **Claiming Bounties:** If the gang takes a Captive, immediately roll D6 – on 3+, there is an active warrant for this fighter, and Scabs cuts the gang in – gain D6x10 credits reward.
 - ▶ *After the battle, if **neither** of the above abilities were used, Scabs decides to stick around – the gang may hire him for free in the next battle.*
 - ▶ *If **one** of the above abilities were used, roll D6 – on 1-3, Scabs leaves; on 4-6, he sticks around.*
 - ▶ *If **both** of the above abilities were used, Scabs departs, happy with his payment.*

SKILLS

- **Clamber:** When Scabs climbs, it does not cost extra movement. He treats every vertical surface as a ladder.
- **Escape Artist:** When Scabs takes the *Retreat* (Basic) action, he gains a +2 modifier to his Initiative check.
- **Infiltrate:** During deployment, set Scabs aside instead of placing him.

Immediately before the start of the first round, deploy him anywhere on the battlefield that is not visible to or within 6” of any enemies.

VUNDER GORVOS

(HIVE SCUM) – 145 credits hiring fee

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

WEAPON	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
Gold Stub Guns x2	6"	12"	+2	-	3	-	1	4+	Gold-Plated, Master-Crafted, Plentiful, Sidearm
Shotgun									
– Solid Shot	8"	16"	+1	-	4	-	2	4+	Knockback
– Scatter Ammo	4"	8"	+2	-	2	-	1	4+	Scattershot
Sword	-	E	-	+1	S	-1	1	-	Parry, Melee

EQUIPMENT

- None.

DRAMATIS PERSONAE RULES

- **Personal Style:** Dramatis Personae can only use the weapons and equipment options included on their profile – they can never be given other gear.

HIVE SCUM RULES

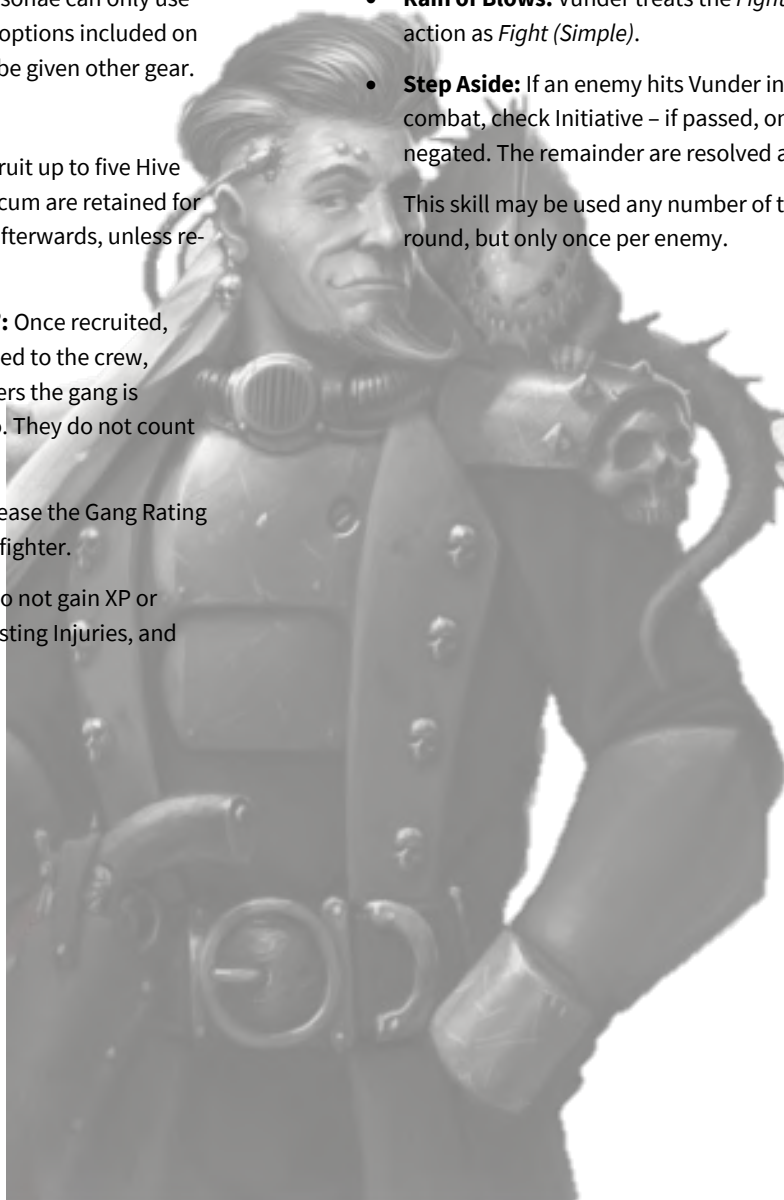
- **Recruitment:** Gangs may recruit up to five Hive Scum prior to a battle. Hive Scum are retained for a single battle – they depart afterwards, unless re-hired.
- **“You Get What You Pay For”:** Once recruited, Hive Scum can always be added to the crew, regardless of how many fighters the gang is allowed to bring to a scenario. They do not count towards the fighter limit.
- **Gang Rating:** Hive Scum increase the Gang Rating in the same way as any other fighter.
- **Campaign Play:** Hive Scum do not gain XP or Advancements, never gain Lasting Injuries, and cannot work Territories.

OUTLAW ALIGNMENT

Vunder can only be hired by Outlaw gangs.

SKILLS

- **Rain of Blows:** Vunder treats the *Fight (Basic)* action as *Fight (Simple)*.
- **Step Aside:** If an enemy hits Vunder in close combat, check Initiative – if passed, one hit is negated. The remainder are resolved as normal. This skill may be used any number of times in a round, but only once per enemy.



FAMOUS BOUNTY HUNTERS

ALYCE SHIVVER

(OUTLAW BOUNTY HUNTER) – 165 credits hiring fee

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

WEAPON	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
<i>Fighting Knife</i>	-	E	-	-	S	-1	1	-	<i>Backstab, Melee</i>
<i>Stub Gun</i>	6"	12"	+2	-	3	-	1	4+	<i>Plentiful, Sidearm</i>
<i>– Dum Dum Rounds</i>	5"	10"	+1	-	4	-	1	4+	<i>Limited, Sidearm</i>

EQUIPMENT

- Mesh Armour, Respirator, Photo Goggles.

DRAMATIS PERSONAE RULES

- **Personal Style:** Dramatis Personae can only use the weapons and equipment options included on their profile – they can never be given other gear.

BOUNTY HUNTER RULES

- **“You Get What You Pay For”:** Once recruited, a Bounty Hunter does not count towards the gang’s fighter limit for a scenario .
- **“We’ll Get Our Bit...”:** The Bounty Hunter’s gang can earn creds off the bodies of their enemies:
 - ▶ **Dead, Not Alive:** When an opponent’s fighter dies, the gang immediately claims half their value in credits, rounded up to the nearest 5.
 - ▶ **Claiming Bounties:** Roll D6 when the gang takes a Captive – on 3+, the gang is cut in on an active warrant – gain D6x10 credits.

After the battle, if **neither** of these abilities were used, the Bounty Hunter remains with the gang.

If **one** ability was used, roll D6 – on 1-3, the Bounty Hunter leaves; on 4-6, they remain with the gang.

If **both** abilities were used, the Bounty Hunter departs, happy with their payment.

- **Gang Rating:** Bounty Hunters increase the Gang Rating in the same way as any other fighter.
- **Campaign Play:** Bounty Hunters do not gain XP or Advancements, never gain Lasting Injuries, and cannot work Territories.

OUTLAW ALIGNMENT

Alyce can only be hired by Outlaw gangs.

SPECIAL RULES

Unsanctioned Psyker: If Alyce is taken Out of Action, the enemy gang receives a bounty of D3x10 credits after the battle. If Captured and Sold to the Guilders, she is worth her full value in credits.

SKILLS

- **Headbutt:** If Alyce is Engaged, she can take the following action:
 - ▶ **HEADBUTT (Basic):** Choose an Engaged target and roll two D6s – if either rolls equal or higher than their Toughness, they suffer a Strength 5, AP 0, Damage 2 hit.
If both roll lower than the target’s Toughness, Alyce suffers a Strength 3, AP 0, Damage 1 hit.
- **True Grit:** When Alyce rolls for Injury with multiple dice, discard one of them – and when she rolls for Injury with a single die, roll two instead and choose which result to apply.

WYRD POWERS

- **Assail (Basic):** Target an enemy in line of sight and within 12", then check Ballistic Skill – if passed, the target is moved D3" in any direction and Pinned.

If they impact a terrain piece, they stop moving and suffer a Strength 3, AP 0, Damage 1 hit. If they hit another fighter, both suffer a Strength 3, AP 0, Damage 1 hit, and become Pinned.

- **Levitation (Basic, Continuous Effect):** While this power is maintained, the psyker gains the following abilities:

- ▶ +3 Movement.
- ▶ *The ability to freely float over terrain and between levels (though they are still blocked by impassable terrain and walls).*
- ▶ *Immune to Pinning and falling.*

- **Maddening Visions (Basic, Continuous Effect):** Any enemy who ends their activation within 3" of the psyker must check Willpower – if failed, they gain the Insane condition.

APPOLLUS KAGE

(BOUNTY HUNTER) – 305 credits hiring fee

M	WS	BS	S	T	W	I	A	Ld	CI	WP	Int
5"	4+	3+	3	3	3	2+	2	7+	7+	6+	7+

WEAPON	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
Boltgun	12"	24"	+1	-	4	-1	2	6+	Rapid Fire (1)
Shotgun									
– Scatter Ammo	4"	8"	+2	-	2	-	1	4+	Scattershot
– Solid Rounds	8"	16"	+1	-	4	-	2	4+	Knockback
– Executioner Ammo	4"	16"	-1	+1	4	-2	2	6+	Knockback, Limited
Fighting Knife	-	E	-	-	S	-1	1	-	Backstab, Melee
Frag Grenades	-	Sx3	-	-	3	-	1	4+	Blast (3"), Knockback, Grenade

EQUIPMENT

- Mesh Armour, Respirator, Photo Goggles.

DRAMATIS PERSONAE RULES

- **Personal Style:** Dramatis Personae can only use the weapons and equipment options included on their profile – they can never be given other gear.

BOUNTY HUNTER RULES

- **“You Get What You Pay For”:** Once recruited, a Bounty Hunter does not count towards the gang’s fighter limit for a scenario.
- **“We’ll Get Our Bit...”:** The Bounty Hunter’s gang can earn creds off the bodies of their enemies:
 - ▶ **Dead, Not Alive:** When an opponent’s fighter dies, the gang immediately claims half their value in credits, rounded up to the nearest 5.
 - ▶ **Claiming Bounties:** Roll D6 when the gang takes a Captive – on 3+, the gang is cut in on an active warrant – gain D6x10 credits.

After the battle, if **neither** of these abilities were used, the Bounty Hunter remains with the gang.

If **one** ability was used, roll D6 – on 1-3, the Bounty Hunter leaves; on 4-6, they remain with the gang.

If **both** abilities were used, the Bounty Hunter departs, happy with their payment.

- **Gang Rating:** Bounty Hunters increase the Gang Rating in the same way as any other fighter.
- **Campaign Play:** Bounty Hunters do not gain XP or Advancements, never gain Lasting Injuries, and cannot work Territories.

SKILLS

- **Hip Shooting:** If Apollus is Standing and Active, they may take the following action:
 - ▶ **RUN AND GUN (Double):** Apollus may move up to double their Movement distance, then attack with a ranged weapon.
- **True Grit:** When Apollus rolls for Injury with multiple dice, discard one of them – when he rolls for Injury with a single die, roll two instead and choose which result to apply.

ARAMISTA DAE CATALLUS

(BOUNTY HUNTER) – 250 credits hiring fee

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

	RNG		ACC							
WEAPON	S	L	S	L	Str	AP	D	Am	Traits	
Stiletto Sword	-	E	-	-	-	-1	-	-	Toxin, Parry, Melee	
Stiletto Knife	-	E	-	-	-	-	-	-	Toxin, Melee	

EQUIPMENT

- Mesh Armour, Displacer Field, Respirator, Photo Goggles, Chem-Synth.

DRAMATIS PERSONAE RULES

- Personal Style:** Dramatis Personae can only use the weapons and equipment options included on their profile – they can never be given other gear.

BOUNTY HUNTER RULES

- “You Get What You Pay For”:** Once recruited, a Bounty Hunter does not count towards the gang’s fighter limit for a scenario.
- “We’ll Get Our Bit...”:** The Bounty Hunter’s gang can earn creds off the bodies of their enemies:
 - ▶ **Dead, Not Alive:** When an opponent’s fighter dies, the gang immediately claims half their value in credits, rounded up to the nearest 5.
 - ▶ **Claiming Bounties:** Roll D6 when the gang takes a Captive – on 3+, the gang is cut in on an active warrant – gain D6x10 credits.

After the battle, if **neither** of these abilities were used, the Bounty Hunter remains with the gang.

If **one** ability was used, roll D6 – on 1-3, the Bounty Hunter leaves; on 4-6, they remain with the gang.

If **both** abilities were used, the Bounty Hunter departs, happy with their payment.

- Gang Rating:** Bounty Hunters increase the Gang Rating in the same way as any other fighter.
- Campaign Play:** Bounty Hunters do not gain XP or Advancements, never gain Lasting Injuries, and cannot work Territories.

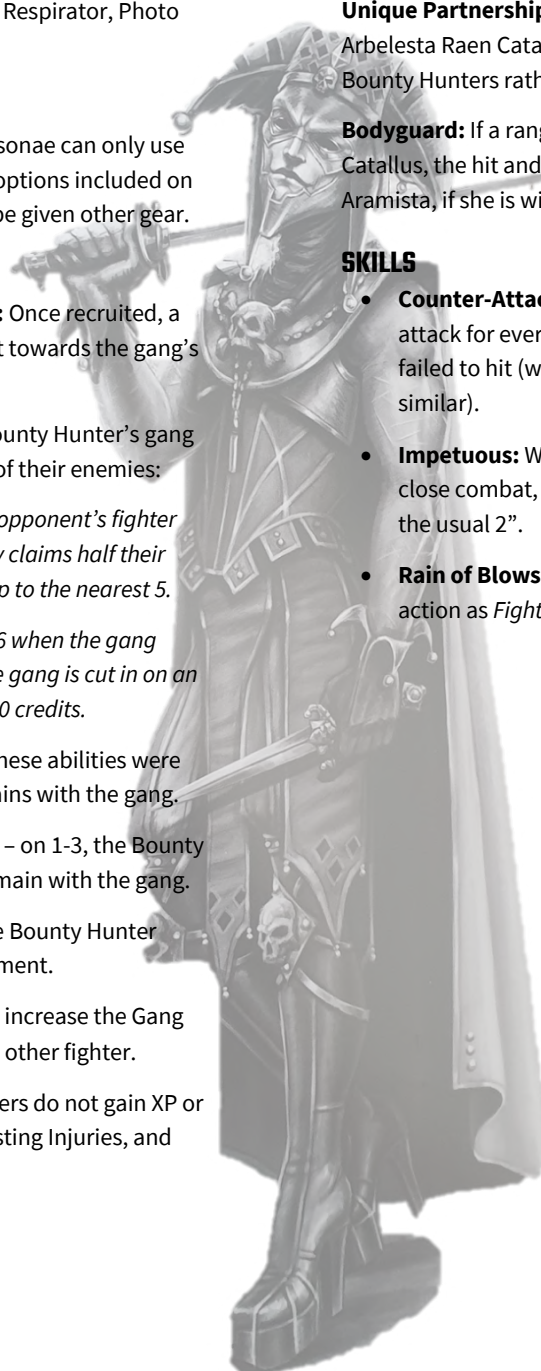
SPECIAL RULES

Unique Partnership: Arbelesta Raen Catallus, allowing a gang to field two Bounty Hunters rather than the usual one.

Bodyguard: If a ranged attack hits Arbelesta Raen Catallus, the hit and all its effects can be transferred to Aramista, if she is within 2”.

SKILLS

- Counter-Attack:** Aramista gains +1 Reaction attack for every one of the enemy’s attacks that failed to hit (whether they missed, were parried, or similar).
- Impetuous:** When Aramista consolidates after a close combat, she can move up to 4”, rather than the usual 2”.
- Rain of Blows:** Aramista treats the *Fight (Basic)* action as *Fight (Simple)*.



ARBELESTA RAEN CATALLUS

(BOUNTY HUNTER) – 250 credits hiring fee

M	WS	BS	S	T	W	I	A	Ld	CI	WP	Int
5"	6+	2+	3	3	2	3+	1	7+	7+	6+	6+

	RNG		ACC							
WEAPON	S	L	S	L	Str	AP	D	Am	Traits	
Needle Long Rifle	24"	48"	-	+1	-	-2	-	6+	Toxin, Silent, Scarce	
Needle Pistol	4"	9"	+2	-	4	-1	-	6+	Toxin, Silent, Scarce, Sidearm	

EQUIPMENT

- Mesh Armour, Respirator, Photo Goggles, Infra-Sight (Needle Long Rifle), Chem-Synth.

DRAMATIS PERSONAE RULES

- Personal Style:** Dramatis Personae can only use the weapons and equipment options included on their profile – they can never be given other gear.

BOUNTY HUNTER RULES

- “You Get What You Pay For”:** Once recruited, a Bounty Hunter does not count towards the gang’s fighter limit for a scenario.
- “We’ll Get Our Bit...”:** The Bounty Hunter’s gang can earn creds off the bodies of their enemies:
 - Dead, Not Alive:** When an opponent’s fighter dies, the gang immediately claims half their value in credits, rounded up to the nearest 5.
 - Claiming Bounties:** Roll D6 when the gang takes a Captive – on 3+, the gang is cut in on an active warrant – gain D6x10 credits.

After the battle, if **neither** of these abilities were used, the Bounty Hunter remains with the gang.

If **one** ability was used, roll D6 – on 1-3, the Bounty Hunter leaves; on 4-6, they remain with the gang.

If **both** abilities were used, the Bounty Hunter departs, happy with their payment.

- Gang Rating:** Bounty Hunters increase the Gang Rating in the same way as any other fighter.
- Campaign Play:** Bounty Hunters do not gain XP or Advancements, never gain Lasting Injuries, and cannot work Territories.

SPECIAL RULES

Unique Partnership: Arbelesta can be hired alongside Aramista Dae Catallus, allowing a gang to field two Bounty Hunters rather than the usual one.

Slotted: If a close combat attack successfully wounds Aramista Dae Catallus, and the enemy responsible is within Arbelesta’s range and line of sight, Arbelesta may immediately make a free *Shoot (Basic)* action against that target.

This applies regardless of whether Arbelesta has the Ready condition, but the ability cannot be used if she is currently Prone.

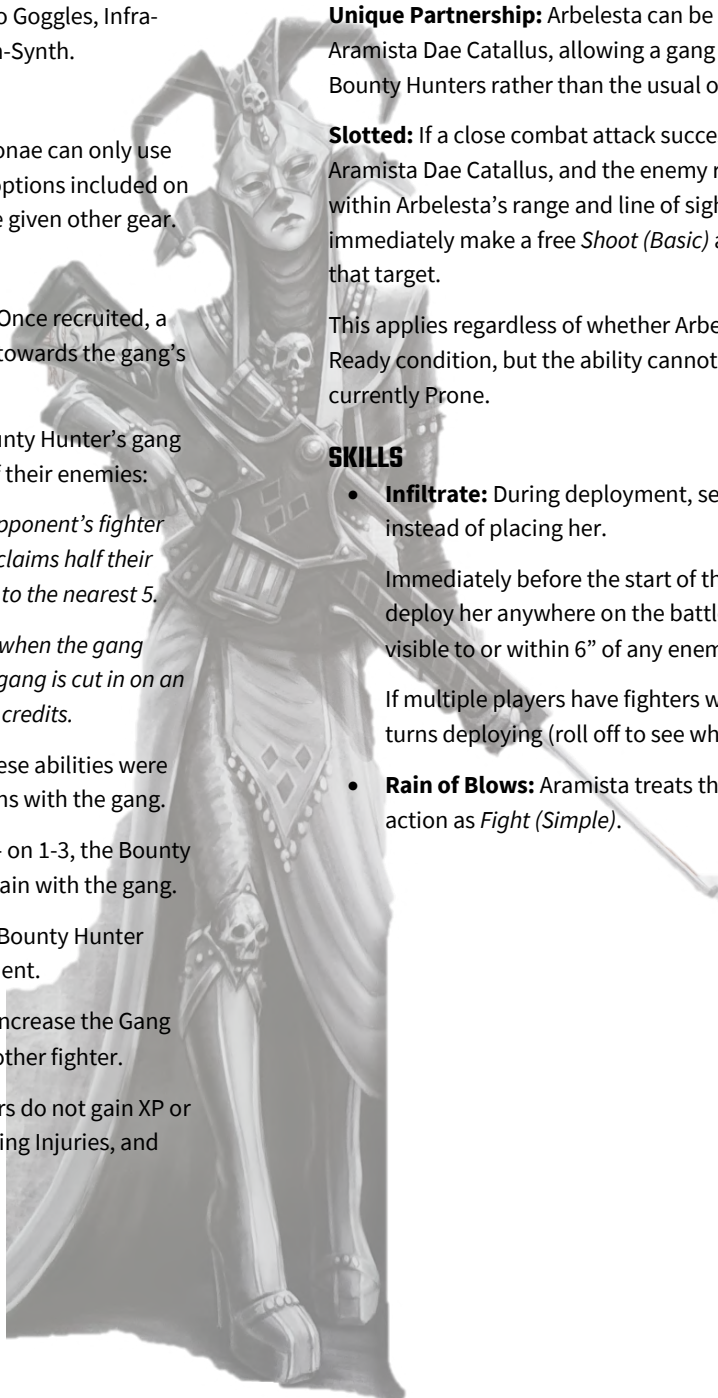
SKILLS

- Infiltrate:** During deployment, set Arbelesta aside instead of placing her.

Immediately before the start of the first round, deploy her anywhere on the battlefield that is not visible to or within 6" of any enemies.

If multiple players have fighters with this skill, take turns deploying (roll off to see who goes first).

- Rain of Blows:** Aramista treats the *Fight (Basic)* action as *Fight (Simple)*.



BAERTRUM ARTUROS III

(BOUNTY HUNTER) – 290 credits hiring fee

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

WEAPON	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
Artisan Needle Pistol	4"	9"	+2	-	4	-1	-	4+	Toxin, Silent, Scarce, Sidearm
Stiletto Knife	-	E	-	-	-	-	-	-	Disarm, Toxin, Melee

EQUIPMENT

- Light Carapace Armour, Infra-Sight.

DRAMATIS PERSONAE RULES

- **Personal Style:** Dramatis Personae can only use the weapons and equipment options included on their profile – they can never be given other gear.

BOUNTY HUNTER RULES

- **“You Get What You Pay For”:** Once recruited, a Bounty Hunter does not count towards the gang’s fighter limit for a scenario.
- **“We’ll Get Our Bit...”:** The Bounty Hunter’s gang can earn creds off the bodies of their enemies:
 - ▶ **Dead, Not Alive:** When an opponent’s fighter dies, the gang immediately claims half their value in credits, rounded up to the nearest 5.
 - ▶ **Claiming Bounties:** Roll D6 when the gang takes a Captive – on 3+, the gang is cut in on an active warrant – gain D6x10 credits.

After the battle, if **neither** of these abilities were used, the Bounty Hunter remains with the gang.

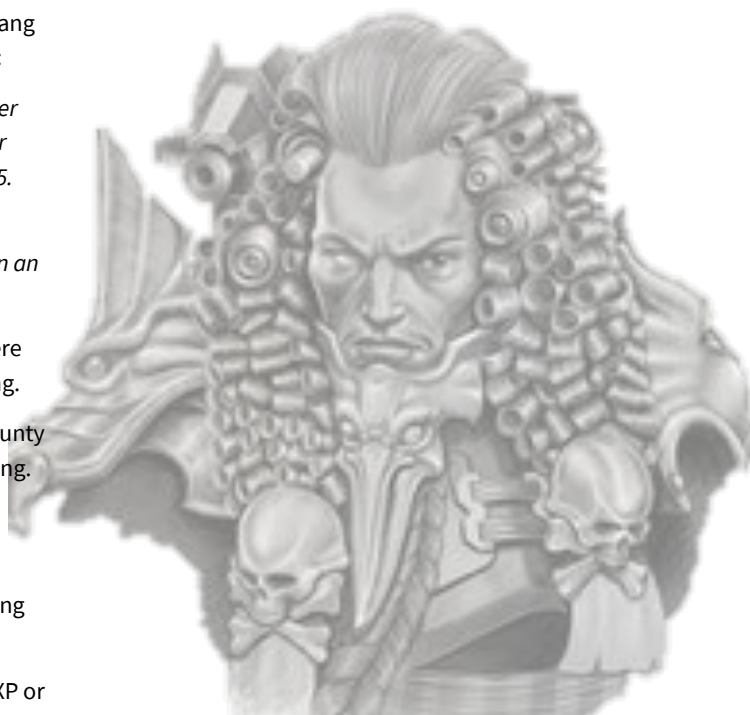
If **one** ability was used, roll D6 – on 1-3, the Bounty Hunter leaves; on 4-6, they remain with the gang.

If **both** abilities were used, the Bounty Hunter departs, happy with their payment.

- **Gang Rating:** Bounty Hunters increase the Gang Rating in the same way as any other fighter.
- **Campaign Play:** Bounty Hunters do not gain XP or Advancements, never gain Lasting Injuries, and cannot work Territories.

SKILLS

- **Disarm:** Baertrum’s *Melee* weapons gain the *Disarm* trait (included in profile).
- **Nerves of Steel:** When Baertrum is hit by a ranged attack, check Cool – if passed, he may choose to not be Pinned.
- **Escape Artist:** When Baertrum takes the *Retreat (Basic)* action, he gains a +2 modifier to his Initiative check.



BELLADONNA

(NOBLE BOUNTY HUNTER) – 275 credits hiring fee

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

WEAPON	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
Power Axe	-	E	-	-	S+2	-2	1	-	Power, Disarm, Melee
Stiletto Knife	-	E	-	-	-	-	-	-	Toxin, Melee
Plasma Pistol									
– Low	6"	12"	+2	-	5	-1	2	5+	Scarce, Sidearm
– Maximal	6"	12"	+1	-	7	-2	3	5+	Unstable, Scarce, Sidearm

EQUIPMENT

- Light Carapace Armour.

DRAMATIS PERSONAE RULES

- **Personal Style:** Dramatis Personae can only use the weapons and equipment options included on their profile – they can never be given other gear.

BOUNTY HUNTER RULES

- **“You Get What You Pay For”:** Once recruited, a Bounty Hunter does not count towards the gang’s fighter limit for a scenario.
- **“We’ll Get Our Bit...”:** The Bounty Hunter’s gang can earn creds off the bodies of their enemies:
 - ▶ **Dead, Not Alive:** When an opponent’s fighter dies, the gang immediately claims half their value in credits, rounded up to the nearest 5.
 - ▶ **Claiming Bounties:** Roll D6 when the gang takes a Captive – on 3+, the gang is cut in on an active warrant – gain D6x10 credits.

After the battle, if **neither** of these abilities were used, the Bounty Hunter remains with the gang.

If **one** ability was used, roll D6 – on 1-3, the Bounty Hunter leaves; on 4-6, they remain with the gang.

If **both** abilities were used, the Bounty Hunter departs, happy with their payment.

- **Gang Rating:** Bounty Hunters increase the Gang Rating in the same way as any other fighter.
- **Campaign Play:** Bounty Hunters do not gain XP or Advancements, never gain Lasting Injuries, and cannot work Territories.

SKILLS

- **Combat Master:** In close combat, Belladonna never suffers negative modifiers to hit due to enemy interference, and can always grant assists to friendly fighters, regardless of how many enemies she is Engaged with.
- **Berserker:** Belladonna gains +2 Attacks when she makes a successful *Charge (Double)* action, rather than the usual +1.
- **True Grit:** When Belladonna rolls for Injury with multiple dice, discard one of them – and when she rolls for Injury with a single die, roll two instead and choose which result to apply.

THE DESERTER

(BOUNTY HUNTER) – 225 credits hiring fee

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

WEAPON	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
Fighting Knife	-	E	-	-	S	-1	1	-	Backstab, Melee
Shotgun									
– Scatter Ammo	4"	8"	+2	-	2	-	1	4+	Scattershot
– Solid Rounds	8"	16"	+1	-	4	-	2	4+	Knockback
Frag Grenades	-	Sx3	-	-	3	-	1	4+	Blast (3"), Knockback, Grenade

EQUIPMENT

- Flak Armour, Armoured Undersuit.

DRAMATIS PERSONAE RULES

- Personal Style:** Dramatis Personae can only use the weapons and equipment options included on their profile – they can never be given other gear.

BOUNTY HUNTER RULES

- “You Get What You Pay For”:** Once recruited, a Bounty Hunter does not count towards the gang’s fighter limit for a scenario.
- “We’ll Get Our Bit...”:** The Bounty Hunter’s gang can earn creds off the bodies of their enemies:
 - Dead, Not Alive:** When an opponent’s fighter dies, the gang immediately claims half their value in credits, rounded up to the nearest 5.
 - Claiming Bounties:** Roll D6 when the gang takes a Captive – on 3+, the gang is cut in on an active warrant – gain D6x10 credits.

After the battle, if **neither** of these abilities were used, the Bounty Hunter remains with the gang.

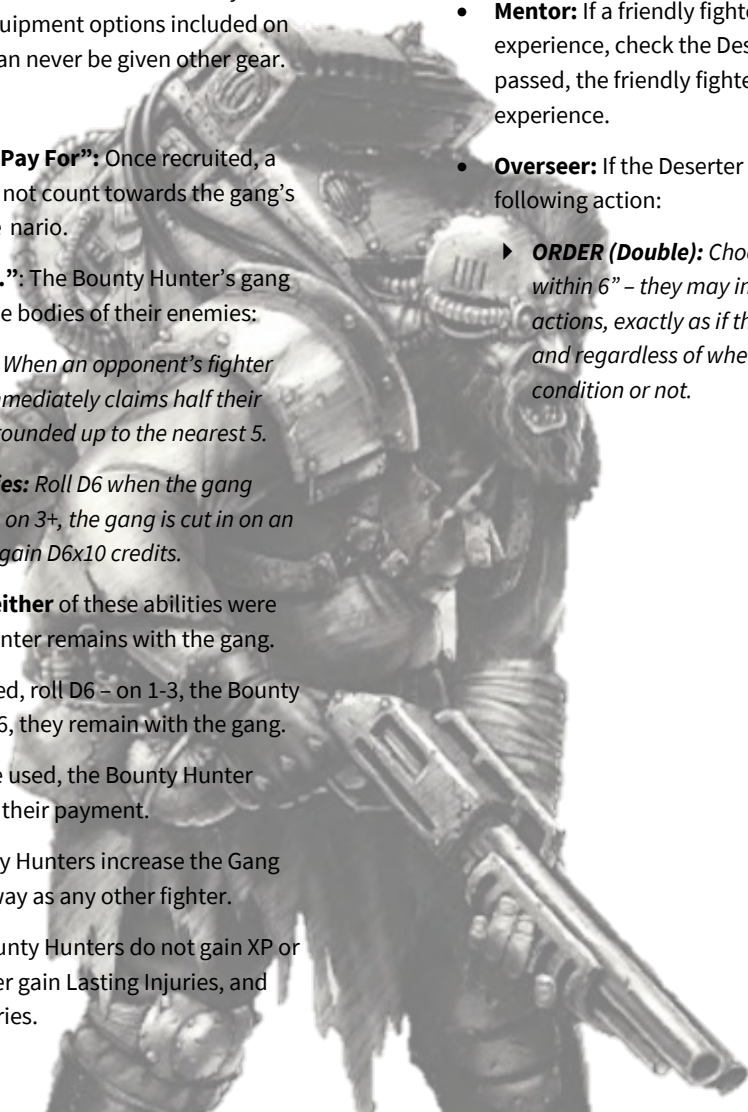
If **one** ability was used, roll D6 – on 1-3, the Bounty Hunter leaves; on 4-6, they remain with the gang.

If **both** abilities were used, the Bounty Hunter departs, happy with their payment.

- Gang Rating:** Bounty Hunters increase the Gang Rating in the same way as any other fighter.
- Campaign Play:** Bounty Hunters do not gain XP or Advancements, never gain Lasting Injuries, and cannot work Territories.

SKILLS

- Medicae:** When a friendly fighter makes a Recovery roll and the Deserter assists them, re-roll any Out of Action results.
- Mentor:** If a friendly fighter within 6" gains experience, check the Deserter’s Leadership – if passed, the friendly fighter gains an additional +1 experience.
- Overseer:** If the Deserter is Active, he may take the following action:
 - ORDER (Double):** Choose a friendly fighter within 6" – they may immediately take two free actions, exactly as if they had been activated, and regardless of whether they have the Ready condition or not.



EYROS SLAGMYST

(ENHANCED BOUNTY HUNTER) – 270 credits hiring fee

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

WEAPON	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
Laspistol	8"	12"	+1	-	3	-	1	2+	Plentiful, Sidearm
Fighting Knife	-	E	-	-	S	-1	1	-	Backstab, Melee
Frag Grenades	-	Sx3	-	-	3	-	1	4+	Blast (3"), Knockback, Grenade

EQUIPMENT

- Furnace Plates, Armoured Undersuit, Bio-Booster, Medicae Kit, Photo Goggles.

DRAMATIS PERSONAE RULES

- Personal Style:** Dramatis Personae can only use the weapons and equipment options included on their profile – they can never be given other gear.

BOUNTY HUNTER RULES

- "You Get What You Pay For":** Once recruited, a Bounty Hunter does not count towards the gang's fighter limit for a scenario.
- "We'll Get Our Bit...":** The Bounty Hunter's gang can earn creds off the bodies of their enemies:
 - Dead, Not Alive:** When an opponent's fighter dies, the gang immediately claims half their value in credits, rounded up to the nearest 5.
 - Claiming Bounties:** Roll D6 when the gang takes a Captive – on 3+, the gang is cut in on an active warrant – gain D6x10 credits.

After the battle, if **neither** of these abilities were used, the Bounty Hunter remains with the gang.

If **one** ability was used, roll D6 – on 1-3, the Bounty Hunter leaves; on 4-6, they remain with the gang.

If **both** abilities were used, the Bounty Hunter departs, happy with their payment.

- Gang Rating:** Bounty Hunters increase the Gang Rating in the same way as any other fighter.
- Campaign Play:** Bounty Hunters do not gain XP or Advancements, never gain Lasting Injuries, and cannot work Territories.

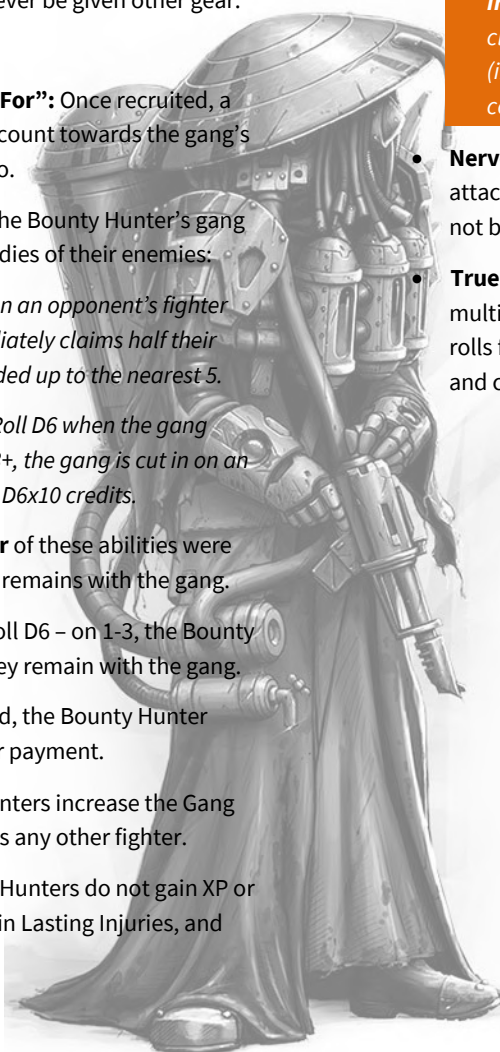
SKILLS

- Iron Jaw:** When Slagmyst is hit by unarmed close combat attacks, he counts as having +2 Toughness.

SKILL ALTERNATIVE: Replace the existing wording with the following:

Iron Jaw: If Slagmyst is Seriously Injured in close combat, roll D6 and add his Toughness (incorporating any modifiers) – on 7+, he converts the Serious Injury to a Flesh Wound.

- Nerves of Steel:** When Slagmyst is hit by a ranged attack, check Cool – if passed, he may choose to not be Pinned.
- True Grit:** When Slagmyst rolls for Injury with multiple dice, discard one of them – and when he rolls for Injury with a single die, roll two instead and choose which result to apply.



FREIKSTORN STRIX

(BOUNTY HUNTER) – 290 credits hiring fee

M	WS	BS	S	T	W	I	A	Ld	CI	WP	Int
6"	5+	4+	3	3	2	4+	2	8+	7+	8+	10+

WEAPON	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
Harpoon Launcher	6"	18"	+2	-	5	-3	1	5+	Drag, Impale, Scarce
Autopistol	4"	12"	+1	-	3	-	1	4+	Rapid Fire (1), Sidearm
Fighting Knife	-	E	-	-	S	-1	1	-	Backstab, Melee

EQUIPMENT

- Flak Armour, Armoured Undersuit, S.H.O.C.K. Wing (counts as combination Drop Rig, Grapnel Launcher, and Grav Chute).

DRAMATIS PERSONAE RULES

- Personal Style:** Dramatis Personae can only use the weapons and equipment options included on their profile – they can never be given other gear.

BOUNTY HUNTER RULES

- “You Get What You Pay For”:** Once recruited, a Bounty Hunter does not count towards the gang’s fighter limit for a scenario.
- “We’ll Get Our Bit...”:** The Bounty Hunter’s gang can earn creds off the bodies of their enemies:
 - Dead, Not Alive:** When an opponent’s fighter dies, the gang immediately claims half their value in credits, rounded up to the nearest 5.
 - Claiming Bounties:** Roll D6 when the gang takes a Captive – on 3+, the gang is cut in on an active warrant – gain D6x10 credits.

After the battle, if **neither** of these abilities were used, the Bounty Hunter remains with the gang.

If **one** ability was used, roll D6 – on 1-3, the Bounty Hunter leaves; on 4-6, they remain with the gang.

If **both** abilities were used, the Bounty Hunter departs, happy with their payment.

- Gang Rating:** Bounty Hunters increase the Gang Rating in the same way as any other fighter.
- Campaign Play:** Bounty Hunters do not gain XP or Advancements, never gain Lasting Injuries, and cannot work Territories.

SKILLS

- Catfall:** When Strix drops from an edge, he halves the distance for damage purposes (rounding up).

When he lands, check Initiative – if passed, he remains Standing rather than becoming Pinned (does not apply if Strix was Seriously Injured).

- Clamber:** When Strix climbs, it does not cost extra movement. He treats every vertical surface as a ladder.

- Mighty Leap:** When attempting to leap a gap, Strix ignores the first 2” of distance – this means he can freely leap gaps of 2” or less without checking Initiative.

- Sprint:** If Strix takes two consecutive *Move (Simple)* actions on his turn, the distance for the second is doubled.

GOR HALF-HORN

(BEASTMAN BOUNTY HUNTER) – 235 credits hiring fee

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

WEAPON	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
Chainsword	6"	18"	+2	-	5	-3	1	5+	Drag, Impale, Scarce
Fighting Knife	-	E	-	-	S	-1	1	-	Backstab, Melee
Shotgun									
– Scatter Ammo	4"	8"	+2	-	2	-	1	4+	Scattershot
– Solid Rounds	8"	16"	+1	-	4	-	2	4+	Knockback
Plasma Pistol									
– Low	6"	12"	+2	-	5	-1	2	5+	Scarce, Sidearm
– Maximal	6"	12"	+1	-	7	-2	3	5+	Unstable, Scarce, Sidearm

EQUIPMENT

- Flak Armour.

DRAMATIS PERSONAE RULES

- Personal Style:** Dramatis Personae can only use the weapons and equipment options included on their profile – they can never be given other gear.

BOUNTY HUNTER RULES

- “You Get What You Pay For”:** Once recruited, a Bounty Hunter does not count towards the gang’s fighter limit for a scenario.
- “We’ll Get Our Bit...”:** The Bounty Hunter’s gang can earn creds off the bodies of their enemies:
 - Dead, Not Alive:** When an opponent’s fighter dies, the gang immediately claims half their value in credits, rounded up to the nearest 5.
 - Claiming Bounties:** Roll D6 when the gang takes a Captive – on 3+, the gang is cut in on an active warrant – gain D6x10 credits.

After the battle, if **neither** of these abilities were used, the Bounty Hunter remains with the gang.

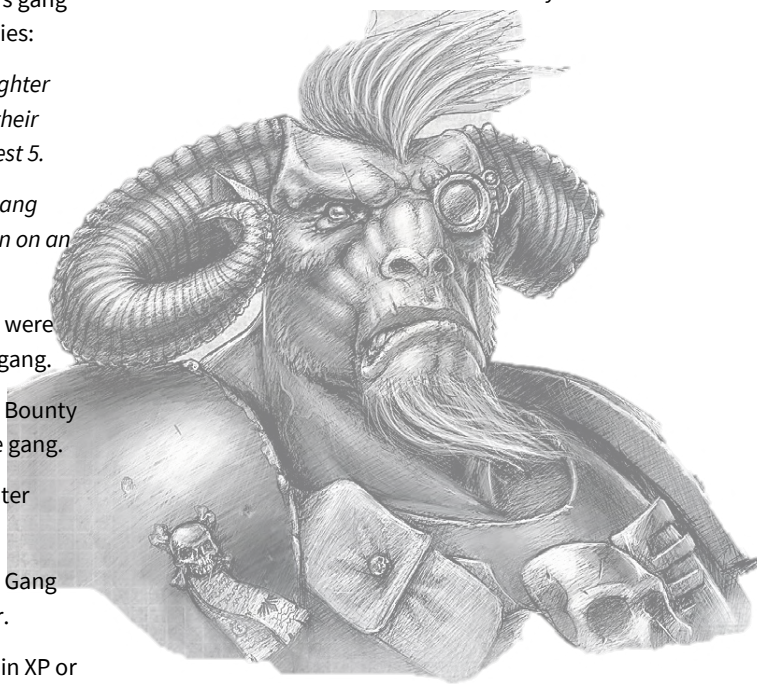
If **one** ability was used, roll D6 – on 1-3, the Bounty Hunter leaves; on 4-6, they remain with the gang.

If **both** abilities were used, the Bounty Hunter departs, happy with their payment.

- Gang Rating:** Bounty Hunters increase the Gang Rating in the same way as any other fighter.
- Campaign Play:** Bounty Hunters do not gain XP or Advancements, never gain Lasting Injuries, and cannot work Territories.

SKILLS

- Berserker:** Gor gains +2 Attacks when he makes a successful *Charge (Double)* action, rather than the usual +1.
- Bull Charge:** When Gor makes close combat attacks following a successful *Charge (Double)* action, his Melee weapons gain +1 Strength and the *Knockback* trait.
- Fearsome:** If Gor is targeted by a *Charge (Double)* action, the enemy must check Willpower after declaring it – if failed, they cannot move and their activation ends immediately.



GRENDL GRENDLSEN

(SQUAT BOUNTY HUNTER) – 280 credits hiring fee

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

WEAPON	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
Boltgun	12"	24"	+1	-	4	-1	2	6+	Rapid Fire (1)
Power Hammer	-	E	-	-	S+1	-1	2	-	Power, Melee
Frag Grenades	-	Sx3	-	-	3	-	1	4+	Blast (3"), Knockback, Grenade

EQUIPMENT

- Flak Armour, Armoured Undersuit.

DRAMATIS PERSONAE RULES

- Personal Style:** Dramatis Personae can only use the weapons and equipment options included on their profile – they can never be given other gear.

BOUNTY HUNTER RULES

- "You Get What You Pay For":** Once recruited, a Bounty Hunter does not count towards the gang's fighter limit for a scenario.
- "We'll Get Our Bit...":** The Bounty Hunter's gang can earn creds off the bodies of their enemies:
 - Dead, Not Alive:** When an opponent's fighter dies, the gang immediately claims half their value in credits, rounded up to the nearest 5.
 - Claiming Bounties:** Roll D6 when the gang takes a Captive – on 3+, the gang is cut in on an active warrant – gain D6x10 credits.

After the battle, if **neither** of these abilities were used, the Bounty Hunter remains with the gang.

If **one** ability was used, roll D6 – on 1-3, the Bounty Hunter leaves; on 4-6, they remain with the gang.

If **both** abilities were used, the Bounty Hunter departs, happy with their payment.

- Gang Rating:** Bounty Hunters increase the Gang Rating in the same way as any other fighter.
- Campaign Play:** Bounty Hunters do not gain XP or Advancements, never gain Lasting Injuries, and cannot work Territories.

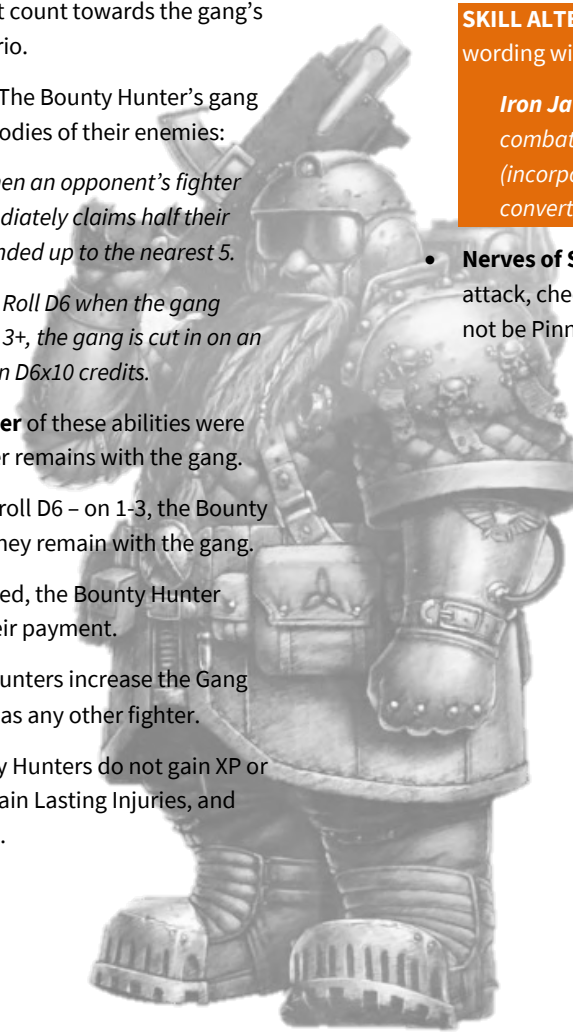
SKILLS

- Combat Master:** In close combat, Grendl never suffers negative modifiers to hit due to enemy interference, and can always grant assists to friendly fighters, regardless of how many enemies he is Engaged with.
- Iron Jaw:** When Grendl is hit by unarmed close combat attacks, he counts as having +2 Toughness.

SKILL ALTERNATIVE: Replace the existing wording with the following:

Iron Jaw: If Grendl is Seriously Injured in close combat, roll D6 and add his Toughness (incorporating any modifiers) – on 7+, he converts the Serious Injury to a Flesh Wound.

- Nerves of Steel:** When Grendl is hit by a ranged attack, check Cool – if passed, he may choose to not be Pinned.



THE HERMAPHAGE MAGOS

(OUTLAW BOUNTY HUNTER) – 310 credits hiring fee

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

WEAPON	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
Laspistol	8"	12"	+1	-	3	-	1	2+	Plentiful, Sidearm
Razor-Sharp Talons	-	E	-	-	S+1	-2	3	-	Rending, Melee

EQUIPMENT

- Hardened Flak Armour, Respirator.

DRAMATIS PERSONAE RULES

- **Personal Style:** Dramatis Personae can only use the weapons and equipment options included on their profile – they can never be given other gear.

BOUNTY HUNTER RULES

- **“You Get What You Pay For”:** Once recruited, a Bounty Hunter does not count towards the gang’s fighter limit for a scenario.
- **“We’ll Get Our Bit...”:** The Bounty Hunter’s gang can earn creds off the bodies of their enemies:
 - ▶ **Dead, Not Alive:** When an opponent’s fighter dies, the gang immediately claims half their value in credits, rounded up to the nearest 5.
 - ▶ **Claiming Bounties:** Roll D6 when the gang takes a Captive – on 3+, the gang is cut in on an active warrant – gain D6x10 credits.

After the battle, if **neither** of these abilities were used, the Bounty Hunter remains with the gang.

If **one** ability was used, roll D6 – on 1-3, the Bounty Hunter leaves; on 4-6, they remain with the gang.

If **both** abilities were used, the Bounty Hunter departs, happy with their payment.

- **Gang Rating:** Bounty Hunters increase the Gang Rating in the same way as any other fighter.
- **Campaign Play:** Bounty Hunters do not gain XP or Advancements, never gain Lasting Injuries, and cannot work Territories.

OUTLAW ALIGNMENT

The Hermaphage Magos can only be hired by Outlaw gangs.

SPECIAL RULES

Unsanctioned Psyker: If the Magos is taken Out of Action, the enemy gang receives a bounty of D3x10 credits after the battle. If Captured and Sold to the Guilders, he is worth his full value in credits.

SKILLS

- **Crushing Blow:** When the Magos takes the *Fight (Basic)* action, he may nominate one Attack dice as a Crushing Blow.

If it successfully hits, that weapon gains +1 Strength and +1 Damage.

Weapons with the *Sidearm* trait cannot be used to deliver a Crushing Blow.

- **Fearsome:** If the Magos is targeted by a *Charge (Double)* action, the enemy must check Willpower after declaring it – if failed, they cannot move and their activation ends immediately.

- **Hurl:** If the Magos is Engaged, he may take the following action:

- ▶ **HURL (Basic):** Target an Engaged enemy in base contact, or a Seriously Injured enemy within 1". They check Initiative – if failed, they get tossed D3" in a chosen direction and become Pinned.

If they hit terrain or another fighter, they cease moving and suffer a Strength 3, AP 0, Damage 1 hit – if they hit another fighter, that target also suffers this hit and becomes Pinned.

- **Spring Up:** If the Magos is Pinned when activated, check Initiative – if passed, he may take a free *Stand Up (Basic)* action.

WYRD POWERS

- **Force Blast (Basic):** Every enemy within 3" is immediately pushed D3+1" directly away.
 - ▶ *If pushed over an edge, first check Initiative – if passed, they are Pinned; if failed, they fall.*
 - ▶ *If they hit terrain, the target is Pinned, suffering a hit with a Strength equal to the push distance.*

HOUSE RULE: Range is 6", rather than 3". Both friendly and enemy fighters are affected.

- **Hypnosis:** Target an enemy with the Ready condition, in line of sight and within 9". The enemy treats the *Move (Simple)* action as *Move (Basic)*.
- **Mind Control (Basic):** Target an enemy within 9". They immediately take a free *Shoot (Basic)* action against a target selected by the psyker.

KROTOS HARK

(EX-GOLIATH BOUNTY HUNTER) – 220 credits hiring fee

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

WEAPON	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
Stub Cannon	9"	18"	-	-	5	-	1	3+	Knockback
Fighting Knife	-	E	-	-	S	-1	1	-	Backstab, Melee

EQUIPMENT

- Furnace Plates, Armoured Undersuit.

DRAMATIS PERSONAE RULES

- Personal Style:** Dramatis Personae can only use the weapons and equipment options included on their profile – they can never be given other gear.

BOUNTY HUNTER RULES

- “You Get What You Pay For”:** Once recruited, a Bounty Hunter does not count towards the gang’s fighter limit for a scenario.
- “We’ll Get Our Bit...”:** The Bounty Hunter’s gang can earn creds off the bodies of their enemies:
 - **Dead, Not Alive:** When an opponent’s fighter dies, the gang immediately claims half their value in credits, rounded up to the nearest 5.
 - **Claiming Bounties:** Roll D6 when the gang takes a Captive – on 3+, the gang is cut in on an active warrant – gain D6x10 credits.

After the battle, if **neither** of these abilities were used, the Bounty Hunter remains with the gang.

If **one** ability was used, roll D6 – on 1-3, the Bounty Hunter leaves; on 4-6, they remain with the gang.

If **both** abilities were used, the Bounty Hunter departs, happy with their payment.

- Gang Rating:** Bounty Hunters increase the Gang Rating in the same way as any other fighter.
- Campaign Play:** Bounty Hunters do not gain XP or Advancements, never gain Lasting Injuries, and cannot work Territories.

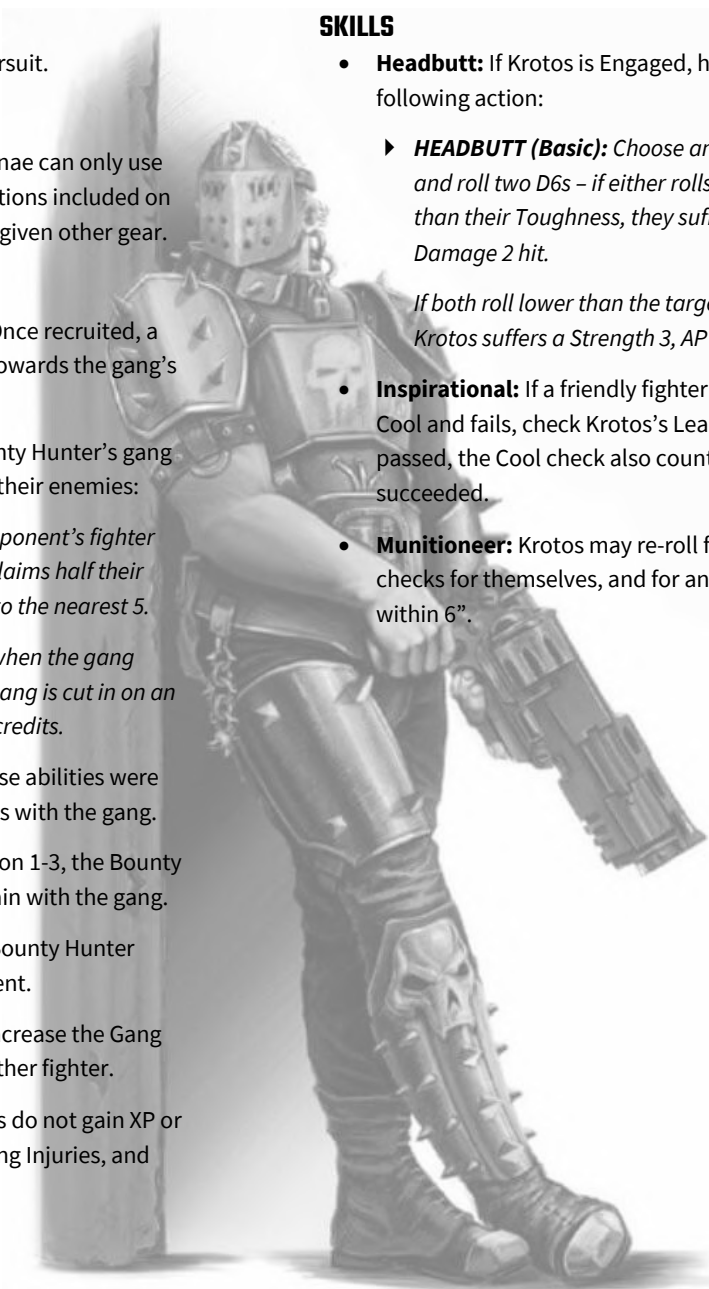
SKILLS

- Headbutt:** If Krotos is Engaged, he can take the following action:

- **HEADBUTT (Basic):** Choose an Engaged target and roll two D6s – if either rolls equal or higher than their Toughness, they suffer a S+2, AP 0, Damage 2 hit.

If both roll lower than the target’s Toughness, Krotos suffers a Strength 3, AP 0, Damage 1 hit.

- Inspirational:** If a friendly fighter within 6” checks Cool and fails, check Krotos’s Leadership – if passed, the Cool check also counts as having succeeded.
- Munitioneer:** Krotos may re-roll failed any Ammo checks for themselves, and for any friendly fighters within 6”.



KAL JERICHO

(UNDERHIVE BOUNTY HUNTER) – 340 credits hiring fee

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

WEAPON	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
Hotshot Las pistols x2	8"	12"	+1	-	4	-1	1	2+	Master-Crafted, Plentiful, Sidearm
Duelling Sabre	-	E	-	+1	S	-2	1	-	Parry, Melee

EQUIPMENT

- Flak Armour, Filter Plugs, Strip Kit.

DRAMATIS PERSONAE RULES

- Personal Style:** Dramatis Personae can only use the weapons and equipment options included on their profile – they can never be given other gear.

BOUNTY HUNTER RULES

- “You Get What You Pay For”:** Once recruited, a Bounty Hunter does not count towards the gang’s fighter limit for a scenario.
- “We’ll Get Our Bit...”:** The Bounty Hunter’s gang can earn creds off the bodies of their enemies:
 - Dead, Not Alive:** When an opponent’s fighter dies, the gang immediately claims half their value in credits, rounded up to the nearest 5.
 - Claiming Bounties:** Roll D6 when the gang takes a Captive – on 3+, the gang is cut in on an active warrant – gain D6x10 credits.

After the battle, if **neither** of these abilities were used, the Bounty Hunter remains with the gang.

If **one** ability was used, roll D6 – on 1-3, the Bounty Hunter leaves; on 4-6, they remain with the gang.

If **both** abilities were used, the Bounty Hunter departs, happy with their payment.

- Gang Rating:** Bounty Hunters increase the Gang Rating in the same way as any other fighter.
- Campaign Play:** Bounty Hunters do not gain XP or Advancements, never gain Lasting Injuries, and cannot work Territories.

SPECIAL RULES

A Charmed Life: Kal’s incredible luck and good fortune has let him survive innumerable deadly situations.

- Kal has a 3+ armour save that is not affected by a weapon’s Armour Piercing value.
- If Kal is hit by a Blast marker or Flame template, roll D6 – on 4+, Kal somehow breezes through it and the attack has no effect on him.

“Come Along, Scabs!” Kal’s loyal sidekick Scabs may be hired alongside him for 100 credits, rather than the usual 200 credits

If a gang has hired Kal and Scabs together, only a single D6 is rolled for the “We’ll Get Our Bit...” rule.

SKILLS

- Counter-Attack:** Kal gains +1 Reaction attack for every enemy attack that failed to hit (whether it missed, was parried, or similar).
- Gunfighter:** Kal does not suffer the -1 modifier to hit when attacking with Twin Guns Blazing, and can target a different enemy with each weapon.
- Inspirational:** If a friendly fighter within 6" checks Cool and fails, check Kal’s Leadership – if passed, the Cool check also counts as having succeeded.
- Spring Up:** If Kal is Pinned when activated, check Initiative – if passed, he may take a free *Stand Up (Basic)* action.
- Step Aside:** If an enemy hits Kal in close combat, check Initiative – if passed, one hit is negated. The remainder are resolved as normal.

This skill may be used any number of times in a round, but only once per enemy.

MORTANNA SHROUD

(SANCTIONED PSYKER BOUNTY HUNTER) – 330 credits hiring fee

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

WEAPON	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
<i>Lasipistol</i>	8"	12"	+1	-	3	-	1	2+	<i>Plentiful, Sidearm</i>

EQUIPMENT

- Flak Armour, Refractor Field.

DRAMATIS PERSONAE RULES

- Personal Style:** Dramatis Personae can only use the weapons and equipment options included on their profile – they can never be given other gear.

BOUNTY HUNTER RULES

- “You Get What You Pay For”:** Once recruited, a Bounty Hunter does not count towards the gang’s fighter limit for a scenario.
- “We’ll Get Our Bit...”:** The Bounty Hunter’s gang can earn creds off the bodies of their enemies:
 - Dead, Not Alive:** When an opponent’s fighter dies, the gang immediately claims half their value in credits, rounded up to the nearest 5.
 - Claiming Bounties:** Roll D6 when the gang takes a Captive – on 3+, the gang is cut in on an active warrant – gain D6x10 credits.

After the battle, if **neither** of these abilities were used, the Bounty Hunter remains with the gang.

If **one** ability was used, roll D6 – on 1-3, the Bounty Hunter leaves; on 4-6, they remain with the gang.

If **both** abilities were used, the Bounty Hunter departs, happy with their payment.

- Gang Rating:** Bounty Hunters increase the Gang Rating in the same way as any other fighter.
- Campaign Play:** Bounty Hunters do not gain XP or Advancements, never gain Lasting Injuries, and cannot work Territories.

SPECIAL RULES

Sanctioned Psyker: This fighter may re-roll one failed Willpower check per battle.

Psychic Chains: When Mortanna goes Out of Action, every enemy within D6” suffers a Strength 1, AP 0, Damage 1 hit with the *Seismic* trait.

SKILLS

- Escape Artist:** When Mortanna takes the *Retreat (Basic)* action, she gains a +2 modifier to her Initiative check.

WYRD POWERS

- Assail (Basic):** Target an enemy in line of sight and within 12”, then check Ballistic Skill – if passed, the target is moved D3” in any direction and Pinned. If they impact a terrain piece, they stop moving and suffer a Strength 3, AP 0, Damage 1 hit. If they hit another fighter, both suffer a Strength 3, AP 0, Damage 1 hit, and become Pinned.
- Hammerhand (Basic, Continuous Effect):** While this power is maintained, the psyker counts as being armed with a melee weapon that attacks with Strength+2, AP -1, Damage 2, and the *Pulverise* trait.
- Scouring (Basic):** Immediately make a ranged attack using the Flame Template, at Strength 2, AP -2, Damage 1, with the *Blaze* trait.

ORTRUUM 8-8

(BOUNTY HUNTER) – 250 credits hiring fee

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

WEAPON	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
Laspistol	8"	12"	+1	-	3	-	1	2+	Plentiful, Sidearm

EQUIPMENT

- None.

DRAMATIS PERSONAE RULES

- Personal Style:** Dramatis Personae can only use the weapons and equipment options included on their profile – they can never be given other gear.

BOUNTY HUNTER RULES

- “You Get What You Pay For”:** Once recruited, a Bounty Hunter does not count towards the gang’s fighter limit for a scenario.
- “We’ll Get Our Bit...”:** The Bounty Hunter’s gang can earn creds off the bodies of their enemies:
 - ▶ **Dead, Not Alive:** When an opponent’s fighter dies, the gang immediately claims half their value in credits, rounded up to the nearest 5.
 - ▶ **Claiming Bounties:** Roll D6 when the gang takes a Captive – on 3+, the gang is cut in on an active warrant – gain D6x10 credits.

After the battle, if **neither** of these abilities were used, the Bounty Hunter remains with the gang.

If **one** ability was used, roll D6 – on 1-3, the Bounty Hunter leaves; on 4-6, they remain with the gang.

If **both** abilities were used, the Bounty Hunter departs, happy with their payment.

- Gang Rating:** Bounty Hunters increase the Gang Rating in the same way as any other fighter.
- Campaign Play:** Bounty Hunters do not gain XP or Advancements, never gain Lasting Injuries, and cannot work Territories.

SPECIAL RULES

Sanctioned Psyker: This fighter may re-roll one failed Willpower check per battle.

Teamwork: Ortruum 8-8 may be hired alongside another Bounty Hunter, allowing the gang to field two rather than the usual one.

Flight: Ortruum 8-8 ignores all terrain, may move freely between levels without restriction, and can never fall – but cannot ignore impassable terrain, nor end a move with his base overlapping an obstacle or another fighter.

Soul Hound: Ortruum 8-8 can hunt an individual’s psychic spoor. After deployment, nominate one enemy fighter (currently on the battlefield) as Ortruum’s target.

This fighter gains a ghostly halo – for the duration of this battle, ranged attacks against them gain a +1 modifier to hit, and they cannot use the *Infiltrate* or *Lie Low* skills.

SKILLS

- Fearsome:** If Ortruum 8-8 is targeted by a *Charge (Double)* action, the enemy must check Willpower after declaring it – if failed, they cannot move and their activation ends immediately.

WYRD POWERS

- Force Blast (Basic):** Every enemy within 3" is immediately pushed D3+1" directly away.
 - ▶ *If pushed over an edge, first check Initiative – if passed, they are Pinned; if failed, they fall.*
 - ▶ *If they hit terrain, the target is Pinned, suffering a hit with a Strength equal to the push distance.*
- Mind Lock (Basic):** Target an enemy within 18" – they lose their Ready condition.
- Premonition (Basic, Continuous Effect):** While this power is maintained, the psyker gains an armour save of 4+ that is not affected by a weapon’s Armour Piercing characteristic.

REX SPIRES

(BOUNTY HUNTER) – 315 credits hiring fee

M	WS	BS	S	T	W	I	A	Ld	CI	WP	Int
5"	4+	5+	3	3	2	4+	1	7+	7+	8+	7+

WEAPON	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
Fighting Knife	-	E	-	-	S	-1	1	-	Backstab, Melee
Blasting Charges	-	Sx2	-	-	5	-1	2	5+	Blast (5"), Knockback, Grenade
Demolition Charges	-	Sx2	-	-	6	-3	3	-	Blast (5"), Single Shot, Grenade
Frag Trap	-	-	-	-	3	-	1	-	Blast (5"), Knockback, Single Shot
Melta Trap	-	-	-	-	8	-4	3	-	Blast (5"), Melta, Single Shot

EQUIPMENT

- Flak Armour.

DRAMATIS PERSONAE RULES

- Personal Style:** Dramatis Personae can only use the weapons and equipment options included on their profile – they can never be given other gear.

BOUNTY HUNTER RULES

- "You Get What You Pay For":** Once recruited, a Bounty Hunter does not count towards the gang's fighter limit for a scenario.
- "We'll Get Our Bit...":** The Bounty Hunter's gang can earn creds off the bodies of their enemies:
 - Dead, Not Alive:** When an opponent's fighter dies, the gang immediately claims half their value in credits, rounded up to the nearest 5.
 - Claiming Bounties:** Roll D6 when the gang takes a Captive – on 3+, the gang is cut in on an active warrant – gain D6x10 credits.

After the battle, if **neither** of these abilities were used, the Bounty Hunter remains with the gang.

If **one** ability was used, roll D6 – on 1-3, the Bounty Hunter leaves; on 4-6, they remain with the gang.

If **both** abilities were used, the Bounty Hunter departs, happy with their payment.

- Gang Rating:** Bounty Hunters increase the Gang Rating in the same way as any other fighter.
- Campaign Play:** Bounty Hunters do not gain XP or Advancements, never gain Lasting Injuries, and cannot work Territories.

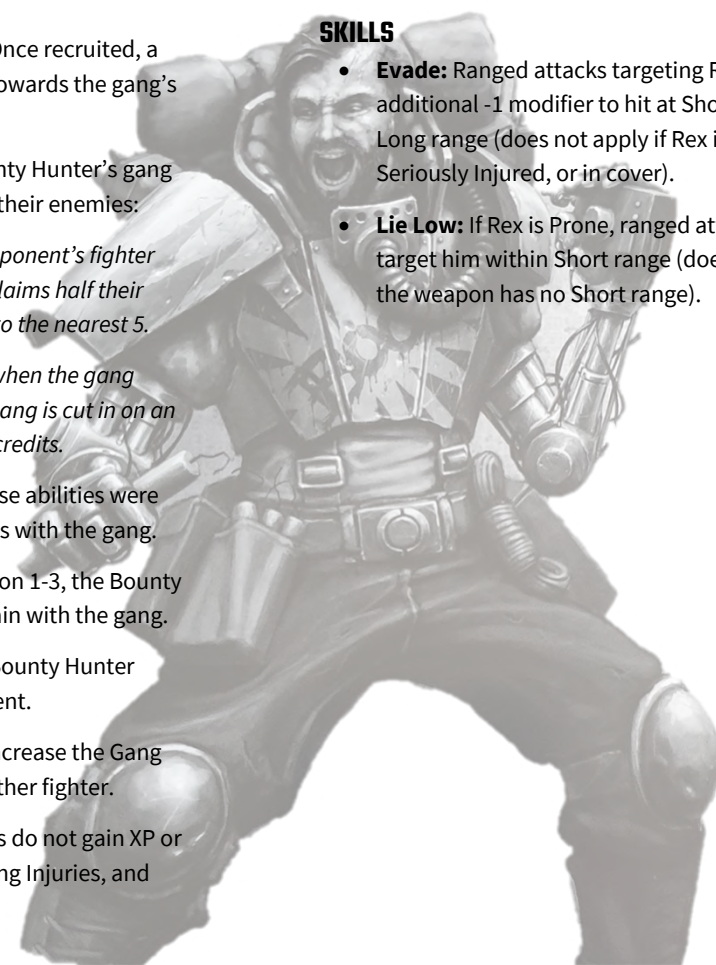
SPECIAL RULES

Unique Partnership: Rex can be hired alongside Vorgen "Gunner" Mortz, allowing a gang to field two Bounty Hunters rather than the usual one.

Clue's in the Name: During the Pre-Battle Sequence, Rex's gang may place up to three hidden traps – any combination of frag and melta.

SKILLS

- Evade:** Ranged attacks targeting Rex suffer an additional -1 modifier to hit at Short range, or -2 at Long range (does not apply if Rex is Engaged, Seriously Injured, or in cover).
- Lie Low:** If Rex is Prone, ranged attacks can only target him within Short range (does not apply if the weapon has no Short range).



THAETOS 23-2

(WYRDLOCK BOUNTY HUNTER) – 285 credits hiring fee

M	WS	BS	S	T	W	I	A	Ld	CI	WP	Int
5"	5+	5+	3	3	2	3+	1	7+	7+	6+	7+

EQUIPMENT

- Respirator.

DRAMATIS PERSONAE RULES

- **Personal Style:** Dramatis Personae can only use the weapons and equipment options included on their profile – they can never be given other gear.

BOUNTY HUNTER RULES

- **“You Get What You Pay For”:** Once recruited, a Bounty Hunter does not count towards the gang’s fighter limit for a scenario.
- **“We’ll Get Our Bit...”:** The Bounty Hunter’s gang can earn creds off the bodies of their enemies:
 - ▶ **Dead, Not Alive:** When an opponent’s fighter dies, the gang immediately claims half their value in credits, rounded up to the nearest 5.
 - ▶ **Claiming Bounties:** Roll D6 when the gang takes a Captive – on 3+, the gang is cut in on an active warrant – gain D6x10 credits.

After the battle, if **neither** of these abilities were used, the Bounty Hunter remains with the gang.

If **one** ability was used, roll D6 – on 1-3, the Bounty Hunter leaves; on 4-6, they remain with the gang.

If **both** abilities were used, the Bounty Hunter departs, happy with their payment.

- **Gang Rating:** Bounty Hunters increase the Gang Rating in the same way as any other fighter.
- **Campaign Play:** Bounty Hunters do not gain XP or Advancements, never gain Lasting Injuries, and cannot work Territories.

SPECIAL RULES

Unsanctioned Psyker: If Thaetos 23-2 is taken Out of Action, the enemy gang receives a bounty of D3x10 credits after the battle. If Captured and Sold to the Guilders, he is worth his full value in credits.

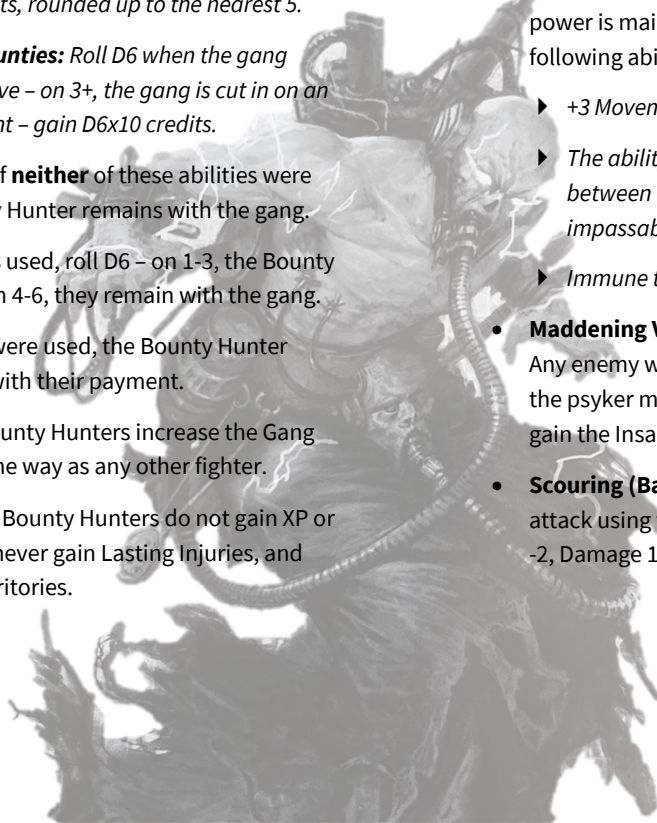
Teamwork: Thaetos 23-2 may be hired alongside another Bounty Hunter, allowing the gang to field two rather than the usual one.

SKILLS

- **Fearsome:** If Thaetos 23-2 is targeted by a *Charge (Double)* action, the enemy must check Willpower after declaring it – if failed, they cannot move and their activation ends immediately.

WYRD POWERS

- **Levitation (Basic, Continuous Effect):** While this power is maintained, the psyker gains the following abilities:
 - ▶ +3 Movement.
 - ▶ The ability to freely float over terrain and between levels (though they are still blocked by impassable terrain and walls).
 - ▶ Immune to Pinning and falling.
- **Maddening Visions (Basic, Continuous Effect):** Any enemy who ends their activation within 3" of the psyker must check Willpower – if failed, they gain the Insane condition.
- **Scouring (Basic):** Immediately make a ranged attack using the Flame Template, at Strength 2, AP -2, Damage 1, with the *Blaze* trait.



VANDOTH THE FALLEN

(BOUNTY HUNTER) – 305 credits hiring fee

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

WEAPON	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
Enforcer Boltgun	12"	24"	+1	-	4	-1	2	4+	Rapid Fire (1)
Fighting Knife	-	E	-	-	S	-1	1	-	Backstab, Melee

EQUIPMENT

- Heavy Carapace Armour, Respirator, Stimm-Slug Stash.

DRAMATIS PERSONAE RULES

- Personal Style:** Dramatis Personae can only use the weapons and equipment options included on their profile – they can never be given other gear.

BOUNTY HUNTER RULES

- “You Get What You Pay For”:** Once recruited, a Bounty Hunter does not count towards the gang’s fighter limit for a scenario.

“We’ll Get Our Bit...”: The Bou

- nty Hunter’s gang can earn creds off the bodies of their enemies:
 - ▶ **Dead, Not Alive:** When an opponent’s fighter dies, the gang immediately claims half their value in credits, rounded up to the nearest 5.
 - ▶ **Claiming Bounties:** Roll D6 when the gang takes a Captive – on 3+, the gang is cut in on an active warrant – gain D6x10 credits.

After the battle, if **neither** of these abilities were used, the Bounty Hunter remains with the gang.

If **one** ability was used, roll D6 – on 1-3, the Bounty Hunter leaves; on 4-6, they remain with the gang.

If **both** abilities were used, the Bounty Hunter departs, happy with their payment.

- Gang Rating:** Bounty Hunters increase the Gang Rating in the same way as any other fighter.
- Campaign Play:** Bounty Hunters do not gain XP or Advancements, never gain Lasting Injuries, and cannot work Territories.

OUTLAW ALIGNMENT

Vandoth the Fallen can only be hired by Outlaw gangs.

SPECIAL RULES

Agent of Order: Though an Outlaw, Vandoth the Fallen can never be hired by Chaos Helot, Corpse Grinder Cult, or Chaos-Corrupted gangs.

SKILLS

- Crushing Blow:** When Vandoth takes the *Fight (Basic)* action, he may nominate one Attack dice as a Crushing Blow.

If it successfully hits, that weapon gains +1 Strength and +1 Damage.

Weapons with the *Sidearm* trait cannot be used to deliver a Crushing Blow.

- Fearsome:** If Vandoth is targeted by a *Charge (Double)* action, the enemy must check Willpower after declaring it – if failed, they cannot move and their activation ends immediately.

- Hurl:** If Vandoth is Engaged, he may take the following action:

- ▶ **HURL (Basic):** Target an Engaged enemy in base contact, or a Seriously Injured enemy within 1". They check Initiative – if failed, they get tossed D3" in a chosen direction and become Pinned.

If they hit terrain or another fighter, they cease moving and suffer a Strength 3, AP 0, Damage 1 hit – if they hit another fighter, that target also suffers this hit and becomes Pinned.

- Spring Up:** If Vandoth is Pinned when activated, check Initiative – if passed, he may take a free *Stand Up (Basic)* action.

VORGEN “GUNNER” MORTZ

(BOUNTY HUNTER) – 305 credits hiring fee

M	WS	BS	S	T	W	I	A	Ld	CI	WP	Int
4"	5+	3+	5	4	3	4+	3	7+	5+	6+	7+

	RNG		ACC						
WEAPON	S	L	S	L	Str	AP	D	Am	Traits
Assault Stubber									
– Standard Ammo	20"	40"	-	-1	4	-1	1	4+	Rapid Fire (2), Unwieldy
– Tracer Ammo	20"	40"	-	-2	4	-2	2	5+	Rapid Fire (2), Unwieldy, Unstable
Fighting Knife	-	E	-	-	S	-1	1	-	Backstab, Melee

EQUIPMENT

- Flak Armour, Servo-Harness – Partial (the adjustments to Vorgen’s characteristics that this item provides are already included in his profile).

DRAMATIS PERSONAE RULES

- Personal Style:** Dramatis Personae can only use the weapons and equipment options included on their profile – they can never be given other gear.

BOUNTY HUNTER RULES

- “You Get What You Pay For”:** Once recruited, a Bounty Hunter does not count towards the gang’s fighter limit for a scenario.
- “We’ll Get Our Bit...”:** The Bounty Hunter’s gang can earn creds off the bodies of their enemies:
 - Dead, Not Alive:** When an opponent’s fighter dies, the gang immediately claims half their value in credits, rounded up to the nearest 5.
 - Claiming Bounties:** Roll D6 when the gang takes a Captive – on 3+, the gang is cut in on an active warrant – gain D6x10 credits.

After the battle, if **neither** of these abilities were used, the Bounty Hunter remains with the gang.

If **one** ability was used, roll D6 – on 1-3, the Bounty Hunter leaves; on 4-6, they remain with the gang.

If **both** abilities were used, the Bounty Hunter departs, happy with their payment.

- Gang Rating:** Bounty Hunters increase the Gang Rating in the same way as any other fighter.
- Campaign Play:** Bounty Hunters do not gain XP or Advancements, never gain Lasting Injuries, and cannot work Territories.

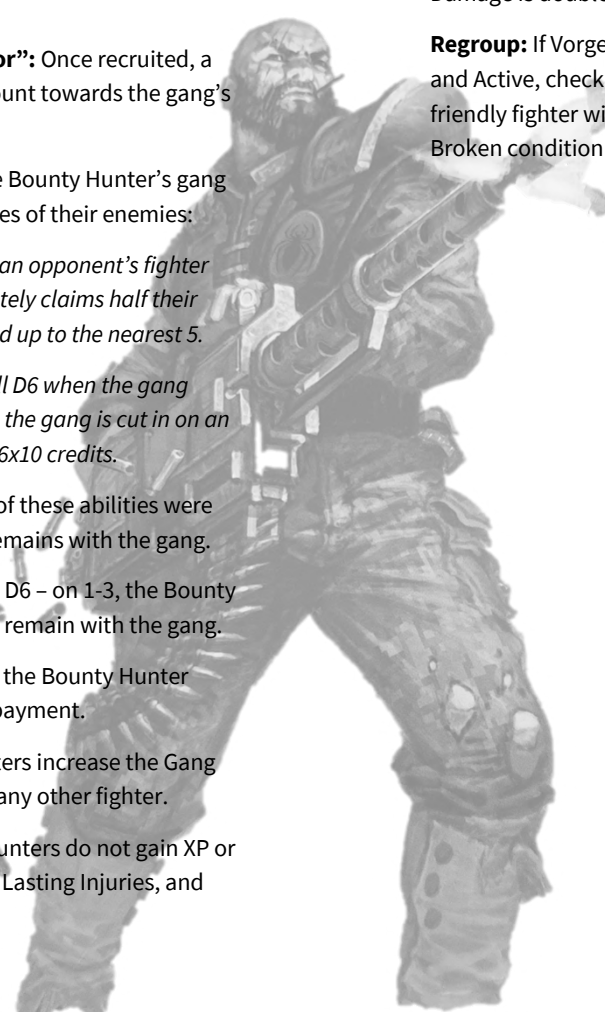
SPECIAL RULES

Unique Partnership: Vorgen may be hired alongside Rex Spires, allowing the gang to field two Bounty Hunters instead of the usual one.

SKILLS

- Marksman:** Vorgen may disregard the rules for Target Priority when making ranged attacks – and if his ranged attack hits on a natural 6, weapon Damage is doubled.

Regroup: If Vorgen ends his activation Standing and Active, check Leadership – if passed, every friendly fighter within 6” currently subject to the Broken condition immediately Rallies.



YAR UMBRA

(VOIDBORN BOUNTY HUNTER) – 230 credits hiring fee

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

WEAPON	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
Long Las	18"	36"	-	+1	4	-	1	4+	Plentiful
Fighting Knife	-	E	-	-	S	-1	1	-	Backstab, Melee

EQUIPMENT

- Flak Armour, Infra-Sight (Long Las), Photo Goggles, Respirator.

DRAMATIS PERSONAE RULES

- Personal Style:** Dramatis Personae can only use the weapons and equipment options included on their profile – they can never be given other gear.

BOUNTY HUNTER RULES

- “You Get What You Pay For”:** Once recruited, a Bounty Hunter does not count towards the gang’s fighter limit for a scenario.
- “We’ll Get Our Bit...”:** The Bounty Hunter’s gang can earn creds off the bodies of their enemies:
 - ▶ **Dead, Not Alive:** When an opponent’s fighter dies, the gang immediately claims half their value in credits, rounded up to the nearest 5.
 - ▶ **Claiming Bounties:** Roll D6 when the gang takes a Captive – on 3+, the gang is cut in on an active warrant – gain D6x10 credits.

After the battle, if **neither** of these abilities were used, the Bounty Hunter remains with the gang.

If **one** ability was used, roll D6 – on 1-3, the Bounty Hunter leaves; on 4-6, they remain with the gang.

If **both** abilities were used, the Bounty Hunter departs, happy with their payment.

- Gang Rating:** Bounty Hunters increase the Gang Rating in the same way as any other fighter.
- Campaign Play:** Bounty Hunters do not gain XP or Advancements, never gain Lasting Injuries, and cannot work Territories.

SKILLS

- Infiltrate:** During deployment, set Yar aside instead of placing him.

Immediately before the start of the first round, deploy him anywhere on the battlefield that is not visible to or within 6" of any enemies.

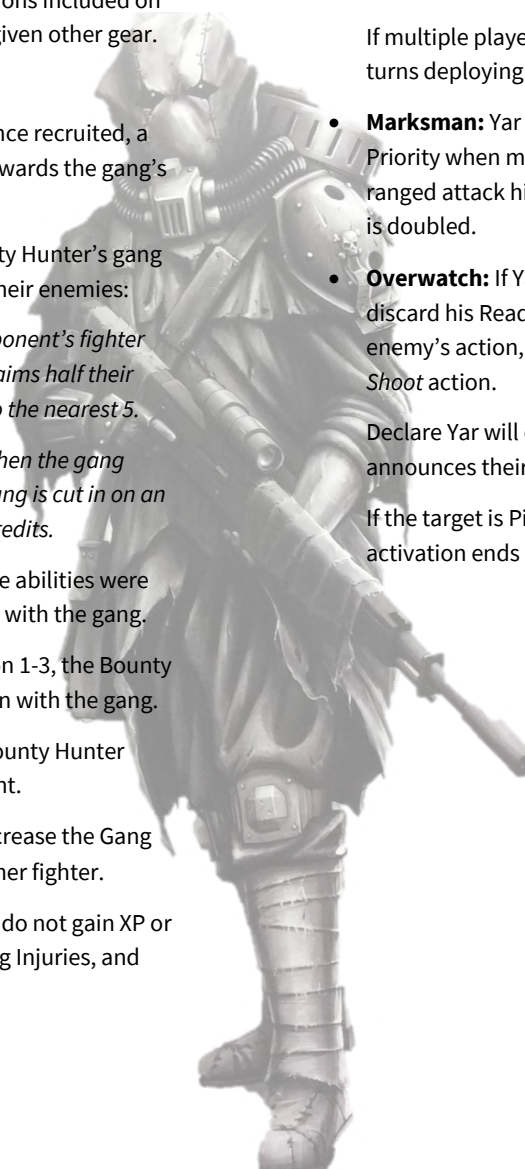
If multiple players have fighters with this skill, take turns deploying (roll off to see who goes first).

- Marksman:** Yar may disregard the rules for Target Priority when making ranged attacks – and if his ranged attack hits on a natural 6, weapon Damage is doubled.

- Overwatch:** If Yar is Standing and Active, he can discard his Ready condition to interrupt a visible enemy’s action, by making an out-of-sequence Shoot action.

Declare Yar will overwatch as soon as the enemy announces their action, but before carrying it out.

If the target is Pinned or Seriously Injured, their activation ends immediately, their action wasted.



YOLANDA SKORN

(VOIDBORN BOUNTY HUNTER) – 230 credits hiring fee

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

WEAPON	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
Stiletto Knife	-	E	-	-	-	-	-	-	Toxin, Melee
Stub Gun	6"	12"	+2	-	3	-	1	4+	Sidearm
Frag Grenades	-	Sx3	-	-	3	-	1	4+	Blast (3"), Knockback, Grenade

EQUIPMENT

- Flak Armour, Photo Goggles, Respirator.

DRAMATIS PERSONAE RULES

- Personal Style:** Dramatis Personae can only use the weapons and equipment options included on their profile – they can never be given other gear.

BOUNTY HUNTER RULES

- "You Get What You Pay For":** Once recruited, a Bounty Hunter does not count towards the gang's fighter limit for a scenario.
- "We'll Get Our Bit...":** The Bounty Hunter's gang can earn creds off the bodies of their enemies:
 - Dead, Not Alive:** When an opponent's fighter dies, the gang immediately claims half their value in credits, rounded up to the nearest 5.
 - Claiming Bounties:** Roll D6 when the gang takes a Captive – on 3+, the gang is cut in on an active warrant – gain D6x10 credits.

After the battle, if **neither** of these abilities were used, the Bounty Hunter remains with the gang.

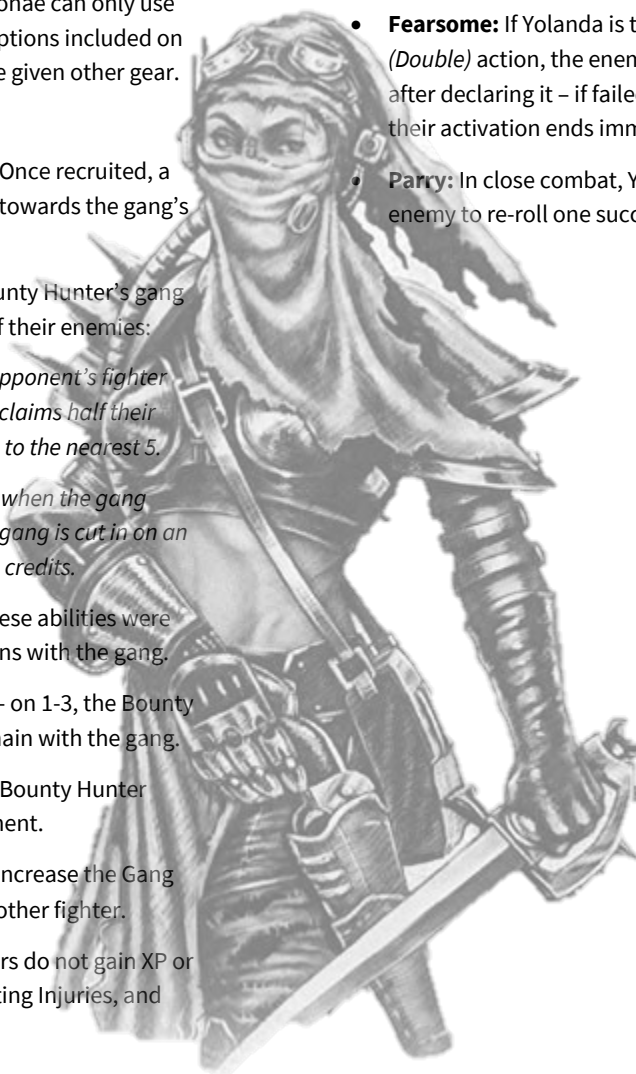
If **one** ability was used, roll D6 – on 1-3, the Bounty Hunter leaves; on 4-6, they remain with the gang.

If **both** abilities were used, the Bounty Hunter departs, happy with their payment.

- Gang Rating:** Bounty Hunters increase the Gang Rating in the same way as any other fighter.
- Campaign Play:** Bounty Hunters do not gain XP or Advancements, never gain Lasting Injuries, and cannot work Territories.

SKILLS

- Counter-Attack:** Yolanda gains +1 Reaction attack for every one of the enemy's attacks that failed to hit (whether they missed, were parried, or similar).
- Fearsome:** If Yolanda is targeted by a *Charge (Double)* action, the enemy must check Willpower after declaring it – if failed, they cannot move and their activation ends immediately.
- Parry:** In close combat, Yolanda may force an enemy to re-roll one successful hit.



FAMOUS INDEPENDENTS

LADY CREDO

(OUTCAST BOUNTY HUNTER) – 170 credits hiring fee

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

WEAPON	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
Power Sabre	-	E	-	+1	S+1	-2	1	-	Master-Crafted, Power, Parry, Melee
Gold Laspistol	8"	12"	+1	-	3	-	1	2+	Master-Crafted, Plentiful, Sidearm

EQUIPMENT

- Armourweave Cloak (counts as Light Carapace Armour), Refractor Field.

DRAMATIS PERSONAE RULES

- **Personal Style:** Dramatis Personae can only use the weapons and equipment options included on their profile – they can never be given other gear.

REBEL LORD RULES

Lady Credo may be recruited as a Rebel Lord by any gang in a Criminal Alliance with a Fallen House.

OUTLAW LEADER

Lady Credo can be selected as the Outcast Leader when creating an Outcast gang.

SPECIAL RULES

Heir to the Outlands: Lady Credo is a charismatic leader who inspires the many downtrodden and disenfranchised peoples of Necromunda.

Friendly Outcasts and Outlaw fighters within 8" of Lady Credo may use her Leadership and Cool characteristics instead of their own.

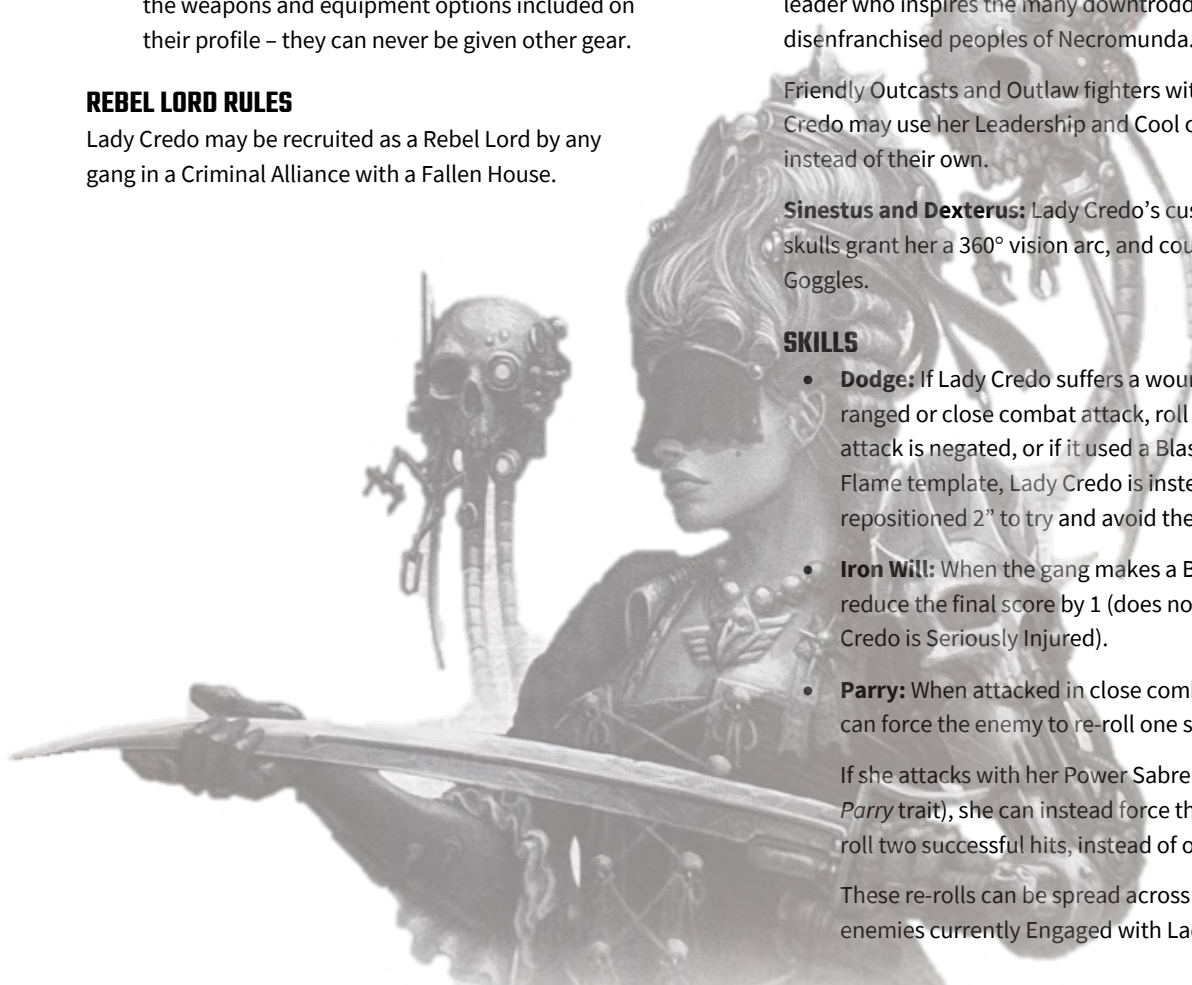
Sinestus and Dexterus: Lady Credo's custom servo-skulls grant her a 360° vision arc, and count as Photo Goggles.

SKILLS

- **Dodge:** If Lady Credo suffers a wound from a ranged or close combat attack, roll D6 – on 6, the attack is negated, or if it used a Blast marker or Flame template, Lady Credo is instead repositioned 2" to try and avoid the hit.
- **Iron Will:** When the gang makes a Bottle test, reduce the final score by 1 (does not apply if Lady Credo is Seriously Injured).
- **Parry:** When attacked in close combat, Lady Credo can force the enemy to re-roll one successful hit.

If she attacks with her Power Sabre (which has the *Parry* trait), she can instead force the enemy to re-roll two successful hits, instead of one.

These re-rolls can be spread across any number of enemies currently Engaged with Lady Credo.



ASHWOOD STRANGER

(OUTCAST BOUNTY HUNTER) – 170 credits hiring fee

M	WS	BS	S	T	W	I	A	Ld	CI	WP	Int
5"	4+	2+	3	3	3	3+	2	8+	3+	5+	7+

WEAPON	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
Custom Stubber	6"	16"	+2	-	3	-	1	4+	Plentiful, Sidearm
– Dum Dum Rounds	5"	10"	+1	-	4	-	1	4+	Limited, Sidearm
Custom Autopistol	4"	16"	+1	-	3	-	1	4+	Rapid Fire (1), Sidearm
Nomad Blade	-	E	-	+1	S	-2	1	-	Parry, Melee

EQUIPMENT

- Flak Armour.

DRAMATIS PERSONAE RULES

- Personal Style:** Dramatis Personae can only use the weapons and equipment options included on their profile – they can never be given other gear.

BOUNTY HUNTER RULES

- “You Get What You Pay For”:** Once recruited, a Bounty Hunter does not count towards the gang’s fighter limit for a scenario.
- “We’ll Get Our Bit...”:** The Bounty Hunter’s gang can earn creds off the bodies of their enemies:
 - Dead, Not Alive:** When an opponent’s fighter dies, the gang immediately claims half their value in credits, rounded up to the nearest 5.
 - Claiming Bounties:** Roll D6 when the gang takes a Captive – on 3+, the gang is cut in on an active warrant – gain D6x10 credits.

After the battle, if **neither** of these abilities were used, the Bounty Hunter remains with the gang.

If **one** ability was used, roll D6 – on 1-3, the Bounty Hunter leaves; on 4-6, they remain with the gang.

If **both** abilities were used, the Bounty Hunter departs, happy with their payment.

- Gang Rating:** Bounty Hunters increase the Gang Rating in the same way as any other fighter.
- Campaign Play:** Bounty Hunters do not gain XP or Advancements, never gain Lasting Injuries, and cannot work Territories.

OUTCAST LEADER

Ashwood Stranger can be selected as the Outcast Leader when creating an Outcast gang.

SPECIAL RULES

Quick Draw: It is extremely difficult to get the drop on Stranger. If a ranged attack targets Stranger while he has the Ready condition, he may immediately interrupt this with a free *Shoot (Basic)* action against that target.

Resolve Stranger’s attack first, then the enemy’s. Stranger does not lose his Ready condition when making this attack.

Where He Needs to Be: Stranger has a habit of turning up exactly when and where he is required. You can always choose to include Stranger in the starting crew, even if the scenario uses Random Selection.

SKILLS

- Gunfighter:** Stranger does not suffer the -1 modifier to hit when attacking with Twin Guns Blazing – and can target a different enemy with each weapon.
- Fast Shot:** Stranger treats the *Shoot (Basic)* action as *Shoot (Simple)*.
- Hip Shooting:** If Stranger Standing and Active, he may take the following action:
 - RUN AND GUN (Double):** Stranger may move up to double his Movement distance, then attack with a ranged weapon.

HAGAR FREELORD, MASTER OF THE MERCATOR UMBRUS

(OUTCAST BOUNTY HUNTER) – 180 credits hiring fee

M	WS	BS	S	T	W	I	A	Ld	CI	WP	Int
4"	4+	4+	3	3	2	4+	2	6+	6+	7+	6+

	RNG		ACC						
WEAPON	S	L	S	L	Str	AP	D	Am	Traits
Plasma Pistols x2									
— Low	6"	12"	+2	-	5	-1	2	5+	Scarce, Sidearm
— Maximal	6"	12"	+1	-	7	-2	3	5+	Unstable, Scarce, Sidearm

EQUIPMENT

- Mesh Armour, Respirator.

DRAMATIS PERSONAE RULES

- **Personal Style:** Dramatis Personae can only use the weapons and equipment options included on their profile – they can never be given other gear.

BOUNTY HUNTER RULES

- **“You Get What You Pay For”:** Once recruited, a Bounty Hunter does not count towards the gang’s fighter limit for a scenario.
- **“We’ll Get Our Bit...”:** The Bounty Hunter’s gang can earn creds off the bodies of their enemies:
 - ▶ **Dead, Not Alive:** When an opponent’s fighter dies, the gang immediately claims half their value in credits, rounded up to the nearest 5.
 - ▶ **Claiming Bounties:** Roll D6 when the gang takes a Captive – on 3+, the gang is cut in on an active warrant – gain D6x10 credits.

After the battle, if **neither** of these abilities were used, the Bounty Hunter remains with the gang.

If **one** ability was used, roll D6 – on 1-3, the Bounty Hunter leaves; on 4-6, they remain with the gang.

If **both** abilities were used, the Bounty Hunter departs, happy with their payment.

- **Gang Rating:** Bounty Hunters increase the Gang Rating in the same way as any other fighter.
- **Campaign Play:** Bounty Hunters do not gain XP or Advancements, never gain Lasting Injuries, and cannot work Territories.

OUTCAST LEADER

Hagar Freelord can be selected as the Outcast Leader when creating an Outcast gang.

SPECIAL RULES

Ex-Guild Armouries: If Hagar is chosen as the Gang Leader of an Outcast gang, then any fighter may purchase items from the Trading Post up to a Rarity of 8 when recruited.

Well-Connected: Hagar can take the following Post-Battle Action:

- ▶ **WORK CONTACTS:** If Hagar is working as a Bounty Hunter, his gang gains D3x10 credits. This increases to D6x10 credits if he is the Gang Leader of an Outcast gang.

SKILLS

- **Overseer:** If Hagar is Active, he may take the following action:
 - ▶ **ORDER (Double):** Choose a friendly fighter within 6" – they may immediately take two free actions, exactly as if they had been activated, and regardless of whether they have the Ready condition or not.

SCRUTINATOR-PRIMUS SERVALEN

(UNIQUE HIRED GUN) – 240 credits hiring fee

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

WEAPON	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
Scrutinator Stub Gun	6"	12"	+2	+1	3	-	1	4+	<i>Plentiful, Sidearm</i>
– <i>Excruciator Rounds</i>	6"	12"	+1	-	4	-	1	6+	<i>Shock, Sidearm</i>

EQUIPMENT

- Flak Armour, Armoured Undersuit, Magnacles, Respirator, Infra-Sight (Scrutinator Stub Gun).

DRAMATIS PERSONAE RULES

- Personal Style:** Dramatis Personae can only use the weapons and equipment options included on their profile – they can never be given other gear.

UNIQUE FIGHTER RULES

- Recruitment:** This fighter may be retained for a single battle only. They depart afterwards, unless re-hired.
- “You Get What You Pay For”:** Once recruited, this fighter can always be added to the crew, regardless of how many the gang is allowed to bring to a scenario. They do not count towards the fighter limit.
- Gang Rating:** This fighter increases the Gang Rating in the same way as any other.
- Campaign Play:** This fighter does not gain XP or Advancements, never gains Lasting Injuries, and cannot work Territories.

GANG RESTRICTION

Scrutinator-Primus Servalen can be hired by any Law-Abiding gang.

SPECIAL RULES

Faithful Friend: Servalen is always accompanied by her faithful hardcase cyber-mastiff – see over for rules.

Psychic Null: Servalen can Disrupt enemy wyrd powers just as if she were a psyker.

In addition, a psyker within 6" of her may not use wyrd powers.

Pariah: Servalen is unnerving to those around her. Any fighter within 6" (friend or enemy) suffers a -2 modifier to Cool checks.

Investigator: A Scrutinator is rarely caught flat-footed. Servalen can never be targeted by a Gang Tactic (she can still be affected by Gang Tactics that do not target her specifically).

SKILLS

- Got Your Six:** Once per round if Standing and Active, Servalen can interrupt a visible enemy's action with an out-of-sequence *Shoot* action (this does **not** affect her Ready condition in any way).

Declare this skill as soon as the enemy announces their action, but before they carry it out.

If the target is Pinned or Seriously Injured, their activation ends immediately, their action wasted.

HARDCASE CYBER-MASTIFF

(EXOTIC BEAST) - no hiring fee, always accompanies Scrutinator-Primus Servalen

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

	RNG		ACC							
WEAPON	S	L	S	L	Str	AP	D	Am	Traits	
Shock Bite	-	E	-	-	S	-1	1	-	Shock, Rending, Melee	

EQUIPMENT

Hardcase hide (counts as Light Carapace Armour and Respirator).

EXOTIC BEAST RULES

- **Joining a Fight:** If its owner participates in a battle, the Exotic Beast may also be included and does not count towards the gang's fighter limit (and so are not considered in Bottle Tests). If its owner is removed for any reason, the Exotic Beast is also removed.
- **Profile Restriction:** Exotic Beasts may never be issued new weapons or equipment – they can only use the ones included in their profile.
- **Activation:** When its owner activates (including as part of a Group Activation), all of their Exotic Beasts also activate. The activations can be resolved in any order.
- **Behaviour:** If an Exotic Beast ends its activation more than 3" away from their owner, it must make a Nerve check – if failed, it becomes Broken and immediately takes a free *Running for Cover* (Double) action.
 - ▶ An Exotic Beast flees towards its owner, rather than cover.
 - ▶ An Exotic Beast automatically Rallies if its activation ends within 3" of its owner (but does not gain XP).
- **Campaign Play:** Exotic Beasts gain XP and Lasting Injuries as normal, and roll Advancements on the *Ganger Advancement Table* (they can be promoted to Specialist). They can be taken Captive, and a Rescue Mission can be mounted for them as normal. Exotic Beasts cannot work Territories.

SPECIAL RULES

Tenacious: Hardcase cyber-mastiffs are renowned for their tenacity. If the cyber-mastiff is taken Out of Action, do not immediately remove it from play if it has not yet activated.

Once the cyber-mastiff completes its activation this round, remove it from play.

Faithful Protector: Scrutinator-Primus Servalen is immune to the *Coup de Grace* (Simple) action if her cyber-mastiff is either Active or Engaged within 3".

Takedown: If Scrutinator-Primus Servalen is Engaged, and her cyber-mastiff is activated within 6" of her, it may immediately be moved into base contact with any enemy she is currently Engaged with. This is a free action.

SKILLS

- **Threat Response:** To use this skill, the cyber-mastiff must be Standing and Active and have the Ready condition.

When an enemy completes a *Charge* (Double) action within 6" of them, the cyber-mastiff may discard their Ready condition to target that enemy with a *Charge* (Double) action of their own.

The cyber-mastiff's action is fully resolved first. If the enemy survives, they may then resolve their own.

PART X

ALLIANCES



GUILDER, CRIMINAL & NOBLE HOUSE ALLIANCES

Alliances are optional campaign rules, used at the Arbitrator's discretion.

- A gang can enter into an Alliance with either a **Guilder** outfit, a **Criminal** organisation, or a **Noble** House.
- Each Alliance grants unique bonuses to a gang, such as new equipment or Hired Guns – and often, a special **delegation** of bonus fighters provided by their Ally.
- However, each Alliance also expects certain things from the gang – and will eventually abandon them if the gang repeatedly fails to abide.

A gang should not enter an Alliance lightly! Once the pact is made, be sure the gang's new "friends" will hold them to it... at least until they get their desired results, or decide the gang has become a liability.

Alliances help build an exciting narrative over a campaign – perhaps one such outfit may refuse to work with a gang based on a bitter past history, or maybe gangs will develop rivalries based on the allies backing them.

The Arbitrator may even make Alliances a campaign requirement, forcing gangs to choose sides in a larger confrontation between Guilders, Enforcers, criminals, or seditious cults!

The Alliance rules can of course be used in Skirmish play (if all players agree).

ESTABLISHING AN ALLIANCE

WHEN TO ESTABLISH AN ALLIANCE

- When you create your gang, you can choose to begin a campaign with an Alliance already in place.
- You can establish an Alliance prior to any battle in the campaign.
- In either case, a gang simply chooses from the Alliances available and records this on their Gang Roster.
- – by default, there are no restrictions, but an Arbitrator may impose some (for example, ruling that Outlaw gangs can only make Criminal Alliances).

ALLIANCE DURATION

- By default, an Alliance lasts until the end of the current campaign Phase, then ends peacefully.
- The gang may terminate the Alliance at any time.
- In addition, the Ally may terminate the Alliance as the result of the gang's actions.
- In either case, once an Alliance ceases, the gang cannot enter a new Alliance until the next campaign Phase (unless the Arbitrator decides otherwise).

RULE MODIFIERS WITH ALLIANCES

- If a gang is part of an Alliance, they can never use the rules for **Sub-Plots** or **House Favours**.

BENEFITS AND DRAWBACKS

- Each Alliance provides a series of **Benefits** and **Drawbacks**.
- These are important rules that apply to the gang for the Alliance's duration.
- They can include things like access to special equipment or Hired Guns – or being forced to play certain scenarios when given the option.
- The Benefits and Drawbacks for each Alliance are presented with instructions on how and when they come into play.

TESTING THE ALLIANCE

- Tension in the Alliance might occur because of the gang's actions or intentions – or because the gang wants to resist the Ally's attempts to exert their will.
- This is known as **Testing the Alliance**, and has effects for some Benefits and Drawbacks.
- If an action requires the Alliance to be tested, this is noted in the entry for that Alliance.
- To Test the Alliance, roll D6 and apply a +1 modifier to the result for each time the Alliance has been tested this campaign week:

D6	RESULT
1-4	DISQUIET: The ally is not happy, but continues to hold up their end of the Alliance... for now.
5-6	WARNING: The ally issues a threat, and the gang must work to restore their good faith. During the gang's next game, they may not use the Alliance's Benefits, but must still apply its Drawbacks.
7+	BROKEN: Enraged, the ally terminates the Alliance. The gang may not enter another Alliance until the next campaign Phase.

ALLIED DELEGATIONS

- Many Alliances allow a gang to request assistance from an allied delegation before a battle.
- The process of requesting this help varies from Alliance to Alliance.
- If a delegation arrives to help, it is never counted towards the number of fighters a gang can bring to a battle – this may take the gang above the number allowed by the scenario.
- An allied delegation can only use the weapons and equipment included on their profiles.
- Members of an allied delegation never gain XP, Advancements, or Lasting Injuries – nor can they be taken Captive, or work Territories.

RULES FOR ALL DELEGATIONS

- **Designations:** An allied delegation is either a group consisting of a *Leader*, a *Second*, and one or more *Bodyguards* – or a single operator referred to as an *Independent*.
- **“Here to Help”:** An Allied delegation is never counted towards the number of fighters a gang can bring to a battle. This may take the gang above the number allowed by the scenario.
- **Profile Restriction:** An Allied Delegation can only use the weapons and equipment options included on their profiles.
- **Campaign Play:** Members of an Allied Delegation never gain XP, Advancements, or Lasting Injuries – nor can they be taken Captive, or work Territories.

THE CORPSE GUILD

INTRODUCTION

Without the recycled proteins of the dead provided by the Corpse Guild, Necromunda would starve to death in a matter of weeks.

STRONG ALLIANCE: CAWDOR

- House Cawdor keeps historically strong ties with the Corpse Guild.
- As such, the first time an allied Cawdor gang is required to Test the Alliance, the result is automatically **Disquiet**.

BENEFITS

(1) EXTRA CORPSE-STARCH RATIONS

- Fighters may re-roll Lasting Injuries.

(2) DELEGATION: CORPSE HARVESTING PARTY

- **Allied Delegation:** On the battlefield, the Corpse Guild is represented by the Corpse Harvesting Party, which consists of **1 Pale Consort**, **1 Bone Scrivener**, and **2 Corpse Grinders**.
- **Requesting Allied Assistance:** During the Pre-Battle Sequence, the gang can request allied help for the battle:
 - ▶ Roll D6 and add the gang's Rep.
 - ▶ If the result is 1-9, the Corpse Harvesting Party joins the gang for the battle.
 - ▶ If the result is 10+, the Corpse Guild declines to aid the gang.

The gang can include this delegation at no cost.

If the delegation does join the battle, it is always included alongside the gang's starting crew (even if fighter selection is random for the scenario).

- **Uninvited Help:** If the gang is the defender in a *Looters, Smash and Grab, Caravan Heist, or Escort Mission* scenario, the Corpse Harvesting Party **must** be included:
 - ▶ Roll D6 and add the gang's Rep.
 - ▶ On 1-9, the gang is glad of this aid.
 - ▶ On 10+, the gang is resentful about this interference and must Test the Alliance.

DRAWBACKS

(1) GUARD DUTY

- If the gang has the option of choosing which scenario to play, roll D6.
 - ▶ On 1-3, the gang must choose *Looters, Smash and Grab, Caravan Heist, or Escort Mission*, and must be the defender.
 - ▶ On 4+, the gang may choose any scenario.
- Alternatively, instead of rolling D6, the gang may choose to play any scenario, but must Test the Alliance if so.

(2) MEAT FOR THE GRINDERS

- After a battle, before making Post-Battle Actions, randomly determine one fighter in the gang who suffered a Critical Injury.
- This fighter is killed, removed from the Gang Roster, and transported to the Guild's starch processors.
- The gang may then proceed to make Post-Battle Actions (including Medical Escort actions, for any other Critically Injured fighters).
- Alternatively, the gang may choose to ignore this rule and proceed directly to Post-Battle Actions, but must Test the Alliance if so.

CAMPAIGN PLAY

- If the campaign is using the **alignment rules**, only a Law-Abiding gang can enter into a Guilder Alliance.
- If the campaign is **not** using the alignment rules, any gang can make any type of Alliance (Arbitrator discretion still applies).
- In the Law & Misrule Campaign, if a Law-Abiding gang enters into a Guilder Alliance but later becomes Outlaw, they must Test the Alliance and apply a +3 modifier to their roll.

CORPSE HARVESTING PARTY

PALE CONSORT (LEADER)

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

	RNG		ACC							
	S	L	S	L	Str	AP	D	Am	Traits	
<i>Laspistol</i>	8"	12"	+1	-	3	-	1	2+	<i>Plentiful, Sidearm</i>	
<i>Fighting Knife</i>	-	E	-	-	S	-1	1	-	<i>Backstab, Melee</i>	

WEAPONS

Laspistol and Fighting Knife.

EQUIPMENT

Medi-Skull, Respirator, Mesh Armour.

SKILLS

The Pale Consort has the *Fearsome* and *Overseer* skills:

- **Fearsome:** If the Pale Consort is targeted with a *Charge (Double)* action, the enemy must check Willpower after declaring it – if failed, they cannot move and their activation ends immediately.
- **Overseer:** If the Pale Consort is Active, they may take the following action:
 - ▶ **ORDER (Double):** Choose a member of the delegation within 6" – they may immediately take two free actions, exactly as if they had been activated, and regardless of whether they have the Ready condition or not.

SPECIAL RULES

- **Delegation Hierarchy (Leader):** If the delegation's allied gang is Bottling, and this fighter passes their Cool check, every member of the delegation within 12" automatically passes theirs.
- **Group Activation (2):** When this fighter activates, they may also activate an additional two Ready fighters from the same delegation who are within 3".

Activate these fighters in any order, fully resolving each activation before proceeding to the next.

A delegation can only make **one** Group Activation per round. This does **not** affect their allied gang's ability to make their own Group Activation.
- **"This One's Still Moving":** After a battle in which the Pale Consort participated (prior to the Post-Battle Sequence), roll D6 for every fighter who suffered a Critical Injury – friend or enemy.

On 6, the fighter "mysteriously" dies and is claimed by the Corpse Guild. Remove that fighter from the Gang Roster. Any weapons, equipment, and armour they possessed are returned to the gang's Stash.

BONE SCRIVENER (SECOND)

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

	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
<i>Stiletto Knife</i>	-	E	-	-	-	-	-	-	<i>Toxin, Melee</i>

WEAPONS

Stiletto Knife.

EQUIPMENT

Gun Skull, Respirator, Cult Icon.

SKILLS

The Bone Scrivener has the *Fearsome* skill:

- **Fearsome:** If the Bone Scrivener is targeted with a *Charge (Double)* action, the enemy must check Willpower after declaring it – if failed, they cannot move and their activation ends immediately.

SPECIAL RULES

- **Delegation Hierarchy (Second):** If the delegation's allied gang is Bottling, and this fighter passes their Cool check, every member of the delegation within 6" automatically passes theirs.
- **Group Activation (1):** When this fighter activates, they may also activate one additional Ready fighter from the same delegation who is within 3".

Activate the fighters in any order, fully resolving each activation before proceeding to the next.

A delegation can only make **one** Group Activation per round. This does **not** affect their allied gang's ability to make their own Group Activation.

CORPSE GRINDER (BODYGUARD)

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

	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
<i>Chain Glaive</i>	E	2"	-1	-	+2	-2	2	-	<i>Versatile, Unwieldy, Melee</i>

WEAPONS

Chain Glaive.

EQUIPMENT

Flak Armour.

SKILLS

A Corpse Grinder has the *Crushing Blow* skill:

- **Crushing Blow:** In close combat, the fighter may nominate one Attack dice as a Crushing Blow.

If the Crushing Blow successfully hits the target, that attack gains +1 Strength and +1 Damage.

SPECIAL RULES

- **Bodyguard:** If the delegation's Leader or Second is hit by a ranged attack, the hit and all its effects may be transferred to a Bodyguard within 2".
- **Indentured Fighters:** If the delegation's Leader and Second are both removed from play for any reason, the Bodyguards immediately fail a Bottle Test.

THE GUILD OF COIN

INTRODUCTION

Travel is restricted on Necromunda – those rare few who may freely traverse the planet's hives and wastes are controlled by the Guild of Coin.

STRONG ALLIANCE: ORLOCK

- House Orlock keeps historically strong ties with the Guild of Coin.
- As such, the first time an allied Orlock gang is required to Test the Alliance, the result is automatically **Disquiet**.

BENEFITS

(1) TOLLWAYS

- Any time the gang gains a credit reward from playing a scenario, gain an additional D6x10 credits.

(2) DELEGATION: TOLL COLLECTORS

- **Allied Delegation:** On the battlefield, the Guild of Coin is represented by Toll Collectors, consisting of **1 Master of Coin**, **1 Skinflint**, and **2 Grovellers**.
- **Requesting Allied Assistance:** During the Pre-Battle Sequence, the gang can request allied help for the battle:
 - ▶ Roll D6 and add the gang's Rep.
 - ▶ If the result is 1-11, the Toll Collectors join the gang for the battle.
 - ▶ If the result is 12+, the Guild of Coin declines to aid the gang.

The gang can include this delegation at no cost.

If the delegation does join the battle, it is always included alongside the gang's starting crew (even if fighter selection is random for the scenario).

- **Uninvited Help:** If the gang is the defender in a *Looters*, *Smash and Grab*, *Caravan Heist*, or *Escort Mission* scenario, the Toll Collectors **must** be included:
 - ▶ Roll D6 and add the gang's Rep.
 - ▶ On 1-11, the gang is glad of this aid.
 - ▶ On 12+, the gang is resentful about this interference and must Test the Alliance.

DRAWBACKS

(1) GUARD DUTY

- If the gang has the option of choosing which scenario to play, roll D6.
 - ▶ On 1-3, the gang must choose *Looters*, *Smash and Grab*, *Caravan Heist*, or *Escort Mission*, and must be the defender.
 - ▶ On 4+, the gang may choose any scenario.
- Alternatively, instead of rolling D6, the gang may choose to play any scenario, but must Test the Alliance if so.

(2) COLLECTING TOLLS

- After a battle, before making Post-Battle Actions, if the gang gained a credit reward from the scenario, they must surrender D3x10 credits to the Guild.
- If the amount rolled exceeds the reward gained, the full amount must be surrendered, and the gang then automatically Tests the Alliance.
- Alternatively, the gang may choose to ignore this rule and keep all of its rewards, but must Test the Alliance if so.

CAMPAIGN PLAY

- If the campaign is using the **alignment rules**, only a Law-Abiding gang can enter into a Guilder Alliance.
- If the campaign is **not** using the alignment rules, any gang can make any type of Alliance (Arbitrator discretion still applies).
- In the Law & Misrule Campaign, if a Law-Abiding gang enters into a Guilder Alliance but later becomes Outlaw, they must Test the Alliance and apply a +3 modifier to their roll.

TOLL COLLECTORS

MASTER OF COIN (LEADER)

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

	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
<i>Lasipistol</i>	8"	12"	+1	-	3	-	1	2+	<i>Plentiful, Sidearm</i>
<i>Power Knife</i>	-	E	-	-	S+1	-2	1	-	<i>Power, Backstab, Melee</i>

WEAPONS

Lasipistol and Power Knife.

EQUIPMENT

Gun Skull, Displacer Field

SKILLS

The Master of Coin has the *Escape Artist* and *Overseer* skills:

- **Escape Artist:** When the fighter takes the *Retreat (Basic)* action, they gain a +2 modifier to their Initiative check.
- **Overseer:** If the Master of Coin is Active, they may take the following action:
 - ▶ **ORDER (Double):** Choose a member of the delegation within 6" – they may immediately take two free actions, exactly as if they had been activated, and regardless of whether they have the Ready condition or not.

SPECIAL RULES

- **Delegation Hierarchy (Leader):** If the delegation's allied gang is Bottling, and this fighter passes their Cool check, every member of the delegation within 12" automatically passes theirs.
- **Group Activation (2):** When this fighter activates, they may also activate an additional two Ready fighters from the same delegation who are within 3".

Activate these fighters in any order, fully resolving each activation before proceeding to the next.

A delegation can only make **one** Group Activation per round. This does **not** affect their allied gang's ability to make their own Group Activation.

- **Highways and Byways:** If the Master of Coin is participating in a scenario where their allied gang is the defender, they can attempt to steal the initiative.

After selecting the scenario, the Master of Coin may choose to check Leadership – if failed, proceed to play the selected scenario.

If passed, the enemy is successfully led into an ambush! Instead of the selected scenario, choose to play either the "Ambush" or "The Trap" scenario as the attacker.

SKINFLINT (SECOND)

M	WS	BS	S	T	W	I	A	Ld	CI	WP	Int
5"	4+	4+	3	3	1	4+	1	7+	6+	7+	6+

	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
<i>Fighting Knife</i>	-	E	-	-	S	-1	1	-	<i>Backstab, Melee</i>
<i>Plasma Pistol</i>									
– Low	6"	12"	+2	-	5	-1	2	5+	<i>Scarce, Sidearm</i>
– Maximal	6"	12"	+1	-	7	-2	3	5+	<i>Unstable, Scarce, Sidearm</i>

WEAPONS

Fighting Knife, Plasma Pistol.

EQUIPMENT

Mesh Armour, Cult Icon.

SKILLS

The Skinflint has the *Lie Low* skill:

- **Lie Low:** If the Skinflint is Prone, ranged attacks can only target them within Short range (weapons without a Short range disregard this skill).

SPECIAL RULES

- **Delegation Hierarchy (Second):** If the delegation's allied gang is Bottling, and this fighter passes their Cool check, every member of the delegation within 6" automatically passes theirs.
- **Group Activation (1):** When this fighter activates, they may also activate one additional Ready fighter from the same delegation who is within 3".

Activate the fighters in any order, fully resolving each activation before proceeding to the next.

A delegation can only make **one** Group Activation per round. This does **not** affect their allied gang's ability to make their own Group Activation.

GROVELLER (BODYGUARD)

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

	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
<i>Fighting Knife</i>	-	E	-	-	S	-1	1	-	<i>Backstab, Melee</i>
<i>Shotgun</i>									
– Scatter Ammo	4"	8"	+2	-	2	-	1	4+	<i>Scattershot</i>
– Solid Ammo	8"	16"	+1	-	4	-	2	4+	<i>Knockback</i>
<i>Long Rifle</i>	24"	48"	-	+1	4	-1	1	4+	<i>Knockback</i>

WEAPONS

A Groveller wields **either** a Fighting Knife and Shotgun (Solid & Scatter Ammo) **or** a Long Rifle. Each Groveller can be armed differently.

EQUIPMENT

None.

SKILLS

A Groveller has the *Lie Low* skill:

- **Lie Low:** If the Groveller is Prone, ranged attacks can only target them within Short range (weapons without a Short range disregard this skill).

SPECIAL RULES

- **Bodyguard:** If the delegation's Leader or Second is hit by a ranged attack, the hit and all its effects may be transferred to a Bodyguard within 2".
- **Indentured Fighters:** If the delegation's Leader and Second are both removed from play for any reason, the Bodyguards immediately fail a Bottle Test.

THE IRON GUILD

INTRODUCTION

The Iron Guild deal in the raw materials of Necromunda, whether ore dragged from beneath the Spoil, or the huge surplus of weapons and ordnance circulating the hives.

STRONG ALLIANCE: DELAQUE

- House Delaque keeps historically strong ties with the Iron Guild.
- As such, the first time an allied Delaque gang is required to Test the Alliance, the result is automatically **Disquiet**.

BENEFITS

(1) GUNS, GUNS, GUNS

- The gang reduces the Rarity of all ranged weapons at the Trading Post by -2, and their cost by D3x10 credits (to a minimum of 5).
 - ▶ *The gang can Test the Alliance to instead reduce the cost of ranged weapons by D3x20 credits.*

(2) DELEGATION: WANDERING SCUM

- **Allied Delegation:** On the battlefield, the Iron Guild is represented by D3+2 Hive Scum.
- **Requesting Allied Assistance:** During the Pre-Battle Sequence, the gang can request allied help:
 - ▶ *Roll D6 and add the gang's Rep.*
 - ▶ *If the result is 1-9, the Iron Guild's mercenary Hive Scum join the gang for the battle.*
 - ▶ *If the result is 10+, the Iron Guild declines to help.*

The gang can include this delegation at no cost.

If the delegation does join the battle, it is always included alongside the gang's starting crew (even if fighter selection is random for the scenario).

- **Uninvited Help:** If the gang is the defender in a *Looters, Smash and Grab, Caravan Heist, or Escort Mission* scenario, the Wandering Scum **must** be included:
 - ▶ *Roll D6 and add the gang's Rep.*
 - ▶ *On 1-9, the gang is glad of this aid.*
 - ▶ *On 10+, the gang is resentful about this interference and must Test the Alliance.*

DRAWBACKS

(1) GUARD DUTY

- If the gang has the option of choosing which scenario to play, roll D6.
 - ▶ *On 1-3, the gang must choose Looters, Smash and Grab, Caravan Heist, or Escort Mission, and must be the defender.*
 - ▶ *On 4+, the gang may choose any scenario.*
- Alternatively, instead of rolling D6, the gang may choose to play any scenario, but must Test the Alliance if so.

(2) MILITIA SURPLUS

- Any time a fighter from the gang dies, their weapons and equipment must be surrendered to the Iron Guild, rather than being returned to the gang's Stash.
- Alternatively, the gang may choose to ignore this rule and retain the fallen fighter's gear, but must Test the Alliance if so.

CAMPAIGN PLAY

- If the campaign is using the **alignment rules**, only a Law-Abiding gang can enter into a Guilder Alliance.
- If the campaign is **not** using the alignment rules, any gang can make any type of Alliance (Arbitrator discretion still applies).
- In the Law & Misrule Campaign, if a Law-Abiding gang enters into a Guilder Alliance but later becomes Outlaw, they must Test the Alliance and apply a +3 modifier to their roll.

WANDERING SCUM

HIVE SCUM

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

WEAPONS & EQUIPMENT

Hive Scum do not come with any weapons or gear. Before a battle, the gang can equip each Hive Scum with items from the *Hive Scum Equipment List*.

SPECIAL RULES

- **Recruitment Limit:** A gang can have up to five Hive Scum fighting for them at any given time.

HIVE SCUM EQUIPMENT LIST

PISTOLS	
• Autopistol.....	10
• Laspistol.....	10
• Stub Gun.....	5
– <i>Dum Dum Rounds</i>	+5
• Reclaimed Autopistol.....	5
BASIC WEAPONS	
• Autogun.....	15
• Lasgun.....	15
• Reclaimed Autogun.....	10
• Sawn-Off Shotgun.....	15
• Shotgun (<i>Solid & Scatter Ammo</i>).....	30
• Throwing Knives.....	10

CLOSE COMBAT WEAPONS	
• Axe.....	10
• Chainsword.....	25
• Fighting Knife.....	15
• Flail.....	20
• Maul.....	10
• Sword.....	20
• Two-Handed Axe ►►.....	25
• Two-Handed Hammer ►►.....	35
GRENADES	
• Blasting Charges.....	30
• Frag Grenades.....	30
• Krak Grenades.....	45
• Smoke Grenades.....	15

ARMOUR	
• Flak Armour.....	10
• Furnace Plates.....	5
• Gutterforged Cloak.....	10
• Hazard Suit.....	10
• Mesh Armour.....	15
PERSONAL EQUIPMENT	
• Armoured Undersuit.....	25
• Drop Rig.....	10
• Filter Plugs.....	10
• Photo-Goggles.....	35
WEAPON ACCESSORIES	
• Telescopic Sight (<i>Pistols, Basic & Special Weapons</i>).....	25

THE PROMETHIUM GUILD

INTRODUCTION

Sometimes known as the Torch Bearers, the Pyre Makers, or the Guild of Flame, the Promethium Guild controls all of the light and power of Hive Primus.

STRONG ALLIANCE: VAN SAAR

- House Van Saar keeps historically strong ties with the Promethium Guild.
- As such, the first time an allied Van Saar gang is required to Test the Alliance, the result is automatically **Disquiet**.

BENEFITS

(1) HELMAWR'S RADIANCE

- The gang's plasma and flame weapons lose the *Scarce* trait. If they did not have this trait, they instead gain the *Plentiful* trait.

(2) DELEGATION: PYROMANTIC CONCLAVE

- **Allied Delegation:** On the battlefield, the Promethium Guild is represented by a Pyromantic Conclave, consisting of **1 Pyrocaen Lord**, **1 Pyromagir**, and **2 Cynders**.
- **Requesting Allied Assistance:** During the Pre-Battle Sequence, the gang can request allied help:
 - ▶ Roll D6 and add the gang's Rep.
 - ▶ If the result is 1-11, the Pyromantic Conclave joins the gang for the battle.
 - ▶ If the result is 12+, the Promethium Guild declines to aid the gang.

The gang can include this delegation at no cost.

If the delegation does join the battle, it is always included alongside the gang's starting crew (even if fighter selection is random for the scenario).

- **Uninvited Help:** If the gang is the defender in a *Looters*, *Smash and Grab*, *Caravan Heist*, or *Escort Mission* scenario, the Toll Collectors **must** be included:
 - ▶ Roll D6 and add the gang's Rep.
 - ▶ On 1-11, the gang is glad of this aid.
 - ▶ On 12+, the gang is resentful about this interference and must Test the Alliance.

DRAWBACKS

(1) GUARD DUTY

- If the gang has the option of choosing which scenario to play, roll D6.
 - ▶ On 1-3, the gang must choose *Looters*, *Smash and Grab*, *Caravan Heist*, or *Escort Mission*, and must be the defender.
 - ▶ On 4+, the gang may choose any scenario.
- Alternatively, instead of rolling D6, the gang may choose to play any scenario, but must Test the Alliance if so.

(2) POWER TAP

- After a battle, before making Post-Battle Actions, if the gang gained a credit reward from the scenario, they must surrender D3x10 credits to the Guild.
- If the amount rolled exceeds the reward gained, the full amount must be surrendered, and the gang then automatically Tests the Alliance.
- Alternatively, the gang may choose to ignore this rule and keep all of its rewards, but must Test the Alliance if so.

PYROMANTIC CONCLAVE

PYROCAEN LORD (LEADER)

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

	RNG		ACC						
	S	L	S	L	Str	AP	D	Am	Traits
<i>Laspistol</i>	8"	12"	+1	-	3	-	1	2+	<i>Plentiful, Sidearm</i>
<i>Shock Stave</i>	E	2"	-	-	S+1	-	1	-	<i>Shock, Versatile, Melee</i>
<i>Flash Grenades</i>	-	Sx3	-	-	-	-	-	5+	<i>Blast (5"). Flash. Grenade</i>

WEAPONS

Laspistol and Shock Stave Knife.

EQUIPMENT

Refractor Field

SKILLS

The Pyrocaen Lord has the *Evade* and *Overseer* skills:

- **Evade:** Ranged attacks targeting the Pyrocaen Lord suffer an additional -1 modifier to hit at Short range, or -2 at Long range.

Enemies disregard this skill if the Pyrocaen Lord is Engaged, Seriously Injured, or in cover.
- **Overseer:** If the Pyrocaen Lord is Active, they may take the following action:
 - **ORDER (Double):** Choose a member of the delegation within 6" – they may immediately take two free actions, exactly as if they had been activated, and regardless of whether they have the Ready condition or not.

SPECIAL RULES

- **Delegation Hierarchy (Leader):** If the delegation's allied gang is Bottling, and this fighter passes their Cool check, every member of the delegation within 12" automatically passes theirs.
- **Group Activation (2):** When this fighter activates, they may also activate an additional two Ready fighters from the same delegation who are within 3".

Activate these fighters in any order, fully resolving each activation before proceeding to the next.

A delegation can only make **one** Group Activation per round. This does **not** affect their allied gang's ability to make their own Group Activation.
- **A Light in Dark Places:** Before a battle in which the Pyrocaen Lord is participating, the gang can choose to begin the scenario with the Pitch Black rules in effect.

In any End Phase, the gang can decide to turn the lights back on, ceasing the Pitch Black rules.
- **Last Light:** If this fighter is taken Out of Action, centre the Blast (5") marker on them before removing them from play – any fighter touching this marker gains the Blind condition.

PYROMAGIR (SECOND)

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

	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
<i>Flamer</i>	-	T	-	-	4	-1	1	5+	<i>Blaze, Template</i>
<i>Stub Gun</i>	6"	9"	-	-	3	-	1	6+	<i>Plentiful, Sidearm</i>
<i>Flash Grenades</i>	-	Sx3	-	-	-	-	-	5+	<i>Blast (5"), Flash, Grenade</i>

WEAPONS

Flamer, Stub Gun.

EQUIPMENT

Refractor Field, Cult Icon.

SKILLS

The Pyromagir has the *Nerves of Steel* skill:

- **Nerves of Steel:** When the Pyromagir is hit by a ranged attack, check Cool – if passed, they may choose to not be Pinned.

SPECIAL RULES

- **Delegation Hierarchy (Second):** If the delegation's allied gang is Bottling, and this fighter passes their Cool check, every member of the delegation within 6" automatically passes theirs.
- **Group Activation (1):** When this fighter activates, they may also activate one additional Ready fighter from the same delegation who is within 3".

Activate the fighters in any order, fully resolving each activation before proceeding to the next.

A delegation can only make **one** Group Activation per round. This does **not** affect their allied gang's ability to make their own Group Activation.

- **Last Light:** If this fighter is taken Out of Action, centre the Blast (5") marker on them before removing them from play – any fighter touching this marker gains the Blind condition.

CYNDER (BODYGUARD)

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

	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
<i>Laspistol</i>	8"	12"	+1	-	3	-	1	2+	<i>Plentiful, Sidearm</i>
<i>Axe</i>	-	E	-	-	S+1	-	1	-	<i>Disarm, Melee</i>
<i>Maul</i>	-	E	-	-	S	+1	2	-	<i>Melee</i>
<i>Flash Grenades</i>	-	Sx3	-	-	-	-	-	5+	<i>Blast (5"), Flash, Grenade</i>

WEAPONS

A Cynder wields **either** a Laspistol and Axe **or** a Laspistol and Maul. All Cynders must be armed identically.

EQUIPMENT

None.

SKILLS

A Cynder has the *Spring Up* skill:

- **Spring Up:** If the Cynder is Pinned when activated, check Initiative – if passed, they may take a free *Stand Up (Basic)* action.

SPECIAL RULES

- **Bodyguard:** If the delegation's Leader or Second is hit by a ranged attack, the hit and all its effects may be transferred to a Bodyguard within 2".
- **Indentured Fighters:** If the delegation's Leader and Second are both removed from play for any reason, the Bodyguards immediately fail a Bottle Test.
- **Last Light:** If this fighter is taken Out of Action, centre the Blast (5") marker on them before removing them from play – any fighter touching this marker gains the Blind condition.

THE SLAVE GUILD

INTRODUCTION

Within the brutal hierarchy of the hive, slaves are bought and sold by the million, all transactions occurring beneath the cold eyes of the Slave Guild.

STRONG ALLIANCE: GOLIATH

- House Goliath keeps historically strong ties with the Slave Guild.
- As such, the first time an allied Goliath gang is required to Test the Alliance, the result is automatically **Disquiet**.

BENEFITS

(1) WEAPONS TRAINING

- Before a battle, the gang may choose one available Gang Leader or Champion to gain a bonus Primary skill of their choice for the duration of the battle.

(2) DELEGATION: PYROMANTIC CONCLAVE

- **Allied Delegation:** On the battlefield, the Slave Guild is represented by a Slaver Entourage, consisting of **1 Chain Lord**, **1 Shackleman**, and **2 Pit Fighters**.
- **Requesting Allied Assistance:** During the Pre-Battle Sequence, the gang can request allied help:
 - ▶ Roll D6 and add the gang's Rep.
 - ▶ If the result is 1-10, the Slaver Entourage joins the gang for the battle.
 - ▶ If the result is 11+, the Slave Guild declines to aid the gang.

The gang can include this delegation at no cost.

If the delegation does join the battle, it is always included alongside the gang's starting crew (even if fighter selection is random for the scenario).

- **Uninvited Help:** If the gang is the defender in a *Looters, Smash and Grab, Caravan Heist, or Escort Mission* scenario, the Toll Collectors **must** be included:
 - ▶ Roll D6 and add the gang's Rep.
 - ▶ On 1-10, the gang is glad of this aid.
 - ▶ On 11+, the gang is resentful about this interference and must Test the Alliance.

DRAWBACKS

(1) GUARD DUTY

- If the gang has the option of choosing which scenario to play, roll D6.
 - ▶ On 1-3, the gang must choose *Looters, Smash and Grab, Caravan Heist, or Escort Mission*, and must be the defender.
 - ▶ On 4+, the gang may choose any scenario.
- Alternatively, instead of rolling D6, the gang may choose to play any scenario, but must Test the Alliance if so.

(2) SLAVES FOR THE PIT

- After a battle, any enemy that was successfully taken Captive by the gang must immediately be surrendered to the Slave Guild.
- Alternatively, the gang may choose to ignore this rule and retain control of their Captive, but must Test the Alliance if so.
- As a second alternative, the gang can immediately allow the enemy to pay a ransom to them, worth half the Captive's value. The Captive is returned, but the gang's Alliance with the Slave Guild is immediately broken.

CAMPAIGN PLAY

- If the campaign is using the **alignment rules**, only a Law-Abiding gang can enter into a Guilder Alliance.
- If the campaign is **not** using the alignment rules, any gang can make any type of Alliance (Arbitrator discretion still applies).
- In the Law & Misrule Campaign, if a Law-Abiding gang enters into a Guilder Alliance but later becomes Outlaw, they must Test the Alliance and apply a +3 modifier to their roll.

SLAVER ENTOURAGE

CHAIN LORD (LEADER)

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

	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
Chain Glaive	E	2"	-1	-	+2	-2	2	-	Versatile, Unwieldy, Melee
Shock Whip	E	3"	-1	-	S+1	-	1	-	Shock, Versatile, Melee
Chainaxe	-	E	-	+1	S+1	-1	1	-	Rending, Disarm, Melee

WEAPONS

The Chain Lord wields **either** a Chain Glaive **or** a Shock Whip and Chain Axe.

EQUIPMENT

Light Carapace Armour, Bio-Booster, Stimm-Slug Stash.

SKILLS

The Chain Lord has the *Hurl* and *Overseer* skills:

- **Hurl:** If the Chain Lord is Engaged, they may take the following action:
 - ▶ **HURL (Basic):** Target an Engaged enemy, or a Seriously Injured enemy within 1". They must check Initiative – if failed, they are tossed D3" in any direction, becoming Pinned.

The victim stops if they impact terrain or another fighter, suffering a Strength 3, AP 0, Damage 1 hit.

If tossed into another fighter, they both suffer this hit and become Pinned.
- **Overseer:** If the Chain Lord is Active, they may take the following action:
 - ▶ **ORDER (Double):** Choose a member of the delegation within 6" – they may immediately take two free actions, exactly as if they had been activated, and regardless of whether they have the Ready condition or not.

SPECIAL RULES

- **Delegation Hierarchy (Leader):** If the delegation's allied gang is Bottling, and this fighter passes their Cool check, every member of the delegation within 12" automatically passes theirs.
- **Group Activation (2):** When this fighter activates, they may also activate an additional two Ready fighters from the same delegation who are within 3".

Activate these fighters in any order, fully resolving each activation before proceeding to the next.

A delegation can only make **one** Group Activation per round. This does **not** affect their allied gang's ability to make their own Group Activation.
- **A Promising Fighter:** Following a battle in which the Chain Lord participated, randomly choose one Ganger or Juve who took an enemy fighter Out of Action with a melee attack or the *Coup de Grace (Simple)* action – then roll D6:
 - ▶ On 1, the Chain Lord claims this fighter for a career in the fighting pits. The fighter and all of their weapons and equipment are immediately deleted from the Gang Roster.
 - ▶ On 2-5, the Chain Lord is dismissive of the fighter's prowess, and there is no effect.
 - ▶ On 6, the Chain Lord rewards this fighter for their entertaining display of martial prowess. The gang gains D3x10 credits.

SHACKLEMAN (SECOND)

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

	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
Shock Stave	E	2"	-	-	S+1	-	1	-	Shock, Versatile, Melee
Harpoon Launcher	6"	18"	+2	-	5	-3	1	5+	Impale, Drag, Scarce

WEAPONS

Shock Stave and Harpoon Launcher.

EQUIPMENT

Flak Armour, Cult Icon.

SKILLS

The Shackleman has the *Disarm* skill:

- **Disarm:** Any of the Shackleman's melee attacks gain the *Disarm* trait.

SPECIAL RULES

- **Delegation Hierarchy (Second):** If the delegation's allied gang is Bottling, and this fighter passes their Cool check, every member of the delegation within 6" automatically passes theirs.
- **Group Activation (1):** When this fighter activates, they may also activate one additional Ready fighter from the same delegation who is within 3".

Activate the fighters in any order, fully resolving each activation before proceeding to the next.

A delegation can only make **one** Group Activation per round. This does **not** affect their allied gang's ability to make their own Group Activation.

PIT FIGHTER (BODYGUARD)

M	WS	BS	S	T	W	I	A	Ld	Cl	WP	Int
5"	4+	6+	3	3	1	4+	2	8+	7+	8+	10+

	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
Chain Glaive	E	2"	-1	-	+2	-2	2	-	Versatile, Unwieldy, Melee

WEAPONS

Chain Glaive.

EQUIPMENT

Flak Armour, Stimm-Slug Stash.

SKILLS

A Pit Fighter has the *Rain of Blows* skill:

- **Rain of Blows:** The Pit Fighter treats the *Fight (Basic)* action as *Fight (Simple)*.

SPECIAL RULES

- **Bodyguard:** If the delegation's Leader or Second is hit by a ranged attack, the hit and all its effects may be transferred to a Bodyguard within 2".
- **Indentured Fighters:** If the delegation's Leader and Second are both removed from play for any reason, the Bodyguards immediately fail a Bottle Test.

THE WATER GUILD

INTRODUCTION

From Spire to Sump, water is an incredible valuable commodity on Necromunda, and the Water Guild controls every last drinkable drop of it.

STRONG ALLIANCE: ESCHER

- House Escher keeps historically strong ties with the Water Guild.
- As such, the first time an allied Escher gang is required to Test the Alliance, the result is automatically **Disquiet**.

BENEFITS

(1) PURE WATER SUPPLY

- The gang gains a free Slopper Hanger-On, who remains with the gang until the Alliance is broken.
- If the gang already has a Slopper, their “Grub’s Up” rule takes effect on a 5-6, instead of the usual 6.

(2) DELEGATION: PYROMANTIC CONCLAVE

- **Allied Delegation:** The Water Guild is represented by a Nautican Syphoning Delegation, consisting of **1 Master Nautican**, **1 Syphonite**, and **1 Subnautican**.
- **Requesting Allied Assistance:** During the Pre-Battle Sequence, the gang can request allied help:
 - ▶ Roll D6 and add the gang’s Rep.
 - ▶ If the result is 1-10, the Slaver Entourage joins the gang for the battle.
 - ▶ If the result is 11+, the Slave Guild declines to help.

The gang can include this delegation at no cost.

If the delegation does join the battle, it is always included alongside the gang’s starting crew (even if fighter selection is random for the scenario).

- **Uninvited Help:** If the gang is the defender in a *Looters, Smash and Grab, Caravan Heist, or Escort Mission* scenario, the Toll Collectors **must** be included:
 - ▶ Roll D6 and add the gang’s Rep.
 - ▶ On 1-10, the gang is glad of this aid.
 - ▶ On 11+, the gang is resentful about this interference and must Test the Alliance.

DRAWBACKS

(1) GUARD DUTY

- If the gang has the option of choosing which scenario to play, roll D6.
 - ▶ On 1-3, the gang must choose *Looters, Smash and Grab, Caravan Heist, or Escort Mission*, and must be the defender.
 - ▶ On 4+, the gang may choose any scenario.
- Alternatively, instead of rolling D6, the gang may choose to play any scenario, but must Test the Alliance if so.

(2) WATER LEVIES

- After a battle, before making Post-Battle Actions, if the gang gained a credit reward from the scenario, they must surrender D3x10 credits to the Guild.
- If the amount rolled exceeds the reward gained, the full amount must be surrendered, and the gang then automatically Tests the Alliance.
- Alternatively, the gang may choose to ignore this rule and keep all of its rewards, but must Test the Alliance if so.

CAMPAIGN PLAY

- If the campaign is using the **alignment rules**, only a Law-Abiding gang can enter into a Guilder Alliance.
- If the campaign is **not** using the alignment rules, any gang can make any type of Alliance (Arbitrator discretion still applies).
- In the Law & Misrule Campaign, if a Law-Abiding gang enters into a Guilder Alliance but later becomes Outlaw, they must Test the Alliance and apply a +3 modifier to their roll.

NAUTICAN SYPHONING DELEGATION

MASTER NAUTICAN (LEADER)

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

	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
<i>Needle Pistol</i>	4"	9"	+2	-	-	-1	-	6+	<i>Toxin, Silent, Scarce, Sidearm</i>
<i>Stiletto Knife</i>	-	E	-	-	-	-	-	-	<i>Toxin, Melee</i>

WEAPONS

Needle Pistol and Stiletto Knife.

EQUIPMENT

Mesh Armour, Bio-Booster, Stimm-Slug Stash.

SKILLS

The Master Nautican has the *Step Aside* and *Overseer* skills:

- **Step Aside:** If the Master Nautican is hit in close combat, check Initiative – if passed, one of those hits is negated. The remainder are resolved as normal.

This skill may be used any number of times in a round, but only once per enemy.
- **Overseer:** If the Master Nautican is Active, they may take the following action:
 - **ORDER (Double):** Choose a member of the delegation within 6" – they may immediately take two free actions, exactly as if they had been activated, and regardless of whether they have the Ready condition or not.

SPECIAL RULES

- **Delegation Hierarchy (Leader):** If the delegation's allied gang is Bottling, and this fighter passes their Cool check, every member of the delegation within 12" automatically passes theirs.
- **Group Activation (2):** When this fighter activates, they may also activate an additional two Ready fighters from the same delegation who are within 3".

Activate these fighters in any order, fully resolving each activation before proceeding to the next.

A delegation can only make **one** Group Activation per round. This does **not** affect their allied gang's ability to make their own Group Activation.
- **Water Harvest:** If the gang wins a battle in which the Master Nautican participated, for every member of the delegation who did not go Out of Action, gain a +1 modifier when rolling to determine whether the gang Captures an enemy.

If an enemy is successfully Captured, they may be sold to the Water Guild immediately for their full value in credits, bypassing the usual requirement to allow a Rescue Mission.

SYPHONITE (SECOND)

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

	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
<i>Needle Rifle</i>	9"	18"	+2	-	-	-2	-	6+	<i>Toxin, Silent, Scarce</i>
<i>Stiletto Knife</i>	-	E	-	-	-	-	-	-	<i>Toxin, Melee</i>

WEAPONS

Shock Stave and Harpoon Launcher.

EQUIPMENT

Flak Armour, Cult Icon.

SKILLS

The Syphonite has the *Dodge* skill:

- **Dodge:** If an enemy successfully wounds the Syphonite, roll D6 – on 6, the attack is negated. If the attack used a Blast marker or Flame template, the Syphonite is instead repositioned 2", to try and avoid the weapon.

SPECIAL RULES

- **Delegation Hierarchy (Second):** If the delegation's allied gang is Bottling, and this fighter passes their Cool check, every member of the delegation within 6" automatically passes theirs.
- **Group Activation (1):** When this fighter activates, they may also activate one additional Ready fighter from the same delegation who is within 3".

Activate the fighters in any order, fully resolving each activation before proceeding to the next.

A delegation can only make **one** Group Activation per round. This does **not** affect their allied gang's ability to make their own Group Activation.

SUBNAUTICAN (BODYGUARD)

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

	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
<i>Open Fists</i>	-	E	-	-	S	-1	1	-	<i>Knockback, Melee</i>

WEAPONS

Chain Glaive.

EQUIPMENT

Flak Armour, Stimm-Slug Stash.

SKILLS

The Subnautican has the *Berserker* skill:

- **Berserker:** When the Subnautican makes a successful *Charge (Double)* action, they gain an additional +1 attack.

SPECIAL RULES

- **Bodyguard:** If the delegation's Leader or Second is hit by a ranged attack, the hit and all its effects may be transferred to a Bodyguard within 2".
- **Indentured Fighters:** If the delegation's Leader and Second are both removed from play for any reason, the Bodyguards immediately fail a Bottle Test.

COLD TRADERS

INTRODUCTION

There is always a market for off-world and prohibited goods, and Cold Traders ensure a steady supply of this contraband to any who can meet their price.

STRONG ALLIANCE: ESCHER

- House Escher benefits from a special understanding with the Cold Trade.
- As such, the first time an allied Escher gang is required to Test the Alliance, the result is automatically **Disquiet**.

BENEFITS

(1) XENOS ARTEFACTS

- At the Black Market, the gang reduces the Illegal rating of all Xenos Weapons and Xenos Equipment by -2.

(2) OFFWORLD CONNECTIONS

- When the Alliance is formed, the Gang Leader gains a random Xenos Weapon, which they keep for as long as the Alliance remains in place.

(3) DELEGATION: SMUGGLER SHORE PARTY

- **Allied Delegation:** The Cold Traders are represented by the Smuggler Shore Party, consisting of **1 Cold Trader**, **1 Bosun**, and **2 Void-Born Scum**.
- **Requesting Allied Assistance:** During the Pre-Battle Sequence, the gang can request allied help:
 - ▶ *No test is required to include the Smuggler Shore Party in a battle – criminals are more opportunistic than Guilders.*
 - ▶ *The Smuggler Shore party counts as a single fighter for the purposes of working out the crew size.*

The gang can include this delegation at no cost.

If the delegation does join the battle, it is always included alongside the gang's starting crew (even if fighter selection is random for the scenario).

- **Uninvited Help:** If the gang is the attacker in a *The Hit*, *Escort Mission*, or *Last Stand* scenario, the Smuggler Shore Party **must** be included, unless the gang chooses to Test the Alliance.

DRAWBACKS

(1) PRESSGANGED

- If the gang has the option of choosing which scenario to play, roll D6.
 - ▶ *On 1-3, the gang must choose *The Hit*, *Escort Mission*, or *Last Stand*, and must be the attacker.*
 - ▶ *On 4+, the gang may choose any scenario.*
- Alternatively, instead of rolling D6, the gang may choose to play any scenario, but must Test the Alliance if so.

(2) IMPERIAL ENTANGLEMENTS

- After a battle in which the Smuggler Shore Party participated, randomly select one of the gang's fighters who is not in Recovery.
- This fighter is subjected to intense investigation – forced to lie low, they immediately enter Recovery and must miss the next game.
- Alternatively, the gang may choose to ignore this rule and proceed directly to Post-Battle Actions, but must Test the Alliance if so.

CAMPAIGN PLAY

- If the campaign is using the **alignment rules**, only an Outlaw gang can enter into a Criminal Alliance.
- If the campaign is **not** using the alignment rules, any gang can make any type of Alliance (Arbitrator discretion still applies).
- In the Law & Misrule Campaign, if an Outlaw gang enters into a Criminal Alliance but later becomes Law-Abiding, they must Test the Alliance and apply a +3 modifier to their roll.

SMUGGLER SHORE PARTY

COLD TRADER (LEADER)

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

	RNG		ACC							
	S	L	S	L	Str	AP	D	Am	Traits	
<i>Sling Gun</i>	6"	12"	+2	-	4	-2	1	5+	<i>Rapid Fire (1), Scarce</i>	
<i>Stiletto Knife</i>	-	E	-	-	-	-	-	-	<i>Toxin, Melee</i>	

WEAPONS

Sling Gun and Stiletto Knife.

EQUIPMENT

Armourweave, Bio-Booster.

SKILLS

The Cold Trader has the *Step Aside* and *Overseer* skills:

- **Step Aside:** If an enemy hits the Cold Trader in close combat, check Initiative – if passed, one hit is negated. The remainder are resolved as normal.

This skill may be used any number of times in a round, but only once per enemy.
- **Overseer:** If the Cold Trader is Active, they may take the following action:
 - **ORDER (Double):** Choose a member of the delegation within 6" – they may immediately take two free actions, exactly as if they had been activated, and regardless of whether they have the Ready condition or not.

SPECIAL RULES

- **Delegation Hierarchy (Leader):** If the delegation's allied gang is Bottling, and this fighter passes their Cool check, every member of the delegation within 12" automatically passes theirs.
- **Group Activation (2):** When this fighter activates, they may also activate an additional two Ready fighters from the same delegation who are within 3".

Activate these fighters in any order, fully resolving each activation before proceeding to the next.

A delegation can only make **one** Group Activation per round. This does **not** affect their allied gang's ability to make their own Group Activation.

BOSUN (SECOND)

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

	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
<i>Shotgun</i>									
– Scatter Ammo	4"	8"	+2	-	2	-	1	4+	Scattershot
– Solid Ammo	8"	16"	+1	-	4	-	2	4+	Knockback
<i>Fighting Knife</i>	-	E	-	-	S	-1	1	-	Backstab, Melee

WEAPONS

Shotgun (Solid & Scatter Ammo) and Fighting Knife.

EQUIPMENT

Mesh Armour.

SKILLS

The Bosun has the *Dodge* skill:

- **Dodge:** If the Bosun is wounded by an enemy attack, roll D6 – on 6, the wound is negated. If the attack used a Blast marker or Flame template, instead reposition the Bosun 2" to attempt to avoid it.

SPECIAL RULES

- **Delegation Hierarchy (Second):** If the delegation's allied gang is Bottling, and this fighter passes their Cool check, every member of the delegation within 6" automatically passes theirs.
- **Group Activation (1):** When this fighter activates, they may also activate one additional Ready fighter from the same delegation who is within 3".

Activate the fighters in any order, fully resolving each activation before proceeding to the next.

A delegation can only make **one** Group Activation per round. This does **not** affect their allied gang's ability to make their own Group Activation.

VOID-BORN SCUM (BODYGUARD)

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

	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
<i>Fighting Knife</i>	-	E	-	-	S	-1	1	-	Backstab, Melee
<i>Autopistol</i>	4"	12"	+1	-	3	-	1	4+	Rapid Fire (1), Sidearm
<i>Laspistol</i>	8"	12"	+1	-	3	-	1	2+	Plentiful, Sidearm

WEAPONS

Fighting Knife and **either** an Autopistol **or** Laspistol – each fighter can be armed differently.

EQUIPMENT

Flak Armour.

SKILLS

None.

SPECIAL RULES

- **Bodyguard:** If the Cold Trader is hit by a ranged attack, the hit and all its effects may be transferred to a Void-Born Scum within 2".
- **Indentured Fighters:** If the delegation's Leader and Second are both removed from play for any reason, the Bodyguards immediately fail a Bottle Test.

FALLEN HOUSES

INTRODUCTION

Necromunda's long history is littered with disgraced nobles and fallen houses. Most have faded into memory, though some remain eager to reclaim their lost glory.

STRONG ALLIANCE: ORLOCK

- House Orlock benefits from a special understanding with certain Fallen Houses.
- As such, the first time an allied Orlock gang is required to Test the Alliance, the result is automatically **Disquiet**.

BENEFITS

(1) REBELLION

- If the gang wins a battle against a Law-Abiding enemy, gain D6x10 bonus credits.
 - ▶ *This increases to 2D6x10 credits and +1 Rep if the enemy was a Palanite Enforcers gang, or a gang with a Guilder or Noble House Alliance.*

(2) DELEGATION: REBEL LORD

- **Allied Delegation:** On the battlefield, a Fallen House is represented by **1 Rebel Lord**.
- **Requesting Allied Assistance:** During the Pre-Battle Sequence, the gang can request allied help for the fight ahead:
 - ▶ *No test is required to include the Rebel Lord in a battle – criminals are more opportunistic than Guilders.*

The gang can include the Rebel Lord at no cost.

If the Rebel Lord does join the battle, they must always be included alongside the gang's starting crew (even if fighter selection is random for the scenario).

- **Uninvited Help:** If the gang is playing against a Palanite Enforcers gang, or a gang with a Guilder or Noble House Alliance, the Rebel Lord **must** be included, unless the gang chooses to Test the Alliance.

DRAWBACKS

(1) FOR THE CAUSE

- In a campaign, when an enemy challenges the gang for a Territory, Racket, or similar, you **must** accept if they are a Palanite Enforcers gang, or a gang with a Guilder or Noble House Alliance.
- Alternatively, the gang can choose to decline the challenge, but must Test the Alliance if so.

(2) ANCIENT OATHS

- After a battle, before making Post-Battle Actions, the gang must surrender D3x10 credits to the Fallen House.
- If the gang cannot or will not surrender this tithe, they must Test the Alliance.

CAMPAIGN PLAY

- If the campaign is using the **alignment rules**, only an Outlaw gang can enter into a Criminal Alliance.
- If the campaign is **not** using the alignment rules, any gang can make any type of Alliance (Arbitrator discretion still applies).
- In the Law & Misrule Campaign, if an Outlaw gang enters into a Criminal Alliance but later becomes Law-Abiding, they must Test the Alliance and apply a +3 modifier to their roll.

REBEL LORD

(INDEPENDENT)

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

	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
<i>Digi-Lasers</i>	E	3"	-	-	1	-	1	6+	<i>Digi, Versatile, Melee</i>
<i>Laspistols</i>	8"	12"	+1	-	3	-	1	2+	<i>Master-Crafted, Plentiful, Sidearm</i>
<i>Stiletto Sword</i>	-	E	-	-	-	-1	-	-	<i>Toxin, Parry, Melee</i>
<i>Bolt Pistol</i>	6"	12"	+1	-	4	-1	2	6+	<i>Sidearm</i>
<i>Thunder Hammer</i>	-	E	-	-	S+1	-1	3	-	<i>Power, Shock, Melee</i>

WEAPONS

Four Digi-Lasers, and **either** two Master-Crafted Laspistols and a Stiletto Sword, **or** a Bolt Pistol and Thunder Hammer.

EQUIPMENT

Light Carapace Armour and **either** a Displacer Field **or** a Refractor Field.

SKILLS

The Rebel Lord may freely choose any two skills from the *Agility, Combat, Cunning, or Shooting* sets.

IMPERIAL IMPOSTERS

INTRODUCTION

Faux nobility are well-versed in the mechanisms of power that run Necromunda, and the aid of an Imperial Imposter can elevate a gang to unheard-of levels of 'opportunity' – provided they don't get caught...

STRONG ALLIANCE: VAN SAAR

- House Van Saar benefits from a special understanding with certain Imperial Imposters.
- As such, the first time an allied Van Saar gang is required to Test the Alliance, the result is automatically **Disquiet**.

BENEFITS

(1) AN HONOURABLE WORD

- In the Law & Misrule Campaign, at the start of a campaign week, the Imperial Imposters may choose any gang (including the one they are allied to).
- During this campaign week, this gang may ignore one action that would cause them to become Outlaw.

(2) SLIPPERY ALLEGIANCES

- In the Law & Misrule Campaign, if the allied gang switches alignment to Law-Abiding, they must Test the Alliance as usual – however, they **do not** apply the usual +3 modifier to their roll.

(3) DELEGATION: MASTER CHARLATAN

- **Allied Delegation:** On the battlefield, the Imperial Imposters are represented by **1 Master Charlatan**.
- **Requesting Allied Assistance:** During the Pre-Battle Sequence, the gang can request allied help:
 - ▶ *No test is required to include the Rebel Lord in a battle – criminals are more opportunistic than Guilders.*

The gang can include the Rebel Lord at no cost.

If the Rebel Lord does join the battle, they must always be included alongside the gang's starting crew (even if fighter selection is random for the scenario).

- **Uninvited Help:** If the scenario played is *Murder Cyborg*, *Shoot-Out*, or *Escort Mission*, the Master Charlatan **must** be included, unless the gang chooses to Test the Alliance.

DRAWBACKS

(1) NOBLE AMBITIONS

- If the gang has the option of choosing which scenario to play, roll D6.
 - ▶ *On 1-3, the gang must choose Looters, Forgotten Riches, or Caravan Heist.*
 - ▶ *On 4+, the gang may choose any scenario.*
- Alternatively, instead of rolling D6, the gang may choose to play any scenario, but must Test the Alliance if so.

CAMPAIGN PLAY

- If the campaign is using the **alignment rules**, only an Outlaw gang can enter into a Criminal Alliance.
- If the campaign is **not** using the alignment rules, any gang can make any type of Alliance (Arbitrator discretion still applies).

MASTER CHARLATAN

(INDEPENDENT)

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

	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
<i>Digi-Lasers</i>	E	3"	-	-	1	-	1	6+	<i>Digi, Versatile, Melee</i>
<i>Needle Pistol</i>	4"	9"	+2	-	-	-1	-	6+	<i>Toxin, Silent, Scarce, Sidearm</i>
<i>Stiletto Sword</i>	-	E	-	-	-	-1	-	-	<i>Toxin, Parry, Melee</i>

WEAPONS

Four Digi-Lasers, Needle Pistol, and a Stiletto Sword.

EQUIPMENT

Mesh Armour, Holochromatic Field, and Falsehood.

SKILLS

The Master Charlatan has the *Evade*, *Infiltrate*, and *Step Aside* skills:

- Evade:** Ranged attacks against the Master Charlatan suffer an additional -1 modifier to hit at Short range, or -2 at Long range.

 This does not apply if the Master Charlatan is Engaged, Seriously Injured, or in cover.
- Infiltrate:** During deployment, set the Master Charlatan aside instead of placing them.

 Immediately before the start of the first round, deploy them anywhere on the battlefield that is not visible to or within 6" of any enemies.

 If multiple players have fighters with this skill, take turns deploying them (roll off to see who goes first).
- Step Aside:** If an enemy hits the Cold Trader in close combat, check Initiative – if passed, one hit is negated. The remainder are resolved as normal.

 This skill may be used any number of times in a round, but only once per enemy.

SPECIAL RULES

- Guilt by Association:** Following a battle in which the Master Charlatan participated, prior to making Post-Battle Actions, roll D6 – on 6, the allied gang's association with them has been discovered, and they immediately become Outlawed.

Alternatively, the gang can choose to disregard this rule and dissociate themselves from the Master Charlatan, but must Test the Alliance if so.

NARCO LORDS

INTRODUCTION

Chems are a vital commodity on Necromunda – and a hugely profitable enterprise for criminal organisations operating from the tip of the spire to the depths of the underhive.

STRONG ALLIANCE: GOLIATH

- House Goliath benefits from a special understanding with the Narco Lords.
- As such, the first time an allied Goliath gang is required to Test the Alliance, the result is automatically **Disquiet**.

BENEFITS

(1) ABUNDANT SUPPLY

- The gang reduces the Rarity and Illegal ratings of all chems at the Trading Post and Black Market by -2.
- When purchasing chems, the gang never needs to check to determine whether their supply has run out.

(2) DELEGATION: NARCO SCUM

- **Allied Delegation:** On the battlefield, the Narco Lords are represented by **D3+2 Hive Scum**.
- **Requesting Allied Assistance:** During the Pre-Battle Sequence, the gang can request allied help for the fight ahead:
 - ▶ *No test is required to include the Narco Scum in a battle – criminals are more opportunistic than Guilders.*

The gang can include this delegation at no cost.

If the delegation does join the battle, it is always included alongside the gang's starting crew (even if fighter selection is random for the scenario).

- **Uninvited Help:** If the scenario being played is *Downtown Dust-Up*, *Ghast Harvest*, or *The Hit*, the Narco Scum **must** be included, unless the gang chooses to Test the Alliance.

DRAWBACKS

(1) COURIER WORK

- If the gang has the option of choosing which scenario to play, roll D6.
 - ▶ *On 1-3, the gang must choose Downtown Dust-Up, Ghast Harvest, or The Hit, and must be the attacker.*
 - ▶ *On 4+, the gang may choose any scenario.*
- Alternatively, instead of rolling D6, the gang may choose to play any scenario, but must Test the Alliance if so.

(2) PAYMENT DUE

- After a battle, before making Post-Battle Actions, if the gang gained a credit reward from the scenario, they must surrender D3x10 credits to the Narco Lords.
- Alternatively, the gang may choose to ignore this rule and keep all of its rewards, but must Test the Alliance if so.

CAMPAIGN PLAY

- If the campaign is using the **alignment rules**, only an Outlaw gang can enter into a Criminal Alliance.
- If the campaign is **not** using the alignment rules, any gang can make any type of Alliance (Arbitrator discretion still applies).
- In the Law & Misrule Campaign, if an Outlaw gang enters into a Criminal Alliance but later becomes Law-Abiding, they must Test the Alliance and apply a +3 modifier to their roll.

NARCO SCUM

HIVE SCUM (HIRED GUN)

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

WEAPONS & EQUIPMENT

Hive Scum do not come with any weapons or gear. Before a battle, the gang can equip each Hive Scum with items from the *Hive Scum Equipment List*.

SPECIAL RULES

- **Recruitment Limit:** A gang can have up to five Hive Scum fighting for them at any given time.

HIVE SCUM EQUIPMENT LIST

PISTOLS	
• Autopistol.....	10
• Laspistol.....	10
• Stub Gun.....	5
– <i>Dum Dum Rounds</i>	+5
• Reclaimed Autopistol.....	5
BASIC WEAPONS	
• Autogun.....	15
• Lasgun.....	15
• Reclaimed Autogun.....	10
• Sawn-Off Shotgun.....	15
• Shotgun (<i>Solid & Scatter Ammo</i>).....	30
• Throwing Knives.....	10

CLOSE COMBAT WEAPONS	
• Axe.....	10
• Chainsword.....	25
• Fighting Knife.....	15
• Flail.....	20
• Maul.....	10
• Sword.....	20
• Two-Handed Axe ►►.....	25
• Two-Handed Hammer ►►.....	35
GRENADES	
• Blasting Charges.....	30
• Frag Grenades.....	30
• Krak Grenades.....	45
• Smoke Grenades.....	15

ARMOUR	
• Flak Armour.....	10
• Furnace Plates.....	5
• Gutterforged Cloak.....	10
• Hazard Suit.....	10
• Mesh Armour.....	15
PERSONAL EQUIPMENT	
• Armoured Undersuit.....	25
• Drop Rig.....	10
• Filter Plugs.....	10
• Photo-Goggles.....	35
WEAPON ACCESSORIES	
• Telescopic Sight (<i>Pistols, Basic & Special Weapons</i>).....	25

PSI-SYNDICA

INTRODUCTION

There are few greater crimes in the Imperium than concealing or trafficking in psykers... though this does not stop certain shadowy groups from doing so.

STRONG ALLIANCE: DELAQUE

- House Delaque benefits from a special understanding with the Psi-Syndica.
- As such, the first time an allied Delaque gang is required to Test the Alliance, the result is automatically **Disquiet**.

BENEFITS

(1) PSYCHIC AWAKENING

- When this Alliance is formed, choose one fighter in the allied gang.
- They **permanently** gain one random Wyrd Power and the below rule:
 - ▶ **Unsanctioned Psyker:** *If this fighter is taken Out of Action, the enemy gang receives a bounty of D3x10 credits.*
- If the Alliance is broken, the gang must surrender credits equal to this fighter's value as hush money, or else remove them from the Gang Roster.

(2) DELEGATION: MIND-LOCKED WYRD

- **Allied Delegation:** On the battlefield, the Psi-Syndica is represented by **1 Mind-Locked Wyrd**.
- **Requesting Allied Assistance:** During the Pre-Battle Sequence, the gang can request allied help:
 - ▶ *No test is required to include the Mind-Locked Wyrd in a battle – criminals are more opportunistic than Guilders.*

The gang can include the Mind-Locked Wyrd at no cost.

If the Mind-Locked Wyrd does join the battle, they must always be included alongside the gang's starting crew (even if fighter selection is random for the scenario).

- **Uninvited Help:** If the scenario played is *Ghast Harvest*, the Mind-Locked Wyrd **must** be included, unless the gang chooses to Test the Alliance.

DRAWBACKS

(1) DARK DREAMS

- During the Pre-Battle Sequence, before choosing crews, randomly select one fighter from the allied gang who is not in Recovery or Captured.
- Check Willpower – if failed, they may not participate in this battle in any way.
- Alternatively, the gang may choose to disregard this rule but must Test the Alliance if so.

(2) PSYKANARIUM ATTENTION

- After a battle in which the gang used any wyrd powers, roll D6.
 - ▶ *Add +1 to the result for every fighter in the gang with the Unsanctioned Psyker rule.*
 - ▶ *Add +1 to the result if the Mind-Locked Wyrd participated in the battle.*
- On 7+, the gang has drawn the attention of the Imperial House's own tame psykers. Randomly choose one fighter – they must roll for Lasting Injury.
- Alternatively, the gang may choose to disregard this rule but must Test the Alliance if so.

CAMPAIGN PLAY

- If the campaign is using the **alignment rules**, only an Outlaw gang can enter into a Criminal Alliance.
- If the campaign is **not** using the alignment rules, any gang can make any type of Alliance (Arbitrator discretion still applies).
- In the Law & Misrule Campaign, if an Outlaw gang enters into a Criminal Alliance but later becomes Law-Abiding, they must Test the Alliance and apply a +3 modifier to their roll.

MIND-LOCKED WYRD

(INDEPENDENT)

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

WEAPONS

None.

EQUIPMENT

Mesh Armour.

SKILLS

The Mind-Locked Wyrd has the *Fearsome* skill:

- **Fearsome:** If the Mind-Locked Wyrd is targeted with a *Charge (Double)* action, the enemy must check Willpower after declaring it – if failed, they cannot move and their activation ends immediately.

SPECIAL RULES

- **Unsanctioned Psyker:** If this fighter is taken Out of Action, the enemy gang receives a bounty of D3x10 credits.

WYRD POWERS

The Mind-Locked Wyrd comes with any three of the following wyrd powers:

- **SCOURING (Basic, Continuous Effect):** While this power is maintained, the Wyrd counts as wielding a ranged weapon that uses the Flame Template and has Strength 2, AP -2, Damage 1, and the *Blaze* trait.
- **ASSAIL (Basic):** Target an enemy in line of sight and within 12". Check Ballistic Skill – if hit, the enemy is moved D3" in any direction and then becomes Pinned.

If they impact a terrain piece, they stop moving and suffer a Strength 3, AP 0, Damage 1 hit.

If they reach base contact with another fighter, both fighters suffer a Strength 3, AP 0, Damage 1 hit, and become Pinned.

- **FORCE BLAST (Basic):** All enemy fighters within 3" of the Wyrd are immediately pushed D3+1" directly away from them.

Targets who would go over an edge must first check Initiative – if passed, they are instead Pinned; if failed, they fall.

If a target impacts terrain, they are Pinned and suffer a hit of Strength equal to the push distance.

HOUSE RULE: Increase the range to 6". Both friendly and enemy fighters are affected.

- **MADDENING VISIONS (Basic, Continuous Effect):** Until the End Phase of this round, any enemy who ends their activation within 3" of the Wyrd must check Willpower – if failed, they gain the Insane condition.
- **HYPNOSIS (Basic):** Target an enemy with the Ready condition, in line of sight and within 9". They treat the *Move (Simple)* action as *Move (Basic)*.
- **UNBREAKABLE WILL (Basic, Continuous Effect):** While this power is maintained, any time a friendly fighter within 9" of the Wyrd checks Nerve or Willpower, they may use the Wyrd's characteristic instead of their own.

ROGUE FACTORIA

INTRODUCTION

Counterfeit weaponry and wargear are lucrative enterprises that come with the added benefit of keeping their allies well-equipped with ordnance.

STRONG ALLIANCE: CAWDOR

- House Cawdor benefits from a special understanding with the Rogue Factoria.
- As such, the first time an allied Cawdor gang is required to Test the Alliance, the result is automatically **Disquiet**.

BENEFITS

(1) BARGAIN ORDNANCE

- The gang can purchase **counterfeit** versions of any Black Market weapon, – reducing its Illegal value by -2, and its cost by -20% (rounding down to the nearest 5).
- Counterfeit melee weapons gain the *Reckless* trait, while ranged weapons gain the *Unstable* trait.

(2) HEDGE ARMOURERS

- The gang gains a free Ammo-Jack, who remains until the Alliance is broken.

(3) DELEGATION: FACTORIA WORK GANG

- **Allied Delegation:** The Rogue Factoria are represented by the Factoria Work Gang: **1 Factoria Overseer**, **1 Work Party Boss**, and **3 Factoria Workers**.
- **Requesting Allied Assistance:** During the Pre-Battle Sequence, the gang can request allied help:
 - ▶ *No test is required to include the Factoria Work Gang in a battle.*
 - ▶ *The Factoria Work Gang party counts as a single fighter when working out the gang's crew size.*

The gang can include this delegation at no cost.

If the delegation does join the battle, it is always included alongside the gang's starting crew (even if fighter selection is random for the scenario).

- **Uninvited Help:** If the scenario being played is *The Hit*, *Escort Mission*, or *Last Stand* scenario, the Factoria Work Gang **must** be included, unless the gang chooses to Test the Alliance.
- **Quality Control:** If the gang includes any counterfeit weaponry, the Factoria Work Gang **must** be included, unless the gang chooses to Test the Alliance.

DRAWBACKS

(1) EYE OF THE OMNISSIAH

- Before a battle, you must declare whether your gang is including any counterfeit weapons.
- If you are, your opponent gains a free Bounty Hunter who does not count towards the number of fighters they can bring to the battle.

CAMPAIGN PLAY

- If the campaign is using the **alignment rules**, only an Outlaw gang can enter into a Criminal Alliance.
- If the campaign is **not** using the alignment rules, any gang can make any type of Alliance (Arbitrator discretion still applies).
- In the Law & Misrule Campaign, if an Outlaw gang enters into a Criminal Alliance but later becomes Law-Abiding, they must Test the Alliance and apply a +3 modifier to their roll.

FACTORIA WORK GANG

FACTORIA OVERSEER (LEADER)

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

	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
<i>Combi-Weapon</i>									
– Autopistol	4"	12"	+1	-	3	-	1	4+	<i>Combi, Rapid Fire (1), Sidearm</i>
– Plasma Pistol	6"	12"	+2	-	5	-1	2	5+	<i>Combi, Scarce, Sidearm</i>
Shock Baton	-	E	-	-	S	-	1	-	<i>Shock, Parry, Melee</i>

WEAPONS

Combi-Weapon (Autopistol / Plasma Pistol) and Shock Baton.

EQUIPMENT

Mesh Armour

SKILLS

The Factoria Overseer has the *Commanding Presence* and *Overseer* skills:

- **Commanding Presence:** When making a Group Activation, the Factoria Overseer increases the number of Ready fighters they can include by +1.
- **Overseer:** If the Factoria Overseer is Active, they may take the following action:
 - ▶ **ORDER (Double):** Choose a member of the delegation within 6" – they may immediately take two free actions, exactly as if they had been activated, and regardless of whether they have the Ready condition or not.

SPECIAL RULES

- **Delegation Hierarchy (Leader):** If the delegation's allied gang is Bottling, and this fighter passes their Cool check, every member of the delegation within 12" automatically passes theirs.
- **Group Activation (2):** When this fighter activates, they may also activate an additional two Ready fighters from the same delegation who are within 3".

Activate these fighters in any order, fully resolving each activation before proceeding to the next.

A delegation can only make **one** Group Activation per round. This does **not** affect their allied gang's ability to make their own Group Activation.

WORK PARTY BOSS (SECOND)

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

	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
<i>Laspistol</i>	8"	12"	+1	-	3	-	1	2+	<i>Plentiful, Sidearm</i>
<i>Shock Whip</i>	E	3"	-1	-	S+1	-	1	-	<i>Shock, Versatile, Melee</i>

WEAPONS

Laspistol and Shock Whip

EQUIPMENT

Mesh Armour.

SKILLS

The Work Party Boss has the *Iron Will* skill:

- **Iron Will:** When the delegation makes a Bottle test, reduce the final score by 1. Disregard this skill if the Work Party Boss is currently Seriously Injured.

SPECIAL RULES

- **Delegation Hierarchy (Second):** If the delegation's allied gang is Bottling, and this fighter passes their Cool check, every member of the delegation within 6" automatically passes theirs.
- **Group Activation (1):** When this fighter activates, they may also activate one additional Ready fighter from the same delegation who is within 3".

Activate the fighters in any order, fully resolving each activation before proceeding to the next.

A delegation can only make **one** Group Activation per round. This does **not** affect their allied gang's ability to make their own Group Activation.

FACTORIA WORKER (BODYGUARD)

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

	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
<i>Fighting Knife</i>	-	E	-	-	S	-1	1	-	<i>Backstab, Melee</i>
<i>Reclaimed Autopistol</i>	4"	12"	+1	-	3	-	1	5+	<i>Rapid Fire (1), Sidearm</i>
<i>Reclaimed Autogun</i>	8"	24"	+1	-	3	-	1	5+	<i>Rapid Fire (1)</i>

WEAPONS

A Factoria Worker wields **either** a Fighting Knife and Reclaimed Autopistol **or** a Reclaimed Autogun – each fighter can be armed differently.

EQUIPMENT

None.

SKILLS

None.

SPECIAL RULES

- **Bodyguard:** If the Factoria Overseer is hit by a ranged attack, the hit and all its effects may be transferred to a Factoria Worker within 2".
- **Indentured Fighters:** If the delegation's Leader and Second are both removed from play for any reason, the Bodyguards immediately fail a Bottle Test.

HOUSE GREIM

INTRODUCTION

Based in the spire of Hive Primus, House Greim owns huge portions of Necromunda's weapons manufacturing capacity, and has built itself as the planet's 'military' House.

STRONG ALLIANCE: GOLIATH

- House Goliath has a long-standing association with House Greim.
- As such, the first time an allied Goliath gang is required to Test the Alliance, the result is automatically **Disquiet**.

BENEFITS

(1) THE FINEST ORDNANCE

- The gang may re-roll Ammo checks.

(2) OFFWORLD CONNECTIONS

- When the Alliance is formed, the Gang Leader gains a random Xenos Weapon, which they keep for as long as the Alliance remains in place.

(3) DELEGATION: MILITARY ATTACHÉ

- **Allied Delegation:** House Greim is represented by the Greim Military Attaché, consisting of **1 Krieg Master** and **1 Jagerkin**.
- **Requesting Allied Assistance:** During the Pre-Battle Sequence, the gang can choose to bring the Greim Military Attaché.

The gang can include this delegation at no cost.

If the delegation does join the battle, it is always included alongside the gang's starting crew (even if fighter selection is random for the scenario).

- **Uninvited Help:** If the gang's opponent has a higher Gang Rating than themselves, the Greim Military Attaché **must** be included, unless the gang chooses to Test the Alliance.

DRAWBACKS

(1) MARTIAL PRIDE

- If the gang loses a battle, choose one fighter to be seconded to the Greim militia – they immediately roll for Lasting Injury.
 - ▶ *If they survive, the fighter gains +D6 bonus XP.*
 - ▶ *If they enter Recovery, they miss the next battle as normal.*
 - ▶ *If they suffer a Critical Injury or Memorable Death, House Greim compensates the gang with credits equal to the dead fighter's value.*
- Alternatively, the gang may choose to ignore this rule but must Test the Alliance if so.

(2) MILITARY DRAFT

- After a battle, roll D6 for each fighter in the gang with the *Gang Fighter (Juve)* rule (regardless of whether they participated).
- On 1, House Greim pulls strings to draft the fighter into their militia – delete the fighter and all of their weapons and equipment from the Gang Roster.
- Alternatively, the gang may choose to ignore this rule but must Test the Alliance if so.

CAMPAIGN PLAY

- Regardless of whether the campaign is using the alignment rules, **any gang** can enter into a Noble House Alliance – the nobles care nothing for the rules and laws of those below them, only whether an arrangement is of benefit to them.

GREIM MILITARY ATTACHÉ

KREIG MASTER (LEADER)

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

	RNG		ACC							
	S	L	S	L	Str	AP	D	Am	Traits	
<i>Bolt Pistol</i>	6"	12"	+1	-	4	-1	2	6+	<i>Sidearm</i>	
<i>Power Sword</i>	-	E	-	-	S+1	-2	2	-	<i>Power, Parry, Melee</i>	

WEAPONS

Bolt Pistol and Power Sword.

EQUIPMENT

Light Carapace Armour.

SKILLS

The Krieg Master has the *Overseer* skill:

- **Overseer:** If the Krieg Master is Active, they may take the following action:
 - ▶ **ORDER (Double):** Choose a friendly fighter within 6" (that is, a member of either the allied gang or the Krieg Master's own delegation).
This fighter may immediately take two free actions, exactly as if they had been activated, and regardless of whether they have the Ready condition or not.

SPECIAL RULES

- **Delegation Hierarchy (Leader):** If the delegation's allied gang is Bottling, and this fighter passes their Cool check, every member of the delegation within 6" automatically passes theirs.
- **An Eye for War:** If the Greim Military Attaché is joining the battle, when rolling to determine which scenario will be played, the Krieg Master can increase or decrease the result by 1.
- **Seconded to the Militia:** During the Pre-Battle Sequence, prior to choosing crews, select a random fighter in the allied gang with the *Gang Fighter (X)* rule.

This fighter was recently seconded to the Greim militia and must immediately roll for Lasting Injury (treating a Critical Injury as Memorable Death).

- ▶ If they survive, the fighter gains +D6 bonus XP.
- ▶ If they enter Recovery, they miss the next battle as normal.
- ▶ If they suffer a Critical Injury or Memorable Death, House Greim compensates the gang with credits equal to the dead fighter's value.

Alternatively, the gang may choose to ignore this rule but must Test the Alliance if so.

JAGERKIN (BODYGUARD)

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

	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
Combat Shotgun									
– Salvo Ammo	4"	12"	+1	-	4	-	2	4+	Rapid Fire (1), Knockback
– Shredder Ammo	-	T	-	-	2	-	1	4+	Scattershot, Template

WEAPONS

Combat Shotgun (Salvo & Shredder Ammo).

EQUIPMENT

Mesh Armour.

SKILLS

The Jagerkin has the *Marksman* skill:

Marksman: The Jagerkin may disregard the rules for Target Priority when making ranged attacks – and if their attack hits on a natural 6, weapon Damage is doubled.

- *Weapons with the Rapid Fire trait only double the Damage of the very first hit, if multiple are scored.*

SPECIAL RULES

- **Bodyguard:** If the Krieg Master is hit by a ranged attack, the hit and all its effects may be transferred to a Jagerkin within 2".
- **A Jagerkin's Duty:** If the Krieg Master is removed from play for any reason, the Jagerkin immediately fails a Bottle Test.

HOUSE ULANTI

INTRODUCTION

Among the oldest of all the Great Houses, Ulanti is a realm of obscene luxury and decadence. Their interests are primarily tied to the production of chems, drawing massive revenues from Necromunda's drug trade.

STRONG ALLIANCE: ESCHER

- House Escher has a long-standing association with House Ulanti.
- As such, the first time an allied Escher gang is required to Test the Alliance, the result is automatically **Disquiet**.

BENEFITS

(1) EXCESSIVE WEALTH

- After each battle, the gang gains 2D6x10 credits in income.

(2) DELEGATION: ULANTI COURT ADVISOR

- **Allied Delegation:** House Ulanti is represented by the Ulanti Court Advisor, consisting of **1 Courtier** and **1 Mirror Mask**.
- **Requesting Allied Assistance:** During the Pre-Battle Sequence, the gang can choose to bring the Ulanti Court Advisor.

The gang can include this delegation at no cost.

If the delegation does join the battle, it is always included alongside the gang's starting crew (even if fighter selection is random for the scenario).

- **Uninvited Help:** If the gang's opponent is part of a Criminal or Noble House Alliance, the Ulanti Court Advisor **must** be included, unless the gang chooses to Test the Alliance.

DRAWBACKS

(1) INEVITABLE BETRAYAL

- If the gang loses a battle, they must immediately Test the Alliance.
- If this results in the Alliance being broken, the enemy gang they lost against may form an Alliance with House Ulanti for a single battle.
 - ▶ *The enemy gang keeps any Alliance they already had in place – this is the sole exception to a gang only allowed one Alliance at a time.*
 - ▶ *After their next battle, the enemy gang's Alliance with House Ulanti automatically ceases. This does not trigger the "Inevitable Betrayal" rule.*

(2) BORED NOW!

- Ulanti are incredibly easy to bore, and the slightest thing can cause them to withdraw support.
- If a double is rolled when collecting income from the "Excessive Wealth" rule, the gang must Test the Alliance.

CAMPAIGN PLAY

- Regardless of whether the campaign is using the alignment rules, **any gang** can enter into a Noble House Alliance – the nobles care nothing for the rules and laws of those below them, only whether an arrangement is of benefit to them.

ULANTI COURT ADVISOR

COURTIER (LEADER)

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

	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
<i>Needle Pistol</i>	4"	9"	+2	-	-	-1	-	6+	<i>Toxin, Silent, Scarce, Sidearm</i>
<i>Power Sword</i>	-	E	-	-	S+1	-2	2	-	<i>Power, Parry, Melee</i>

WEAPONS

Needle Pistol and Power Sword.

EQUIPMENT

Displacer Field.

SKILLS

The Courtier has the *Counter-Attack* and *Step Aside* skills:

- **Counter-Attack:** When the Courtier makes Reaction attacks, they gain +1 attack for every enemy attack that failed to hit (whether they missed, were parried, or similar).
- **Step Aside:** When an enemy hits the Courtier in close combat, check Initiative – if passed, one attack is negated. The remainder are then resolved as normal.

This skill may be used any number of times in a round, but only once per enemy.

SPECIAL RULES

- **Delegation Hierarchy (Leader):** If the delegation's allied gang is Bottling, and this fighter passes their Cool check, every member of the delegation within 6" automatically passes theirs.
- **Duellist:** If an enemy successfully targets the Courtier with a *Charge (Double)* action, the Courtier resolves their Reaction attacks **before** the enemy's close combat attacks.

MIRROR MASK (BODYGUARD)

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

	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
<i>Needle Pistol</i>	4"	9"	+2	-	-	-1	-	6+	<i>Toxin, Silent, Scarce, Sidearm</i>
<i>Power Sword</i>	-	E	-	-	S+1	-2	2	-	<i>Power, Parry, Melee</i>

WEAPONS

Needle Pistol and Power Sword.

EQUIPMENT

Displacer Field.

SKILLS

The Mirror Mask has the *Nerves of Steel* skill:

- **Nerves of Steel:** When the Mirror Mask is hit by a ranged attack, check Cool – if passed, they may choose to not be Pinned.

SPECIAL RULES

- **Many Faces:** When the Mirror Mask activates, they may swap positions with the Courtier regardless of where the two are on the battlefield.

This includes if either or both of the fighters are Engaged or Prone.

HOUSE RAN LO

INTRODUCTION

Long ago established as Necromunda's bankers and creditors, House Ran Lo is responsible for keeping the planet's wealth firmly in Lord Helmawr's hands. This is a sacred position, and the other Great Houses despise Ran Lo for the power and pressure they can exert as a result.

STRONG ALLIANCE: ORLOCK

- House Orlock has a long-standing association with House Ran Lo.
- As such, the first time an allied Orlock gang is required to Test the Alliance, the result is automatically **Disquiet**.

BENEFITS

(1) CHECKS AND BALANCES

- After a battle, if the enemy earned more credits in income than the gang did, the gang gains 2D6x10 additional credits.

(2) DELEGATION: RAN LO AUDITING CONCLAVE

- **Allied Delegation:** House Ran Lo is represented by the Ran Lo Auditing Conclave, consisting of **1 Auditor** and **1 Gelt-Scrivener**.
- **Requesting Allied Assistance:** During the Pre-Battle Sequence, the gang can request allied help:
 - ▶ Roll D6 and add the gang's Rep.
 - ▶ If the result is 1-10, the Ran Lo Auditing Conclave joins the gang for the battle.
 - ▶ If the result is 11+, House Ran Lo declines to help.

The gang can include this delegation at no cost.

If the delegation does join the battle, it is always included alongside the gang's starting crew (even if fighter selection is random for the scenario).

DRAWBACKS

(1) EVERY CRED COUNTED

- At the end of the Post-Battle Sequence, if the gang's Stash holds less than 50 credits, gang must Test the Alliance.

(2) THE PRICE OF DOING BUSINESS

- Ran Lo always gets its cut. When collecting income from a Territory, Racket, or any other source that randomly determines a credit amount, if a natural 6 is rolled, that die is discarded, claimed by the House.

CAMPAIGN PLAY

- Regardless of whether the campaign is using the alignment rules, **any gang** can enter into a Noble House Alliance – the nobles care nothing for the rules and laws of those below them, only whether an arrangement is of benefit to them.

RAN LO AUDITING CONCLAVE

AUDITOR (LEADER)

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

	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
Web Pistol	-	T	-	-	4	-	-	6+	Web, Silent, Template
Fighting Knife	-	E	-	-	S	-1	1	-	Backstab, Melee

WEAPONS

Web Pistol and Fighting Knife.

EQUIPMENT

Mesh Armour.

SKILLS

The Auditor has the *Fearsome* skill:

- **Fearsome:** If the Auditor is targeted with a *Charge (Double)* action, the enemy must check Willpower after declaring it – if failed, they cannot move and their activation ends immediately.

SPECIAL RULES

- **Delegation Hierarchy (Leader):** If the delegation's allied gang is Bottling, and this fighter passes their Cool check, every member of the delegation within 6" automatically passes theirs.
- **Group Activation (1):** When this fighter activates, they may also activate an additional Ready fighter from the same delegation who is within 3".

Activate these fighters in any order, fully resolving each activation before proceeding to the next.

A delegation can only make **one** Group Activation per round. This does **not** affect their allied gang's ability to make their own Group Activation.
- **Always More Coin:** After a battle in which the Auditor participated, the allied gang gains an additional 2D6x10 credits.
- **Cut Our Losses:** In the End Phase, if this fighter is Seriously Injured, the Ran Lo Auditing Conclave is entirely removed from play.

GELT-SCRIVENER (BODYGUARD)

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

	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
<i>Long Rifle</i>	24"	48"	-	+1	4	-1	1	4+	<i>Master-Crafted, Knockback</i>
<i>Bolt Pistol</i>	6"	12"	+1	-	4	-1	2	6+	<i>Sidearm</i>
<i>Power Sword</i>	-	E	-	-	S+1	-2	2	-	<i>Power, Parry, Melee</i>

WEAPONS

Master-Crafted Long Rifle, Bolt Pistol and Power Sword.

EQUIPMENT

None.

SKILLS

The Gelt-Scrivener has the *Trick Shot* skill:

- **Trick Shot:** The Gelt-Scrivener's ranged attacks against Engaged targets disregard the usual -1 modifier to hit.

In addition, their ranged attacks against enemies in partial cover count them as being in the open, while attacking enemies in full cover applies a -1 modifier to hit, rather than the usual -2.

SPECIAL RULES

- **Bodyguard:** If the delegation's Leader is hit by a ranged attack, the hit and all its effects may be transferred to a Bodyguard within 2".
- **Indentured Fighters:** If the delegation's Leader is removed from play for any reason, the Bodyguard immediately fails a Bottle Test.
- **Cut Our Losses:** In the End Phase, if this fighter is Seriously Injured, the Ran Lo Auditing Conclave is entirely removed from play.

HOUSE CATALLUS

INTRODUCTION

Known as the House of Masks, House Catallus are brokers of diplomacy and deals, facilitating connections, acting as matchmakers and social overseers – often looked down upon as being little more than middle men, and yet without the expertise of their mysterious, masked nobles, the great machine of Necromunda would choke and stall.

STRONG ALLIANCE: VAN SAAR

- House Van Saar has a long-standing association with House Catallus.
- As such, the first time an allied Van Saar gang is required to Test the Alliance, the result is automatically **Disquiet**.

BENEFITS

(1) FACELESS ALLIES

- House Catallus excels at making people disappear from Imperial records, or covering up their misdeeds.
- If a member of the allied gang is taken Captive and subsequently sold to the Guilders, the enemy receives no bounty for them (though the fighter is still removed from the Gang Roster).
- Once per campaign week, if the allied gang is declared Outlaw, they can disregard this if they Test the Alliance.

(2) MANY FACES, ONE PURPOSE

- If the scenario being played uses random crew selection, the allied gang may freely choose one fighter to include (the rest are random, as normal).
- If they do so, the Catallus Carnival may not be included.

(3) DELEGATION: CATALLUS CARNIVAL

- **Allied Delegation:** House Catallus is represented by the Catallus Carnival, consisting of **1 Masked Killer** and **1 Mindfrayed**.
- **Requesting Allied Assistance:** During the Pre-Battle Sequence, the gang can choose to bring the Catallus Carnival.

The gang can include this delegation at no cost.

If the delegation does join the battle, it is always included alongside the gang's starting crew (even if fighter selection is random for the scenario).

- **Uninvited Help:** If the gang's opponent has a fighter worth 250 credits or more, the Catallus Carnival **must** be included, unless the gang chooses to Test the Alliance.

DRAWBACKS

(1) THE INVISIBLE TRUTH

- Once a gang makes an Alliance with House Catallus, note this on the Gang Roster and never delete it – even if the Alliance is subsequently broken.
- If the gang ever attempts to form a new Alliance (with any organisation), roll D6 – on 1, they immediately form an Alliance with House Catallus, instead.

CAMPAIGN PLAY

- Regardless of whether the campaign is using the alignment rules, **any gang** can enter into a Noble House Alliance – the nobles care nothing for the rules and laws of those below them, only whether an arrangement is of benefit to them.

CATALLUS CARNIVAL

MASKED KILLER (LEADER)

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

	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
<i>Laspistol</i>	8"	12"	+1	-	3	-	1	2+	<i>Shock, Plentiful, Sidearm</i>
<i>Power Sword</i>	-	E	-	-	S+1	-2	2	-	<i>Master-Crafted, Shock, Power, Parry, Melee</i>
<i>Long Rifle</i>	24"	48"	-	+1	4	-1	1	4+	<i>Master-Crafted, Shock, Knockback</i>

WEAPONS

The Masked Killer wields a Laspistol and **either** a Master-Crafted Power Sword **or** a Master-Crafted Long Rifle.

EQUIPMENT

Infra-Sight, Photo Goggles, Mesh Armour.

SKILLS

The Masked Killer has the *Dodge* skill:

- **Dodge:** If an enemy successfully wounds the Masked Killer, roll D6 – on 6, the attack is negated. If the attack used a Blast marker or Flame template, the Masked Killer is instead repositioned 2", to try and avoid the weapon.

SPECIAL RULES

- **Delegation Hierarchy (Leader):** If the delegation's allied gang is Bottling, and this fighter passes their Cool check, every member of the delegation within 12" automatically passes theirs.
- **Artistry of Murder:** A Masked Killer is a master of violence, able to land effortless killing blows – all of their weapons gain the *Shock* trait (already included in the weapon's profiles).
- **Perfect Kill:** If the Masked Killer inflicts a Flesh Wound on the Injury die, they may re-roll this result.
- **Debts to be Paid:** After a battle in which the Masked Killer participated, the allied gang must roll D6 for each fighter with the *Gang Fighter (Juve)* rule who also participated in the battle.

On 1, House Catallus demands they be turned over to serve as a Mindfrayed – the fighter and all of their weapons and equipment are deleted from the Gang Roster.

Alternatively, the gang can choose to ignore this rule, but must Test the Alliance if so.

MINDFRAYED (BODYGUARD)

M	WS	BS	S	T	W	I	A	Ld	Cl	WP	Int
6"	4+	5+	3	3	1	4+	2	9+	10+	5+	8+

		RNG		ACC						
		S	L	S	L	Str	AP	D	Am	Traits
	<i>Flail</i>	-	E	-	+1	S+1	-	1	-	<i>Entangle, Melee</i>

WEAPONS

Two dual-wielded Flails.

EQUIPMENT

None.

SKILLS

The Mindfrayed has the *Berserker* skill:

- **Berserker:** The Mindfrayed gains an additional +1 attack following a successful *Charge (Double)* action.

SPECIAL RULES

- **Indentured Fighters:** If the delegation's Leader is removed from play for any reason, the Bodyguard immediately fails a Bottle Test.
- **Infectious Pain:** If the Mindfrayed is Pinned, all Standing and Active fighters within 6" must check Cool – if failed, that fighter is also Pinned.
This rule affects both friendly and enemy fighters, with the sole exception of the Masked Killer)
- **Infectious Terror:** If the Mindfrayed ever fails a Nerve check, every fighter within 6" must make a Nerve check of their own – if failed, they become Broken and immediately make a free *Running for Cover (Double)* action.
This rule affects both friendly and enemy fighters, with the sole exception of the Masked Killer)
- **Infectious Despair:** If a Mindfrayed is Broken, fighters within 6" cannot attempt to Rally.
This rule affects both friendly and enemy fighters, with the sole exception of the Masked Killer)

HOUSE KO'IRON

INTRODUCTION

Though cynics ascribe House Ko'Iron's enduring legacy to the double-dealing nature of its nobles, or its knack for picking the winning side in a war, the truth is that Ko'Iron survives because of its faith. The House's devout matriarchs enjoy close ties with the Ministorum on Necromunda, with much wealth tied up in countless grand cathedrals, pilgrim trails, and shrines.

STRONG ALLIANCE: CAWDOR

- House Cawdor has a long-standing association with House Ko'Iron.
- As such, the first time an allied Cawdor gang is required to Test the Alliance, the result is automatically **Disquiet**.

BENEFITS

(1) RELIGIOUS RELICS

- When the Alliance is formed, the allied gang's Gang Leader may choose one weapon or armour type in their possession to gain the unique *Blessed* trait:
 - ▶ **Blessed:** *If applied to a weapon, once per game the wielder may re-roll a failed hit.*

If applied to an armour type, once per game the wearer may re-roll a failed save.

(2) AN OUTRAGEOUS ACCUSATION

- Once per campaign week, the allied gang may disregard being declared Outlaw if they Test the Alliance.

(3) DELEGATION: KO'IRON MINISTORUM DELEGATION

- **Allied Delegation:** House Ko'Iron is represented by the Ko'Iron Ministroum Delegation, consisting of **1 Prima Materis** and **2 Frateris Bodyguards**.
- **Requesting Allied Assistance:** During the Pre-Battle Sequence, the gang can choose to bring the Ko'Iron Ministorum Delegation.

The gang can include this delegation at no cost.

If the delegation does join the battle, it is always included alongside the gang's starting crew (even if fighter selection is random for the scenario).

- **Uninvited Help:** If the gang's opponent has a higher Gang Rating, the Ko'Iron Ministorum Delegation **must** be included, unless the gang Tests the Alliance.

DRAWBACKS

(1) PENANCE FOR THE UNWORTHY

- If the gang loses a battle, the Gang Leader must start the next battle with a *Flesh Wound*.
- Alternatively, the gang can ignore this rule but must Test the Alliance if so.

(2) TITHED TO THE FRATERIS MILITIA

- During the Pre-Battle Sequence, prior to choosing crews, select a random Ganger or Juve.

This fighter was tithed to the Frateris Militia and must immediately roll for Lasting Injury (treating a Critical Injury as Memorable Death).

- ▶ *If they survive, the fighter gains +D6 bonus XP.*
- ▶ *If they enter Recovery, they miss the next battle.*
- ▶ *If they suffer a Critical Injury or Memorable Death, House Ko'Iron compensates the gang with credits equal to the dead fighter's value.*

Alternatively, the gang may choose to ignore this rule but must Test the Alliance if so.

CAMPAIGN PLAY

- Regardless of whether the campaign is using the alignment rules, **any gang** can enter into a Noble House Alliance – the nobles care nothing for the rules and laws of those below them, only whether an arrangement is of benefit to them.

KO'IRON MINISTORUM DELEGATION

PRIMA MATERIS (LEADER)

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

	RNG		ACC							Traits
	S	L	S	L	Str	AP	D	Am		
Shock Stave	E	2"	-	-	S+1	-	1	-	Shock, Versatile, Melee	
Bolt Pistol	6"	12"	+1	-	4	-1	2	6+	Master-Crafted, Sidearm	

WEAPONS

Shock Stave and Master-Crafted Bolt Pistol.

EQUIPMENT

Light Carapace Armour, Refractor Field.

SKILLS

The Prima Materis has the *Devotional Frenzy* and *Overseer* skills:

- **Devotional Frenzy:** Declare this skill at the start of the Prima Materis's activation. They gain +D3 Weapon Skill, Cool, Leadership, and Willpower (all rolled separately). However, when their activation ends, they lose 1 Wound.
- **Overseer:** If the Prima Materis is Active, they may take the following action:
 - ▶ **ORDER (Double):** Choose a member of the delegation within 6" – they may immediately take two free actions, exactly as if they had been activated, and regardless of whether they have the Ready condition or not.

SPECIAL RULES

- **Delegation Hierarchy (Leader):** If the delegation's allied gang is Bottling, and this fighter passes their Cool check, every member of the delegation within 12" automatically passes theirs.
- **Group Activation (2):** When this fighter activates, they may also activate an additional two Ready fighters from the same delegation who are within 3".

Activate these fighters in any order, fully resolving each activation before proceeding to the next.

A delegation can only make **one** Group Activation per round. This does **not** affect their allied gang's ability to make their own Group Activation.
- **The Emperor Protects:** Every action is witnessed by Him on Terra, and this fighter will not shirk their duty – if this fighter rolls a double 1 when checking Nerve or attempting to Rally, they may re-roll the result.
- **Inspirational Leader:** If this fighter is Standing, friendly fighters within 6" and line of sight may use their Cool and Willpower in place of their own.

FRATERIS BODYGUARD (BODYGUARD)

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

	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
<i>Eviscerator</i> ▶▶									
– <i>Melee</i>	E	1"	-	-	S+1	-1	1	-	<i>Sever, Shred, Unwieldy, Versatile, Melee</i>
– <i>Ranged</i>	-	T	-	-	S	-1	1	5+	<i>Blaze, Scarce Template</i>
<i>Lasipistol</i>	8"	12"	+1	-	3	-	1	2+	<i>Shock, Plentiful, Sidearm</i>
<i>Chainsword</i>	-	E	-	+1	S	-1	1	-	<i>Rending, Parry, Melee</i>
<i>Lasgun</i>	18"	24"	+1	-	3	-	1	2+	<i>Plentiful</i>

WEAPONS

A Frateris Bodyguard wields **either** an Eviscerator and Lasipistol **or** a Chainsword and Lasgun. All may be armed differently.

EQUIPMENT

Mesh Armour.

SKILLS

A Frateris Bodyguard has the *Devotional Frenzy* skill:

- **Devotional Frenzy:** Declare this skill at the start of the Frateris Bodyguard's activation. They gain +D3 Weapon Skill, Cool, Leadership, and Willpower (all rolled separately). However, when their activation ends, they lose 1 Wound.

SPECIAL RULES

- **Bodyguard:** If the delegation's Leader is hit by a ranged attack, the hit and all its effects may be transferred to a Bodyguard within 2".

HOUSE TY

INTRODUCTION

One of the youngest Great Houses, Ty is eager to make its mark upon Necromunda. Though it maintains more psykers than any other House, reaping great rewards from trading these with the Adeptus Astra Telepathica, its chief area of influence is the conveying of messages... and the trading of secrets.

STRONG ALLIANCE: DELAQUE

- House Delaque has a long-standing association with House Ty.
- As such, the first time an allied Delaque gang is required to Test the Alliance, the result is automatically **Disquiet**.

BENEFITS

(1) PSYCHIC TRAINING

- Choose one fighter with with the *Sanctioned Psyker* or *Unsanctioned Psyker* rule.
- They gain an additional wyrd power from whatever list is available to them.

(2) DELEGATION: TY ONMYODO COVEN

- **Allied Delegation:** House Ty is represented by the Ty Onmyodo Coven, consisting of **1 Onmyodo Telepath** and **1 Onmyodo Null**.
- **Requesting Allied Assistance:** During the Pre-Battle Sequence, the gang can choose to bring the Ty Onmyodo Coven.

The gang can include this delegation at no cost.

If the delegation does join the battle, it is always included alongside the gang's starting crew (even if fighter selection is random for the scenario).

- **Uninvited Help:** If the gang's opponent has a higher Gang Rating, the Ty Onmyodo Coven **must** be included, unless the gang Tests the Alliance.

DRAWBACKS

(1) DISTURBING VISIONS

- While associated with House Ty, the gang suffers dark dreams – after deploying for a battle, randomly choose one fighter. They gain a Flesh Wound.
- Alternatively, the gang can ignore this rule but must Test the Alliance if so.

(2) THE COST OF LIES

- If a double is rolled when determine which scenario will be played, ignore the result – instead, the enemy gang can freely choose a scenario.
- Alternatively, the gang may choose to ignore this rule but must Test the Alliance if so.

CAMPAIGN PLAY

- Regardless of whether the campaign is using the alignment rules, **any gang** can enter into a Noble House Alliance – the nobles care nothing for the rules and laws of those below them, only whether an arrangement is of benefit to them.

TY ONMYODO COVEN

ONMYODO TELEPATH (LEADER)

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

	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
Shock Stave	E	2"	-	-	S+1	-	1	-	Shock, Versatile, Melee

WEAPONS

Shock Stave.

EQUIPMENT

Refractor Field.

SKILLS

The Onmyodo Telepath has the *Overseer* skill:

- **Overseer:** If the Onmyodo Telepath is Active, they may take the following action:
 - ▶ **ORDER (Double):** Choose a member of the delegation within 6" – they may immediately take two free actions, exactly as if they had been activated, and regardless of whether they have the Ready condition or not.

WYRD POWERS

The Onmyodo Telepath comes with any two wyrd powers from the *Onmyodo Telepathy* list (see over).

SPECIAL RULES

- **Delegation Hierarchy (Leader):** If the delegation's allied gang is Bottling, and this fighter passes their Cool check, every member of the delegation within 12" automatically passes theirs.
- **Group Activation (1):** When this fighter activates, they may also activate an additional Ready fighter from the same delegation who is within 3".

Activate these fighters in any order, fully resolving each activation before proceeding to the next.

A delegation can only make **one** Group Activation per round. This does **not** affect their allied gang's ability to make their own Group Activation.

- **Inspirational Leader:** If this fighter is Standing, friendly fighters within 6" and line of sight may use their Cool and Willpower in place of their own.
- **Control Collar:** When the Telepath is activated, decide whether their control collar is active for this round – if so, the Null's control collar is deactivated for the round.

Though both collars can be inactive, only one can ever be active at a time.

The Telepath may only use the Sanctioned Psyker rule while their control collar is inactive.

- **Sanctioned Psyker:** The Telepath may re-roll one failed Willpower check per battle.

ONMYODO NULL (SECOND)

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

	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
<i>Boltgun</i>	12"	24"	+1	-	4	-1	2	6+	<i>Rapid Fire (1)</i>
<i>Power Sword</i>	-	E	-	-	S+1	-2	2	-	<i>Power, Parry, Melee</i>

WEAPONS

Boltgun and Power Sword.

EQUIPMENT

Mesh Armour, Respirator.

SKILLS

The Onmyodo Null has the *True Grit* skill:

- **True Grit:** When the Null rolls for Injury using multiple dice, discard one of them; when they roll for Injury using a single die, roll two instead and choose which result to apply.

SPECIAL RULES

- **Control Collar:** When the Null is activated, decide whether their control collar is active for this round – if so, the Telepath's control collar is deactivated for the round.

Though both collars can be inactive, only one can ever be active at a time.

The Null may only use the Psychic Null rule while their control collar is inactive.

- **Psychic Null:** The Null can Disrupt enemy wyrd powers. In addition, enemy psykers within 6" are unable to manifest their abilities – they cannot take any *Wyrd Power (X)* actions.
- **Disquieting Aura:** All fighters (friend or enemy) within 6" suffer a -2 modifier when making Cool checks.

ONMYODO TELEPATHY POWERS

1. MIND CONTROL (*Basic, Continuous Effect*)

- Target an enemy within 9".
- The enemy immediately take a free *Shoot (Basic)* action against a target selected by the psyker.

2. TERRIFY (*Double*)

- Target an enemy within 18".
- The target must check Nerve with a -3 modifier – if failed, they become Broken and immediately make a free *Run for Cover (Double)* action.

3. INVISIBILITY (*Double*)

- While this power is maintained, the psyker cannot be targeted by ranged attacks.
- If the psyker takes any action other than *Move (Simple)* or *Maintain Control (Simple)*, the effect ends immediately.

4. MENTAL ASSAULT (*Basic*)

- Target an enemy within 12" and line of sight. The psyker and the target must both check Willpower.
- If the psyker's result is equal or higher than the target's, the target loses their Ready condition and becomes Pinned.

5. HALLUCINATIONS (*Basic*)

- Target an enemy within 12". They gain the Insane condition.

6. UNBREAKABLE WILL (*Basic, Continuous Effect*)

- While this power is maintained, any time a friendly fighter within 9" of the psyker must check Nerve or Willpower, they may use the psyker's characteristic instead of their own.

HOUSE RULE: Unless specifically stated, the above powers can reach targets through impassable terrain features and walls, and do not require line of sight.

PART XI

RESURRECTION PACKAGES



RESURRECTION PACKAGES

INTRODUCTION

Resurrection Packages are a set of rules that allow dead fighters to return to life... at a cost. They are an Arbitrator tool and only used at their discretion.

CANDIDATES FOR RESURRECTION

Only **Gang Leaders** and **Champions** can take a Resurrection Package – after all, why bring a Juve back from the dead, when there's always plenty more where they came from?

A fighter can only ever take a maximum of one Resurrection Package.

PETITIONING THE ARBITRATOR

If a Gang Leader or Champion dies, you may ask the Arbitrator to grant a specific Resurrection Package.

Alternatively, the Arbitrator might offer this opportunity to the gang in the form of a specific Resurrection Package.

Either way, once the type of resurrection has been chosen, the effects are applied immediately and the fighter is restored to life!

The resurrected fighter is ready to fight in the next battle, exactly as if they had rolled Out Cold for Lasting Injury.

ARBITRATOR NOTES

Unless you have a particular kind of campaign in mind, it is recommended that each gang may have a maximum of one resurrected fighter at a time.

Note that if one player is granted access to Resurrection Packages, then all players are granted access to them.

EFFECTS OF RESURRECTION

Coming back from the dead, of course, is not without its consequences.

There are three components to a Resurrection Package: the **Benefits**, the **Price**, and the **End Game**.

BENEFITS

- Returning to your gang resurrected by alien technology, warp energy, or the neuron plague does have its benefits.
- While the fighter might be changed in some irrevocable way, they are probably tougher, more frightening or gifted with new and potent abilities.
- Each Resurrection Package bestows one or more such Benefits upon the fighter.

PRICE

- Returning from the grave always comes at a cost.
- The fighter might owe a powerful organisation a debt of blood, or perhaps their body is no longer their own, its flesh slowly consumed by ancient archeotech or warp entities.
- Each Resurrection Package comes with a Price that must be paid.

END GAME

- Resurrection is, at best, a temporary method of staving off the cold embrace of death.
- A fighter who returns from the dead does so for a specific reason – one that cannot be ignored.
- Whether getting revenge on their killer, spreading a zombie virus, or sacrificing captives to the Dark Gods, each Resurrection Package has an End Game that will finally conclude the fighter's personal story.

(1) ARCHEO-REBIRTH

There are secrets that are best left in the past, secrets that belong to a long-past Dark Age... Once, there were machines that aped the thoughts of man, and devices that could unravel matter or even halt the slow rotation of life into death.

Such secrets exist now in only the most shunned scraps of techno-mythos. But down in the depths of Necromunda, where the past still dreams in the underworld, it is said that the machine spectres of bio-ferrum infusion, nerve tendril merger and Sarcosan wave generators can still be found...

BENEFITS

- A living piece of abominable technology is affixed to the fighter's body, burrowing mechatendrils deep inside their flesh, shunt-starting and rebooting their minds and souls.
- If the resurrected fighter suffers a Lasting Injury result of *Humiliated*, *Head Injury*, *Eye Injury*, *Hand Injury*, *Hobbled*, *Spinal Injury* or *Enfeebled*, they instead count the result as Out Cold and gain **+1 Reboot**.
- Each time the fighter gains a Reboot, record this on their fighter card.

PRICE

- Whatever dark technology is keeping the fighter alive is burrowed deep into their brain.
- When the resurrected fighter activates, roll D6 – if the result is equal or less than their total number of Reboots, they become subject to the Insane condition.

END GAME

- Slowly, eventually, the fighter transforms into something more machine than human.
- If the resurrected fighter reaches 6 Reboots, they vanish into the underhive never to be seen again – remove them from the Gang Roster.

(2) A DEBT OF BLOOD

Few things create loyalty like the gift of unexpected life – when souls believe they will plunge into the abyss, only to find themselves hanging by a thread, a powerful moment is created that can create lifelong devotion... or a lifelong debt.

Those who find themselves waiting for the final blade or gunshot, only to see their would-be killers dead at the hands of an angel with a smile and an offer, understand that a debt of blood is a path back to a life lived at the end of a string.

BENEFITS

- The resurrected fighter (or the Arbitrator) must choose one of the available Guilder, Criminal, or Noble factions.
- The gang immediately enters an Alliance with that faction, forsaking any existing allies. This Alliance can never be broken for as long as the resurrected fighter lives.
- The relevant Allied Delegation no longer counts as a separate gang-within-a-gang – instead, they count as full members of the resurrected fighter's gang.
- This means that members of the delegation can now gain XP, Advances (using the gang's skill access) and suffer Lasting Injuries.

PRICE

- The resurrected fighter's gang must change their alignment to match their new Alliance:
 - ▶ *If they were Law-Abiding, and a Criminal Alliance was made, they become Outlaw.*
 - ▶ *And vice versa – if they were Outlaw, and make a Guilder Alliance, they become Law-Abiding.*
 - ▶ *Noble Alliances are not tied to a particular alignment*
- The resurrected fighter's gang may never voluntarily Test the Alliance with their new allies.

END GAME

- The cost levied by the fighter's allied saviours is always a hefty one.
- After each battle the gang wins, the resurrected fighter must either surrender themselves to their allies... or choose another friendly fighter to do so.
 - ▶ *Hired guns and allied fighters cannot be surrendered.*
- The tribute is removed from the Gang Roster. This continues until the fighter surrenders to their allies.

(3) DAEMONIC POSSESSION

Beyond the veil of reality, daemons swim ever-hungry for souls and the promise of reality. They seek ways into the living world – drawn like insects to a candle flame, daemons use the death-moment to slide into a body, in the process consuming the last shreds of its soul like a hatchling feeding on the yoke of its egg.

The daemon's possession of dead flesh is weak and never lasts, but in the meantime they can stalk the mortal realm and sate their hunger for suffering and death.

BENEFITS

- The resurrected fighter becomes an unsanctioned psyker, gaining a random wyrd power from the *Chaos Helot Wyrd Power List*.
 - ▶ **Unsanctioned Psyker:** If this fighter is taken Out of Action, the enemy gang receives a bounty of D3x10 credits. If Captured and Sold to the Guilders, they are worth their full value in credits.
- The fighter gains the following rules:
 - ▶ **Fearsome:** If the fighter is targeted with a Charge (Double) action, the enemy must check Willpower after declaring it – if failed, they cannot move and their activation ends immediately.
 - ▶ **Supernatural Horror:** If the fighter is targeted by a ranged attack, the enemy must check Cool after declaring it – if failed, they must choose a different target, or their action is wasted.

PRICE

- Every *Coup de Grace (Simple)* action the fighter took in the battle grants **+1 Soul**.
- During the Post-Battle Sequence, the fighter can sacrifice a friendly fighter to the daemon (remove them from the Gang Roster), gaining **+1 Soul**.
- Otherwise, if the fighter has not gained any Souls by this point, they lose -1 Toughness. At zero Toughness, the daemon's hold is lost and the fighter's mortal shell finally expires – remove them from the Gang Roster.

END GAME

- Once the Daemon has consumed its fill of souls, it no longer needs its vessel.
- In each Post-Battle Sequence, before resolving the Price, roll 2D6 – if the result is equal or less than their total Souls, the fighter explodes as the daemon breaks free, cackling, and escapes – remove them from the Gang Roster.

(4) DARK PACT

There are things that listen to the dreams and fears of mortals, things that live beyond the shadow line that separates reality from that which lies beyond. Some call these things gods, others call them daemons... and in the depths of Hive Primus, there are those that whisper of the Seven Pale Spinners, the Burning Ones, the Lord of Skin and Sinew, and the Horned Darkness.

No matter their name, or why mortals call to them, there is always one truth: these dark powers listen, and should a lost soul desire to live beyond their allotted span, they can certainly grant that final wish... for a price.

BENEFITS

- The resurrected fighter becomes an unsanctioned psyker, gaining a random wyrd power from the *Chaos Helot Wyrd Power List*.
 - ▶ **Unsanctioned Psyker:** If this fighter is taken Out of Action, the enemy gang receives a bounty of D3x10 credits. If Captured and Sold to the Guilders, they are worth their full value in credits.
- The fighter gains access to the **Dark Ritual Post-Battle Action** (see the Chaos Helot rules).
 - ▶ If they already belong to a Chaos Helot gang, they instead gain a +2 modifier to their Dark Ritual roll.

PRICE

- The gang's dark reputation gets around and they immediately become Outlaws.
- The gang can no longer sell Captives to the Guilders – they must instead sacrifice them to the Dark Gods (see the Chaos Helot rules).

END GAME

- Dark Gods bestow terrible gifts upon their new servant.
- Once their gang has sacrificed three Captives to the Dark Gods, the resurrected fighter is transformed into a Chaos Spawn (see the Chaos Helot rules).
- Remove the resurrected fighter from the Gang Roster.
- The gang can choose to add the Chaos Spawn to their Gang Roster, even if they are not a Chaos Helot gang.

(5) CANNIBAL CORPSE

The dead do not rest easy in the underhives of Necromunda. Zombie plagues spread and multiply – from the Widow Walkers of Hive Primus and Hive Quartus, and the Rattle Shrouds of the Ash Wastes, to the Pox Walkers that have all but overwhelmed Hive Mortis – all are hungering undead driven to spread their curse to others.

Such a fate is rightfully feared, but sometimes, the foolish, the insane, or the desperate might taint the flesh of a dying comrade to let them walk again.

BENEFITS

- The resurrected fighter cannot be Pinned and automatically passes Cool checks.
- When rolling for Injury, the resurrected fighter treats Flesh Wound results as “no effect.”
- If subject to the Blaze condition, the resurrected fighter still suffers the automatic Strength 3, AP -1, Damage 1 hit upon activation – but otherwise disregards all Blaze effects and may act normally.

PRICE

- When the resurrected fighter is activated, they may only take one action on their turn, instead of two.

HOUSE RULE: Amend the wording as follows: “*The fighter counts every action as (Double).*” The original wording leaves the fighter unable to Charge.

- If the fighter attacks with a weapon, they suffer a -4 modifier to hit unless it has the *Melee* or *Versatile* trait.
- When the fighter is activated, if they are able to attempt a *Charge (Double)* action or take the *Coup de Grace (Simple)* actions, they must do so.
- The fighter can only take or be included in Group Activations with fighters who are also zombies.

END GAME

- The fighter is instinctively driven to create more zombies.
- After each battle, randomly choose one friendly fighter – they contract the plague and become a zombie.
- A zombieified fighter cannot voluntarily be deleted from the Gang Roster.
- Once every fighter in the gang is a zombie, it is disbanded, as they wander off into the underhive looking for fresh meat...

(6) BACK FOR REVENGE

Revenge: the darkest motivator, a power that can deny the even dead the peace of their grave. Driven by an immortal hate, the revenant is a figure who claws themselves back from oblivion by force of their own pure, spiteful willpower. They return to the world of the living to perform one final deed: to drag those who wronged them down into the darkness alongside them.

BENEFITS

- Make a note of the enemy responsible for the resurrected fighter’s death. If they were not directly killed by an enemy, note the Gang Leader of the enemy gang they were facing when they died.
- This enemy is designated the **Murderer**.
- When the resurrected fighter makes attacks against their chosen enemy, they may re-roll failed hit rolls, wound rolls, and Injury dice.

PRICE

- The resurrected fighter is obsessed with slaughtering the Murderer.
- Each time the gang fights a battle against an opponent **other** than the Murderer’s gang (regardless of whether the Murderer themselves participated), roll D6 during the Post-Battle Sequence – on 4+, the resurrected fighter loses -1 Strength.
- At zero Strength, the resurrected fighter’s hateful hold on life expires, and they enter the void unfulfilled – remove them from the Gang Roster.

END GAME

- If the resurrected fighter successfully kills the Murderer (either via a Memorable Death or untreated Critical Injury), they allow themselves to expire, their dark duty fulfilled – remove them from the Gang Roster.
- If the Murderer is killed elsewhere (or retires), the resurrected fighter becomes deranged, unthinkingly transferring their vengeance to an unrelated target – choose a new enemy from the same gang to become the Murderer.

(7) XENOS-RESURRECTION

There are creatures who walked the stars when Mankind was less than a dream in the eye of ancient gods. To such beings, death is a puzzle long solved, and a gift that now tempts humanity. From the Halo Devices brought from Calixis and Mandragora, to the flesh mastery of the Drukhari Haemonculi, to the metallic Solar Worms found in the black sands of dead worlds, there are ways back from death open to those who are willing to leave their humanity behind.

BENEFITS

- The fighter is not... *entirely*... human anymore.
- When the resurrected fighter suffers a Lasting Injury, Memorable Death and Critical Injury results apply as normal, but anything else counts as “Out Cold.”
- If the resurrected fighter suffers any Lasting Injury result other than *Memorable Death* or *Critical Injury*, they instead count the result as Out Cold and gain **+1 Change**.

PRICE

- Each time the fighter avoids a Lasting Injury, they permanently become more alien.
- The below effects are cumulative, depending on the number of Changes they have accumulated:
 - ▶ *1 Change: Can no longer use or benefit from the “Leading by Example” rule.*
 - ▶ *2 Changes: Can no longer make or join Group Activations.*
 - ▶ *3 Changes: Can no longer be targeted by friendly Gang Tactics.*
 - ▶ *4+ Changes: Friendly fighters may never voluntarily be deployed or move within 3” of the fighter.*

END GAME

- Eventually, the fighter’s humanity is consumed by the alien within and they become something else entirely.
- Once the resurrected fighter gains four Changes, for each additional Change gained, roll 2D6.
- If the result is equal or less than their total number of Changes, they immediately transform into a Beast’s Lair (or a creature chosen by the Arbitrator)!
- They will always attack the nearest fighter (friend or enemy) when activated, or else must move towards the nearest fighter, if they are an Arbitrator-selected creature.
- After the battle, remove them from the Gang Roster.

(8) SKIN-DEEP DOPPELGANGER

The faces of the dead are masks that can be worn by the living. Remorphic aliens, witch-bred assassins, neuromimic cultists and other shape-changers may take the death of an individual as an opportunity to slip into the space left by the departed, wearing their face and life like a set of clothes while they pursue their own ends.

BENEFITS

- There is something slightly different about the fighter.
- When they are returned to life, the resurrected fighter loses all their skills (including those gained at recruitment) and Advances and gets back all of their spent XP.
- They may then redistribute their XP on new skills and Advances.
- When choosing skills, the resurrected fighter may select from any category – not just those available to their gang.

PRICE

- The rest of the gang are unnerved by the fighter’s supposed lucky escape from death, and their new, strange mannerisms.
- The resurrected fighter cannot benefit from the “Leading by Example” rule, and cannot make or join Group Activations.

END GAME

- The doppelganger wearing the fighter’s guise is following their own secret agenda.
- After a battle in which the resurrected fighter participates, roll 3D6:
 - ▶ *If a double is rolled, the fighter is mysteriously absent for a battle (effectively going into Recovery).*
 - ▶ *If a triple is rolled, they vanish entirely, leaving only questions and dark rumours behind – remove them from the Gang Roster.*

PART XII

GANG MODIFIERS



Gang Modifier:

CHAOS CORRUPTION

MAKING A DARK PACT

This section outlines rules for modifying an existing gang to the worship of the Dark Gods.

This can occur at recruitment, or during a campaign.

Applying Chaos corruption is at the Arbitrator's discretion.

Chaos corruption provides a wealth of modelling opportunities – blood-spattered Goliaths dedicated to the Blood God, pale-skinned, filth-encrusted Cawdor bowing to the Rotfather, or luridly-coloured Delaque in the service of the Dreamer are some obvious options, though you are limited only by imagination.

There is no requirement to model a Chaos-Corrupted gang look different to its base counterpart (Chaos certainly enjoys hiding in plain sight) but this is encouraged – an Arbitrator may even require it.

ELIGIBLE GANGS

Only Goliath, Escher, Orlock, Van Saar, Cawdor, Delaque, and Venator gangs can become Chaos-Corrupted.

SUMMARY OF EFFECTS

- The gang automatically becomes **Outlaw**.
- The gang chooses a patron god, allowing the Gang Leader to seek their favour by performing a new **Dark Ritual Post-Battle Action**.
- The gang's senior members become immune to the **Insanity** condition.
- The gang's fighters can transform into **Chaos Spawn**, which can be added to the Gang Roster.
- The gang gains access to the **Warp Horror** brute, and new Chaos-aligned **Dramatis Personae**.
- Despite the corruption, the gang retains access to their original House equipment lists, and still use the Skill lists applicable to their gang.

GAINING CHAOS CORRUPTION

GANG CREATION

- The gang can begin the campaign already corrupted, if desired.
- If so, they automatically begin as Outlaw.
- The gang must select a patron Dark God. When performing a Dark Ritual, the gang can only seek this patron's favour, no others.

DURING A CAMPAIGN

- The gang can convert to submit Chaos after any battle.
- As soon as this choice is made, the gang automatically becomes Outlaw.
- However, the conversion is *not* automatic. The Gang Leader must make the **Dark Ritual** Post-Battle Action (see below).
- This involves announcing which Dark God they will attempt to invoke.
- If the Dark Ritual successfully draws the Dark Gods' attention – or transforms a gang member into a Chaos Spawn – the gang becomes Chaos-Corrupted.
- The Dark God the gang successfully invoked becomes their permanent patron. When performing a Dark Ritual in future, the gang can only seek this patron's favour, no others.

NEW SPECIAL RULES

OUTLAW ALIGNMENT

- A Chaos-Corrupted gang automatically becomes Outlaw.
- It is up to the Arbitrator whether a Chaos-Corrupted gang can change alignment.

INURED TO MADNESS

- The Gang Leader and all Champions are immune to the Insanity condition.

PATRON GOD

- Whether at gang creation or a later stage, a Chaos-Corrupted gang must select a patron Dark God: the Lord of Skin and Sinew, the Architect of Fate, the Plague God, or the Dark Prince.
- Unlike Chaos Helots, who can seek the favour of multiple gods, a Chaos-Corrupted gang can only seek the favour of their patron.

NEW FIGHTERS

- A failed Dark Ritual may transform a fighter into a Chaos Spawn, which can be added to the Gang Roster.
- The gang can recruit a new Brute: the Warp Horror.
- The gang can hire new Dramatis Personae.

SUB-PLOTS

The gang must now use the **Chaos-Corrupted Sub-Plots**, rather than their original table.

MUTATIONS

When a Chaos Helot fighter suffers a **Lasting Injury result of 45-56**, roll D6 to determine whether it develops into a mutation, applying the following modifiers:

- ▶ +1 if the Lasting Injury was inflicted by an enemy from a Chaos Helot, Corpse Grinder Cult, or Chaos-Corrupted gang.
- ▶ +1 if the Lasting Injury was inflicted by a daemon, or a daemonically-possessed enemy.
- ▶ +1 if the fighter already has one or more mutations.

On **6+**, replace the effects of the Lasting Injury with its counterpart mutation from the table opposite.

The same mutation cannot be gained more than once. If this occurs, the fighter may instead freely choose a different mutation to gain.

If a fighter gains **mutations equal to their Toughness**, they transform into a Chaos Spawn!

- ▶ The fighter is effectively dead – remove them from the Gang Roster.
- ▶ The gang can choose to retain the Chaos Spawn – if so, add it to the Gang Roster (it has no credit cost to recruit).
- ▶ Otherwise, the Chaos Spawn escapes or is immediately killed.

MUTATIONS FROM LASTING INJURY

(46) HUNGERING PRIDE: The fighter must always be the first in the gang to activate each round (you may choose how to break ties). The fighter gains +1 bonus XP for taking a Gang Leader or Champion Out of Action.

(51) DARK MADNESS: When the fighter activates, check Intelligence – if failed, roll D6 to determine their first action:

- 1-2: Move (Simple)
- 3-4: Shoot (Basic) or Fight (Basic)
- 5-6: Nothing – the first action is wasted.

(52) BESTIAL SENSES: The fighter counts as having a Bio-Scanner – but can no longer initiate or join a Group Activation.

(53) DISTURBING APPENDAGE: The fighter counts as having a Fighting Knife that can never be disarmed or lost – but suffer an additional -1 modifier to hit with weapon that have the *Unwieldy* trait.

(54) WARPED LIMBS: The fighter loses -1" Movement – but when taking the *Charge (Double)* action, roll three D3s and count the highest.

(55) CROOKED BODY: Ranged attacks targeting this fighter receive an additional -1 modifier to hit at Long range, but the fighter can no longer wear armour (transfer any they had into the Stash).

(56) TWISTED FLESH: When the fighter activates, they discard -1 Flesh Wound – but can never benefit from Bio-Boosters, Medicae Kits, and can never receive assistance when attempting Recovery.

NEW POST-BATTLE ACTIONS

ACTION: DARK RITUAL

(1) CHOOSING A FAVOUR

- If the gang is attempting to convert to Chaos, they must decide which Dark God's favour they will attempt to seek.
 - ▶ *Either the Lord of Skin and Sinew, the Plague Lord, the Dark Prince, or the Architect of Fate.*
- If the gang is Chaos-Corrupted, they can only attempt to invoke the favour of their patron.

(2) PREPARATION

- You may randomly select one gang member (not the Gang Leader) as the ritual's focus and vessel of the god's power.
- You may choose to sacrifice a Captive to fuel the ritual (if their owning gang has had a chance to rescue them).

(3) ENACT THE RITUAL

- Roll 2D6 and apply the following cumulative modifiers:
 - ▶ +1 if the gang won their battle.
 - ▶ +1 if the gang gained Rep from their battle.
 - ▶ +2 if the gang already had their god's favour for their battle.
 - ▶ +2 if a Captive is sacrificed to fuel the ritual.
 - ▶ -1 if the gang lost their battle.
 - ▶ -1 if the gang lost Rep in their battle.

(4) OUTCOME

- On a 9+, the gang gains their patron's favour! This lasts for one battle – mark it on the Gang Roster.
- If a gang member was selected as the focus of the ritual, they gain +D6 XP.
- If the result is 2 or less after modifiers, the gods are cruel. If a gang member was selected as the ritual's focus, they are transformed into a Chaos Spawn.

(5) FAVOUR BESTOWED

- **THE LORD OF SKIN AND SINEW:** Also known as the Blood God, the Scratcher, the Red One, and the Lord of Rage.
 - Grants the following boons for the gang's next game:
 - ▶ *Once per round, the gang can re-roll one failed Wound.*
 - ▶ *The Gang Leader gains +1 Attack.*
 - ▶ *The gang's Chaos Spawn gains +1 Strength.*
- **THE PLAGUE LORD:** Also known as the Rotfather, the Fly Lord, the King in Rags and Tatters, and Old Festus.
 - Grants the following boons for the gang's next game:
 - ▶ *Once per round, the gang can re-roll one failed Recovery attempt.*
 - ▶ *The Gang Leader gains +1 Wounds.*
 - ▶ *The gang's Chaos Spawn gains +1 Toughness.*
- **DARK PRINCE:** Also known as the Pale One, the Pleasure Lord, the Nightwild, and the Shadow Ruler.
 - Grants the following boons for the gang's next game:
 - ▶ *Once per round, the gang can activate two Ready fighters one after the other, instead of just one.*
 - ▶ *The Gang Leader gains +2" Movement.*
 - ▶ *The gang's Chaos Spawn rolls two D6s when determining its Movement and chooses the highest result.*
- **ARCHITECT OF FATE:** Also known as the Whisperer, the Lord of Lies, the Watcher, and the Dreamer.
 - Grants the following boons for the gang's next game:
 - ▶ *Once per round, one fighter can ignore all negative modifiers when making a ranged attack.*
 - ▶ *The Gang Leader gains a random Wyrd Power.*
 - ▶ *The gang's Chaos Spawn gains an armour save of 4+.*

CHAOS SPAWN

(UNIQUE) – no cost to recruit – special conditions apply

M	WS	BS	S	T	W	I	A	Ld	Cl	WP	Int
D6"	X	-	X	X	X	X	X	-	-	-	-

EQUIPMENT

- A Chaos Spawn has no equipment and always makes unarmed attacks.

RECRUITMENT

- A Chaos-Corrupted gang can only recruit a Chaos Spawn if one of their fighters is transformed into one.
- A Chaos Spawn is recruited for free.
- It increases the Gang's Rating by 130 credits.
- Once recruited, complete a fighter card for the Spawn as normal – rolling D6 for each X in its profile and using the relevant value below:

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

SPECIAL RULES

Lost and Damned: If a fighter is transformed into a Chaos Spawn, they are effectively slain – remove them from the Gang Roster. Their weapons are returned to the gang's Stash, while their equipment is lost.

A Chaos Spawn exists outside the gang's structure – so if the gang had two Champions, and one is transformed into a Spawn, the gang now only has one Champion, so another can be recruited.

Mindless Beast: A Chaos Spawn can only make the following actions: *Move (Simple)*, *Charge (Double)*, *Fight (Basic)*, and *Coup de Grace (Simple)*.

Warped Monstrosity: Chaos Spawn can never be Pinned, can never become Broken, and is immune to the Insane condition.

It automatically passes Cool and Willpower checks, and automatically fails Leadership and Intelligence checks.

If a Chaos Spawn rolls for injury, it treats a result of Flesh Wound or Serious Injury as "No Effect."

A Chaos Spawn never suffers Lasting Injury. Instead, it is automatically restrained after the battle (see below).

Restraining the Spawn: After a battle, the gang must roll to determine whether the Chaos Spawn can be restrained:

- Nominate three participating Gangers or Juves who were not Out of Action or Seriously Injured at the end of the battle.

HOUSE RULE: If three fighters cannot be nominated, the Arbitrator should decide: does the Spawn automatically escape, or can the gang nominate a non-participating fighter?

- Roll D6 one at a time for each – if any score 4+, the Spawn is successfully restrained.
 - Otherwise, the Spawn escapes to join the other nameless horrors of the underhive, and is removed from the gang's roster.
- If any 1s are rolled, the fighter suffers a Lasting Injury.

WARP HORROR

(BRUTE) - 210 credits

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

WEAPON	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
<i>Horrific Appendages</i>	-	E	-	-	S	-1	2	-	<i>Pulverise, Rending, Melee</i>
<i>Massive Tentacles</i>	E	4"	-	-	S+1	-	1	-	<i>Drag, Entangle, Versatile, Melee</i>
<i>Warfire Breath</i>	-	T	-	-	3	-1	-	4+	<i>Blaze, Template</i>

EQUIPMENT

- By default, a Warp Horror dual-wields two *Horrific Appendages*.

ADDITIONAL OPTIONS

The Warp Horror can take any of the following upgrades in addition to its two Horrific Appendages:

- Gain *Massive Tentacles* (+50 credits).
- Gain *Warfire Breath* (+90 credits).
- Gain *Undulating Skin* (+40 credits).

BRUTE RULES

- Rep & Recruitment:** The maximum number of combined Brutes and Hangers-On a gang can recruit is determined by their Reputation:

REP	MAX
0-5	1
5-9	2
10-14	3
15-19	4
20-24	5
<i>Each additional +5</i>	<i>+1</i>

- Full Member:** Once recruited, Brutes are an accepted part of the gang. They may join a battle in the same way as any other fighter.
- Profile Restriction:** Brutes can only use and purchase the weapons and equipment options included on their profile – they can never be given any other gear.
- Campaign Play:** Brutes gain XP and Lasting Injuries as normal, and count as a Specialist for Advancements. They can be taken Captive, and a Rescue Mission can be mounted for them as normal. Brutes cannot work Territories.

SKILLS

- A Warp Horror comes with the *Nerves of Steel* skill at recruitment:
 - **NERVES OF STEEL:** When the Warp Horror is hit by a ranged attack, check Cool – if passed, it may choose to not be Pinned.
- Primary Skills:** *Ferocity*.
- Secondary Skills:** *Brawn, Combat*.

SPECIAL RULES

Terrifying: If an enemy wishes to make a *Fight (Basic)* or *Shoot (Basic)* action against the Warp Horror, they must first check Willpower.

If failed, the enemy cannot take this action. They may target another fighter if they wish, otherwise the action is wasted.

Instability: In each End Phase, roll 2D6 – if the result is equal or lower than the current game round, the Warp Horror suffers a Flesh Wound.

Warp Denizen: The Warp Horror ignores all Lasting Injuries except for “Memorable Death.”

Undulating Skin: A Warp Horror with this upgrade reduces the Damage of any weapon that attacks it by -1.

CHAOS-CORRUPTED SUB-PLOTS

USING SUB-PLOTS

NOTE: in the current edition of Necromunda, all of the House gangs now have their own unique Sub-Plots. Those that follow here are the original, general Sub-Plots. Some names and wording has been changed for the sake of characterisation, but the content is identical across gangs.

Sub-Plots are side missions a gang can pursue mid-battle – kept secret from the opponent until completed and rewarding extra credits, XP, Reputation, or Gang Tactics cards.

A House's fortunes are tied invisibly to those of its strongest gangs. Each gang leader is akin to a general in the House's armies – every victory granting the hidden masters more political capital to further their schemes.

As such, sometimes the House's nobles take a direct hand in matters – meddling in the gang's affairs, and sending them on errands, and pressing them into agendas where they can have the most impact. Gang leaders ignore these directives at their peril.

- Players should agree prior to the battle whether to use Sub-Plots. If so, a **deck of playing cards** is required. Each player privately draws one card, then consults their list of House Sub-Plots to see what secret assignment their gang has been given.
- Every **Joker** drawn must be shown to your opponent, then discarded. You must then privately draw **two** cards. If one of these is a Joker, do the same again.
- Once you complete a Sub-Plot, reveal it to your opponent, gain the rewards and apply the effects, then discard the card.

SUB-PLOTS TABLE

SPADES: BLOOD

(A♠) DOWN WITH THE IMPERIUM!

- A fighter in the enemy deployment zone can take the following action:
 - ▶ **DEFILE THE AQUILA (Double):** *Tear down and smash a nearby symbol of weakling Imperial dogma.*
- Reveal the first time you take this action. If the gang completes three *Defile the Aquila (Double)* actions, gain D3+1 Rep.

(2♠) THE EIGHT-POINTED STAR

- A fighter in the enemy deployment zone can take the following action:
 - ▶ **SPRAYPAINT PROFANE ICON (Double):** *Tag the walls with the sigils of Chaos.*
- Reveal the first time you take this action. If the gang completes three *Spraypaint Profane Icon (Double)* actions, gain D3+1 Rep.

(3♠) HERETEK'S BLESSING

- Reveal when the battle begins.
- Randomly select one fighter – then choose weapon they are wielding. It gains +1 Strength and Damage for the remainder of the battle.
- If you win the battle, gain +D3 Rep.

(4♠) EVERYTHING ENDS IN CHAOS

- Reveal when the battle begins.
 - ▶ **Zone Mortalis:** *Your gang must destroy three doors.*
 - ▶ **Sector Mechanicus:** *Choose a terrain piece roughly 6" wide to destroy (it has Toughness 8, Wounds 8, and is hit automatically).*
- Claim if you destroy the target(s) – gain +D3 Rep

(5♠) BLOOD AND SKULLS

- Reveal at the end of the game, if at least five enemy fighters went Out of Action.
 - ▶ *Fighters who Bottled and fled the battlefield do not count.*
- Gain +D3+1 Rep.

(6♠) A DARK INVITATION

- Reveal at the start of the battle. Randomly choose one enemy. A fighter in base contact with this enemy can take the following action:
 - ▶ **PLANT HERETICAL PAMPHLET (Basic):** Gain +D3 Rep. At the end of the battle, if this enemy is not Seriously Injured or Out of Action, gain an additional +D3 Rep.

(7♠) SACRED SPACES

- Reveal at the start of the battle. Choose a terrain piece at least 12" from your deployment zone.
- At the end of the game, if there are no enemies within 6" of this objective, gain +D3 Rep.

(8♠) THE UNSTOPPABLE MARCH

- Reveal at the end of the game. If you have four or more fighters in the enemy deployment zone, gain +D6 Rep.

(9♠) A PRIME OFFERING

- Reveal when you take an enemy Gang Leader or Champion Out of Action.
- At the end of the game, if the enemy has no Gang Leader or Champions in play, gain +D6 Rep.

(10♠) FALL INTO DARKNESS

- Reveal if your fighter knocks an enemy down a Pitfall, or makes them fall from a height that sends them Out of Action.
- Gain +D3 Rep. At the end of the game, if three enemies have been taken Out of Action in this manner, gain an additional +D3 Rep.

(J♠) RITUALISTIC TAKEDOWN

- Reveal if your fighter takes an enemy Out of Action with an unarmed attack.
- Gain +D3 Rep. This increases to +D6, if the victim was a Gang Leader or Champion.

(Q♠) PURGE THE WEAK

- Reveal when the last enemy Juve goes Out of Action – gain +D6 Rep.
 - ▶ *If the enemy gang has no Juves, reveal when the three enemy fighters with the lowest value go Out of Action.*

(K♠) GLORY TO THE GODS

- Reveal at the end of the battle, if you won the scenario within ten rounds.
- Gain +D6 Rep. This increases to +2D6, if you won the scenario within five rounds.

HEARTS: CHANGE

(A♥) MARKED FOR DEATH

- Reveal at the start of the battle, after selecting crews but before deployment.
- Randomly select one enemy. At the end of the game, if this fighter is Out of Action, gain D6x10 credits.
- This increases to 2D6x10 credits if the target was taken Out of Action by a *Coup de Grace (Simple)* actions, or a weapon with the *Melee* trait.

(2♥) CHOSEN

- Reveal at the start of the battle. Randomly select one of your participating Juves (if you have none, select a Ganger).
- At the end of the battle, if this fighter has not lost any Wounds, gain 10 credits.
- This increases to D6x10 if this fighter did not lose any Wounds, but inflicted at least one Wound on an enemy.

(3♥) FIND THE MESSAGE

- A fighter within 3" of a Ductway (**Zone Mortalis**), or who is on the upper level of a terrain piece (**Sector Mechanicus**) can take the following action:
 - ▶ **SEARCH FOR MESSAGE (Double):** Roll D6 – on 5+, the fighter locates their contact's message. Gain 2D6x10 credits.
 - If the fighter is taking this action on the last unsearched Ductway or terrain piece, do not roll – the action is automatically successful.*
- If you win the battle, gain +D3 Rep.

(4♥) TOY WITH THEM

- If your fighter successfully hits an enemy Gang Leader with a close combat attack, you can choose to reveal.
- If you do, the attack ends without rolling to Wound, and with no further effect or impact on the enemy.
- Gain D6x10 credits. This increases to 2D6x10 credits if it was your Gang Leader who delivered this warning.

(5♥) DARK AMUSEMENTS

- Reveal once two enemy fighters have become Broken during the game.
- Gain D3x10 credits. This increases to D6x10 if three or more enemies became Broken.

(6♥) UNHOLY DERANGEMENT

- Reveal at the start of the battle. Overcome with group delusions and hallucinations, the gang loses all sense of self-preservation.
- Your fighters reduce the benefits of cover by -1.
- If you win the battle, gain 2D6x10 credits. This increases to 3D6x10 credits, if you won with none of your fighters Out of Action.

(7♥) LORD OF CHANGE

- A fighter in base contact with an enemy can take the following action:
 - ▶ **SHAKEDOWN (Basic):** Gain D3x10 credits. This increases to D6x10 credits if the target is a Gang Leader or Champion.
- Reveal the first time this action is taken.

(8♥) TWO FOR ONE

- Reveal if the gang takes an enemy Out of Action by causing another fighter (friendly or enemy) to fall on them.
- Gain 2D6x10 credits. This increases to 3D6x10 credits if the fighter who goes Out of Action is a Gang Leader or Champion.

(9♥) SHOWER OF GORE

- Reveal if your fighter makes an attack that rolls 3+ Injury dice, and at least one of the results is Out of Action.
- Gain D6x10 credits.

(10♥) BACK-ALLEY MURDER

- Reveal if your fighter takes an enemy Out of Action, and no enemies have line of sight to either the fighter or the victim.
- Gain D3x10 credits. This increases to D6x10 credits if the victim was taken Out of Action by a weapon with the *Melee* trait.

(J♥) ANNOUNCE YOUR PRESENCE

- Reveal at the end of any round where the gang has fired five or more weapons with the *Blast*, *Rapid Fire (X)*, or *Blaze* trait without causing any Wounds
- Gain 2D6x10 credits.

(Q♥) THE HUNT IS ON

- Reveal at the start of the game. Choose a random enemy. Any fighter within 12" of this enemy can take the following action:
 - ▶ **SHADOW (Double):** The fighter takes no other action this turn and gains the Shadowing condition.
 - **SHADOWING:** When the fighter's target next moves, the fighter automatically moves after them (they are stopped by impassable terrain or another fighter).
- If the fighter ends this move more than 12" from the target, they lose the Shadowing condition.
- At the end of the game, if you have a fighter with the Shadowing condition, gain +D6 Rep.

(K♥) A DELIGHTFUL MAIMING

- Reveal at the end of the battle. For every fighter (friend or enemy) who went Out of Action but did not suffer a *Memorable Death* (66), gain D3x10 credits.
- This increases to D6x10 credits if the fighter suffered a *Critical Injury* (61-65).

CLUBS: ROT

(A ♣) A TOUCH OF MADNESS

- Reveal at the beginning of the first round.
- Your Gang Leader's "Leading by Example" range is reduced to 6".
- Anyone who cannot trace line of sight to a friendly fighter suffers a -1 modifier to Leadership and Cool checks.
- If you win the battle, every participating fighter gains +D3 bonus XP.

(2 ♣) HURT AND ANGRY

- Reveal at the start of the game. Randomly select a fighter. They lose -1 Movement, Weapon Skill, Ballistic Skill, and Strength for the duration of the battle.
- If this fighter ends the battle without being Seriously Injured or taken Out of Action, they gain +D6 bonus XP.

(3 ♣) UNDYING LEGIONS OF CHAOS

- Reveal before rolling Priority in the first round.
- Randomly select D3 of your fighters who are not participating in this battle.
- Immediately place them within your deployment zone; they are now part of your existing crew.
- If you lose this battle, none of your fighters receive XP for this scenario.

HOUSE RULE: Your fighters still gain XP for taking enemies Out of Action.

(4 ♣) LOADED WITH AMMO

- Reveal at the start of the battle. Your fighters may re-roll failed Ammo checks.
- Ranged attacks against your fighters all gain a +1 modifier to Damage.
- At the end of the battle, every fighter in the gang who did not go Out of Action gains +D3 bonus XP.

(5 ♣) ANGERED PATRON

- Reveal at the start of the battle. Every fighter in the gang must reduce their Cool by 2 for the duration of the battle.
- If you win the scenario, every participating fighter gains +D3 bonus XP. This increases to +D6 XP if you won with no fighters going Out of Action.

(6 ♣) FOES CLOSE IN

- Reveal prior to deployment. Your gang must set up before any other opponent, regardless of the any normal rules.
- Your opponent automatically takes Priority in the first round of the game, and adds +1 to their Priority roll in each round.
- At the end of the battle, any fighter who did not go Out of Action gains +D3 bonus XP.

(7 ♣) THE LIAR'S SKIN

- Reveal the first time one of your fighters with the *Gang Fighter (Ganger)* rules goes Out of Action.
- Do not remove them from play. Instead, they are returned to full Wounds and any negative conditions that were affecting them are cancelled.
- The infiltrator is now part of the enemy gang.
- If a fighter takes the infiltrator Out of Action (again), they gain +D6 bonus XP.
- If this happens, the infiltrator does not roll for Lasting Injury, as the "true" fighter never actually participated in this battle.

(8 ♣) STAIN THE GROUND RED

- Reveal the first time your gang takes the *Coup de Grace (Simple)* action. The fighter responsible gains +1 bonus XP.
- For the remainder of the battle, any fighter from the gang who takes the *Coup de Grace (Simple)* action gains +1 bonus XP (each fighter only gains this reward once, however).

(9 ♣) LOST IN DELUSION

- Reveal the first time that you activate a Gang Leader or Champion. For the rest of the battle, this fighter cannot make Group Activations.
- At the end of the battle, if this fighter was not taken Out of Action, they gain +D3 bonus XP if they are a Champion, or +D6 bonus XP if they are a Gang Leader.

(10 ♣) CHAOS IS FOREVER

- Reveal when a fighter enters base contact with two or more enemies.
- At the end of their activation, they gain +D3 bonus XP. This increases to +D6, if they have successfully taken all these enemies Out of Action by the end of their activation.

(J♣) FEAR OF CONSEQUENCE

- Reveal when one of your fighters successfully Rallies. They gain +2 XP for doing so, rather than the usual +1 XP.
- For the remainder of the battle, any fighter from the gang who successfully Rallies gains +2 XP, instead of the usual +1 XP (each fighter only gains this reward once, however).

(Q♣) FEARLESS IN THE FACE

- Reveal the first time that one of the following occurs:
 - ▶ *Your fighter successfully leaps a Pitfall*
 - ▶ *Your fighter successfully leaps a gap wider than their base*
 - ▶ *Your fighter survives damage from a fall or environmental hazard*
- They gain +1 bonus XP.
- For the remainder of the battle, any fighter who does the same gains +1 bonus XP (each fighter only gains this reward once, however).

(K♣) TEMPORARILY INURED

- Reveal when the gang suffers its first Flesh Wound.
- For the remainder of the battle, when the gang rolls a Flesh Wound result on the Injury die, they treat it as “No Effect.”
- However, any fighter who rolls for Lasting Injury must roll twice and take the worse result.
- At the end of the battle, every fighter who is not Seriously Injured or Out of Action gains +D3 bonus XP.

DIAMONDS: PERVERSION

(A♦) KILL! MAIM! BURN!

- Reveal at the end of any round where three or more enemy fighters are Seriously Injured or taken Out of Action.
- Gain +1 random Gang Tactics card.

(2♦) RANDOM VIOLENCE

- Reveal when the gang takes an enemy Out of Action using a weapon with the *Melee* trait, in a location that is out of line of sight and more than 12" from other enemies.
- Gain +1 random Gang Tactics card.

(3♦) THE FATE OF ALL FLESH

- Reveal if at least half the enemy gang is Seriously Injured, Out of Action, or removed from play.
- Gain +1 random Gang Tactics card.

(4♦) WEAKLING MINDS

- Reveal when an enemy fails a Willpower check by rolling 10+.
- Gain +1 random Gang Tactics card.

(5♦) HERETEKAL WORKS

- Reveal at the start of the battle. Choose three door consoles (**Zone Mortalis**) or terrain pieces (**Sector Mechanicus**) at least 6" from your deployment zone, and 8" from each other.
- A fighter within 1" of one of these objectives can take the following action:
 - ▶ **UPLOAD HERETEK CODE (Double):** *Check Intelligence – if passed, gain +1 Gang Tactics card of your choice. This action can only be taken once per game.*

(6♦) COVER UP

- Reveal the first time that the gang takes an enemy Out of Action using a weapon with the *Melee* trait, or the *Coup de Grace (Simple)* action.
- Roll D6 – on 6+, you have liberated a piece of incriminating evidence and gain +1 Gang Tactics card of your choice.
- Otherwise, each successive time you make this roll adds an additional +1 to the result.

(7♦) BOW BEFORE CHAOS

- Reveal at the end of any round if three or more enemies are Prone.
- Gain +1 random Gang Tactics card.

(8 ♦) FOR UNKNOWN PURPOSES

- Reveal when a fighter within 6" of the enemy Gang Leader takes the following action:
 - ▶ **PICT-CAPTURE (Double):** *Smile! The fighter gains the Carrying Evidence condition.*
 - **CARRYING EVIDENCE:** *If this fighter returns to the gang's deployment zone, remove them from play.*

Gain +3 Gang Tactics cards of your choice.

The fighter does not count as being Out of Action or Seriously Injured for the purposes of Bottle tests.

(9 ♦) BRINGER OF DOOM

- Reveal at the start of the battle. Randomly select one fighter to be the bomb carrier.
- The bomb carrier can take the following action if they are within 6" of the battlefield's centre:
 - ▶ **PLANT BOMB (Simple):** *Something to remember us by.*
- If the gang completes three *Plant Bomb (Simple)* actions, gain +1 Gang Tactics card of your choice.
- If the bomb carrier goes Out of Action before they have taken three *Plant Bomb (Simple)* actions, centre the Blast (5") marker on them – every fighter the marker touches suffers a Strength 3, AP 0, Damage 1 hit with the *Knockback* trait.

(10 ♦) NOT HERE FOR YOU

- A fighter in base contact with an enemy who has the *Gang Fighter (Ganger)* or *Gang Fighter (Juve)* rule can take the following action:
 - ▶ **BRIBE (Basic):** *The target must check Willpower – if failed, their gang gains D3x10 credits and that fighter is removed from play (they do not count as being Out of Action for the purposes of Bottle Tests).*
- Reveal the first time a fighter takes this action.
- This action can be taken multiple times.

(J ♦) INCRIMINATING PACKET

- Reveal at the start of the battle. Randomly select one fighter to be the courier.
- At the end of any round, if the courier is inside the enemy's deployment zone, remove them from play and gain +2 Gang Tactics cards of your choice.
- The courier does not count as being Out of Action for the purposes of Bottle Tests.

(Q ♦) UNDERHIVE ALTAR

- Reveal at the start of the battle. Choose a point on the battlefield at least 12" from your deployment zone.
- As soon as there are two or more Seriously Injured fighters within 6" of this point, gain +1 Gang Tactics card of your choice.

(K ♦) THE ROT WITHIN

- Reveal at the start of the battle. Randomly select one fighters to be carrying a virulent infection.
- If the enemy gang takes this fighter Out of Action using a weapon with the *Melee* trait, gain +1 random Gang Tactics card.
- If the infected fighter is a Gang Leader or Champion, you may choose the card, instead.

DRAMATIS PERSONAE

THE ABOMINATION OF BADZONE 12

(CHAOS HIVE SCUM) – 280 credits hiring fee

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

WEAPON	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
<i>Ferocious Jaws</i>	-	E	-	-	S	-1	1	-	<i>Rending, Melee</i>
<i>Swarming Tentacles</i>	E	2"	-	-	S+1	-2	2	-	<i>Pulverise, Knockback, Versatile, Melee</i>

EQUIPMENT

- Mutating Flesh (*Counts as Heavy Carapace Armour*).

DRAMATIS PERSONAE RULES

- **Personal Style:** Dramatis Personae can only use the weapons and equipment options included on their profile – they can never be given other gear.

HIVE SCUM RULES

- **Recruitment:** Gangs may recruit up to five Hive Scum prior to a battle. Hive Scum are retained for a single battle – they depart afterwards, unless re-hired.
- **“You Get What You Pay For”:** Once recruited, Hive Scum can always be added to the crew, regardless of how many fighters the gang is allowed to bring to a scenario. They do not count towards the fighter limit.
- **Gang Rating:** Hive Scum increase the Gang Rating in the same way as any other fighter.
- **Campaign Play:** Hive Scum do not gain XP or Advancements, never gain Lasting Injuries, and cannot work Territories.

GANG LOYALTY

The Abomination can only be hired by Chaos Helot, Corpse Grinder Cult, or Chaos-Corrupted gangs. Therefore, it is also an **Outlaw**.

SPECIAL RULES

Formless Nightmare: The only actions the Abomination can take are: *Move (Simple)*, *Charge (Double)*, *Fight (Basic)* and *Coup de Grace (Simple)*.

Mindless: The Abomination automatically passes Cool and Willpower checks, and automatically fails Leadership or Intelligence checks.

SKILLS

- **Fearsome:** If the Abomination is targeted with a *Charge (Double)* action, the enemy must check Willpower after declaring it – if failed, they cannot move and their activation ends immediately.
- **True Grit:** When the Abomination rolls for Injury with multiple dice, discard one of them.

When the fighter rolls for Injury with a single die, roll two instead and choose which result to apply.

- **Unstoppable:** Before attempting Recovery for the Abomination, roll D6 – on 4+, they discard one Flesh Wound. If it has no Flesh Wounds, instead gain +1 additional Recovery die and choose which result to apply from among the total.

THE EIGHTFOLD HARVEST LORD

(CHAOS BOUNTY HUNTER) – 205 credits hiring fee

M	WS	BS	S	T	W	I	A	Ld	CI	WP	Int
5"	2+	6+	4	4	3	3+	3	7+	5+	8+	7+

WEAPON	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
Paired Heavy Chain Cleavers	-	E	-	+1	S+2	-2	2	-	Paired, Sever, Melee
Fighting Knife	-	E	-	-	S	-1	1	-	Backstab, Melee

EQUIPMENT

- Plate Mail, Cult Icon

DRAMATIS PERSONAE RULES

- **Personal Style:** Dramatis Personae can only use the weapons and equipment options included on their profile – they can never be given other gear.

BOUNTY HUNTER RULES

- **“You Get What You Pay For”:** Once recruited, Bounty Hunters can always be added to the crew, regardless of how many fighters the gang is allowed to bring to a scenario. They do not count towards the fighter limit.
- **“We’ll Get Our Bit...”:** A Bounty Hunter grants a gang the ability to earn some creds off the bodies of their enemies:
 - ▶ **Dead, Not Alive:** When an opponent’s fighter dies, the gang immediately claims half their value in credits, rounded up to the nearest 5.
 - ▶ **Claiming Bounties:** If the gang takes a Captive, immediately roll D6 – on 3+, there is an active warrant for this fighter, and the Bounty Hunter cuts the gang in – gain D6x10 credits reward.
- After the battle, if **neither** of the above abilities were used, the Bounty Hunter decides to stick around – the gang may hire them for free in the next battle. Otherwise, they depart.
- If **one** of the above abilities were used, roll D6 – on 1-3, the Bounty Hunter leaves; on 4-6, they stick around for the next battle, as above.
- If **both** of the above abilities were used, the Bounty Hunter departs, happy with their payment.
- **Gang Rating:** Bounty Hunters increase the Gang Rating in the same way as any other fighter.
- **Campaign Play:** Bounty Hunters do not gain XP or Advancements, never gain Lasting Injuries, and cannot work Territories.

GANG LOYALTY

The Eightfold Harvest Lord can only be hired by Chaos Helot, Corpse Grinder Cult, or Chaos-Corrupted gangs. Therefore, he is also an **Outlaw**.

BUTCHER’S MASK

Bonus Armour Save: Provides an armour save of 6+. This cannot be combined with other armour – but also cannot be modified by a weapon’s Armour Piercing.

Terrifying: An enemy attempting a *Fight* or *Shoot* action against the Butcher must first check Willpower – if failed, the enemy’s action is cancelled and their activation ends immediately.

SPECIAL RULES

Terrifying: If an enemy wishes to target the Harvest Lord with a *Fight* or *Shoot* action, they must first check Willpower – if failed, their attack is cancelled and the action is wasted.

SKILLS

- **Avatar of Blood:** Each time the Harvest Lord inflicts an unsaved wound with a *Melee* weapon, they discard one Flesh Wound and its effects.
- **Killing Blow:** When taking the Fight (Basic) action, the fighter may substitute all of their attacks for a single Killing Blow.
- If the Killing Blow successfully hits the target, the attack’s Strength and Damage are doubled, and the target cannot attempt an armour save.
- Weapons with the Sidearm trait cannot be used to deliver a Killing Blow.
- **Slaughterborn:** Each time the Harvest Lord inflicts an unsaved wound with a *Melee* weapon, their Movement increases by 1”. This effect lasts for the duration of the battle.

GENESTEALER CORRUPTION

LURE OF THE PATRIARCH

If desired, the Arbitrator can authorise the existence of Genestealer-Infected gangs in the campaign.

Essentially, this campaign rule grants additional options and modifiers to an existing Gang List, representing an ordinary gang falling under the sway of this insidious xenos threat.

Genestealer-Infected gangs provide a wealth of modelling opportunities: bald-headed Orlocks in purple leathers, Goliaths with extra alien arms and chitinous armour plating, or Cawdor gangers carrying cult icons into battle alongside hulking Aberrants are all exciting options..

While there is no rule that requires a Genestealer-Infected gang to look different to their more “wholesome” counterparts, it is certainly encouraged!

You will find that many components in the Warhammer 40,000 Genestealer Cult range are cross-compatible with the Necromunda gangs with minimal modelling work.

It may also be that an Arbitrator may require a Genestealer-Infected gang to look distinct, so that their opponents know what kind of gang they are facing.

ELIGIBLE GANGS

Only Goliath, Escher, Orlock, Van Saar, Cawdor, Delaque, and Venator gangs can become Genestealer-Infected.

SUMMARY OF EFFECTS

- The gang automatically becomes Outlaw.
- The Gang Leader can be upgraded to become a Psyker during a new Post-Battle Action.
- The gang can purchase a Cult Icon.
- The gang can recruit Aberrants and Hybrid Juves.
- Despite the infection, the gang retains access to their original House equipment lists, and still use the Skill lists applicable to their gang.

GAINING THE INFECTION

GANG CREATION

- The gang can begin the campaign already infected, if desired.
- If so, they automatically begin as Outlaw.

DURING A CAMPAIGN

- **OPTION 1:** The gang can choose to submit to the Genestealer infection after any battle.
- As soon as this choice is made, the gang automatically becomes Outlaw.
- However, the infection is *not* automatic. The Gang Leader must check Intelligence – if successful, they find and join a cult. If failed, they can check again after playing another battle.
- **OPTION 2:** If the campaign includes a Genestealer Cult gang (or a gang that is already Genestealer-Infected), the owner of that gang can agree to grant the infection without the need to check Intelligence.

NEW SPECIAL RULES

SUB-PLOTS

The gang must now use the **Genestealer-Corrupted Sub-Plots**, rather than their original table.

NEW EQUIPMENT

The Gang Leader and Champions can purchase the following:

CULT ICON

- This symbol of devotion to the Star Children serves to inspire followers to greater acts in battle.
- The owner increases the number of fighters they can include in a Group Activation by +1.
- A gang can possess a maximum of one Cult Icon.

NEW POST-BATTLE ACTIONS

ACTION: SUBMIT TO THE STAR VOICES

- Only the Gang Leader can take this Post-Battle Action, for a cost of 40 credits.
- The fighter becomes a Psyker and gains the following rules:
 - ▶ **Cult Wyrd:** *The fighter may choose a single power from the Genestealer Cults Wyrd Power list. From now on, they count this list as one of their primary skillsets.*
 - ▶ **Unsanctioned Psyker:** *If this fighter is taken Out of Action, the gang responsible gains a bounty of D3x10 credits.*
 - ▶ **Psychic Familiar:** *The fighter can now obtain this Exotic Beast.*

EXPANDED GANG LIST

ABERRANT

- A Genestealer-Infected gang adds the **Aberrant** to their Gang List (see over for the entry).
- The Aberrant has its own *Aberrant Equipment List*.

HYBRID JUVES

- When a Genestealer-Infected gang recruits a new Juve, it can upgrade them to a **Hybrid Juve**.
- By default, the cost of this upgrade is an additional +30 credits.
- If a Juve is gained for free through some rule or ability (such as a Settlement Territory), this fighter can be upgraded to a Hybrid Juve for free.
- A Juve can only be upgraded to a Hybrid Juve at recruitment – never at any later point.
- Hybrid Juves have the following special rule:
 - ▶ **Third Arm:** *A fighter with a third arm gains the following abilities:*
 - ▶ *The fighter's ranged weapons lose the Unwieldy trait, if they had it.*
 - ▶ *After resolving unarmed attacks in close combat, prior to the enemy's Reaction Attacks, the fighter may make a bonus unarmed Attack with the Rending trait.*
 - ▶ *They may carry four weapons, instead of three.*
 - ▶ *Instead of dual-wielding weapons with the Melee and/or Sidearm traits and gaining +1 bonus attack, the fighter can triple-wield such weapons, gaining +2 bonus attacks instead.*
 - ▶ *(Note that attacks from each weapon must be clearly identified prior to rolling, as normal.)*

ABERRANT

(GANGER) - 95 credits

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

EQUIPMENT

- An Aberrant may purchase any weapons or equipment from the *Aberrant Equipment List*.
- During a campaign, an Aberrant may be given new Armour purchased from this list; the Trading Post; or the Black Market.

ABERRANT EQUIPMENT LIST

CLOSE COMBAT WEAPONS	
• Chainsword.....	25
• Fighting Knife.....	15
• Heavy Rock Cutter ▶▶.....	135
• Heavy Rock Drill ▶▶.....	90
• Heavy Rock Saw ▶▶.....	120
• Power Hammer.....	45
• Power Maul.....	30
• Power Pick.....	40
• Power Sword.....	45
• Shock Stave.....	25
• Shock Whip.....	25
• Two-Handed Hammer ▶▶.....	35
ARMOUR	
• Flak Armour	10
• Hazard Suit.....	10
• Mesh Armour.....	15

RECRUITMENT LIMIT

A Genestealer-Infected gang can recruit a maximum of one Aberrant.

SPECIAL RULES

Gang Fighter (Ganger): These fighters form the gang's backbone. The total number of Gang Leaders and Champions may **never** exceed the number of fighters with the *Gang Fighter (X)* rule.

Promotion (Aberrant Specialist): In the course of a campaign, the Aberrant may be promoted through an Advancement.

An Aberrant Specialist gains the following additional rules:

- Tools of the Trade: This fighter may take multiple equipment sets.
- Specialist: This fighter may spend XP to gain additional skills.

Avoiding Discovery: This fighter is subject to the following rules:

- If Critically Injured and provided with a Medical Escort Post-Battle Action, the fighter's treatment cost is 3D6x10.
- If subjected to the Sell to the Guilders Post-Battle Action, the fighter is worth their full value in credits.
- This fighter cannot take the Sell to the Guilders Post-Battle Action.

PSYCHIC FAMILIAR

(EXOTIC BEAST) - 25 credits

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

EQUIPMENT

- The Psychic Familiar has no equipment and always makes unarmed attacks.

EXOTIC BEAST RULES

- Joining a Fight:** If its owner participates in a battle, the Exotic Beast may also be included and does not count towards the gang's fighter limit (and so are not considered in Bottle Tests). If its owner is removed for any reason, the Exotic Beast is also removed.
- Profile Restriction:** Exotic Beasts may never be issued new weapons or equipment – they can only use the ones included in their profile.
- Activation:** When its owner activates (including as part of a Group Activation), all of their Exotic Beasts also activate. The activations can be resolved in any order.
- Behaviour:** If an Exotic Beast ends its activation more than 3" away from their owner, it must make a Nerve check – if failed, it becomes Broken and immediately takes a free *Running for Cover (Double)* action.
 - An Exotic Beast flees towards its owner, rather than cover.
 - An Exotic Beast automatically Rallies if its activation ends within 3" of its owner (but does not gain XP).
- Campaign Play:** Exotic Beasts gain XP and Lasting Injuries as normal, and roll Advancements on the *Ganger Advancement Table* (they can be promoted to Specialist). They can be taken Captive, and a Rescue Mission can be mounted for them as normal. Exotic Beasts cannot work Territories.

RECRUITMENT LIMIT

- The Gang Leader of a Genestealer-Infected gang can recruit a maximum of three Psychic Familiars.

SKILLS

A Psychic Familiar comes with the *Catfall* and *Clamber* skills at recruitment:

- **CATFALL:** When the Familiar drops from an edge, it halves the distance for damage (rounding up).

When it lands, check Initiative – if passed, it remains Standing rather than becoming Pinned (this does not apply if it is Seriously Injured as a result).

- **CLAMBER:** When the Familiar climbs, it does not cost extra movement. It treats every vertical surface as a ladder.

- Primary Skills:** Combat.
- Secondary Skills:** Ferocity.

SPECIAL RULES

Omen of Fortune: The Familiar can sense bad fortune and forewarn its master with a flash of precognition.

Once per round, the Familiar can attempt to cancel one successful hit against its owner if they are within 3".

To negate a hit, the Familiar's owner must check Willpower before the enemy rolls to Wound. If passed, the attack counts as having missed (Blast markers and templates are placed as normal, but the fighter is assumed to have dodged clear).

Precognition: The Familiar has a 3+ armour save that can never be modified by a weapon's Armour Piercing value. Against Blast markers or templates, this decreases to 4+.

GENESTEALER-CORRUPTED SUB-PLOTS

USING SUB-PLOTS

NOTE: in the current edition of Necromunda, all of the House gangs now have their own unique Sub-Plots. Those that follow here are the original, general Sub-Plots. Some names and wording has been changed for the sake of characterisation, but the content is identical across gangs.

Sub-Plots are side missions a gang can pursue mid-battle – kept secret from the opponent until completed and rewarding extra credits, XP, Reputation, or Gang Tactics cards.

A House's fortunes are tied invisibly to those of its strongest gangs. Each gang leader is akin to a general in the House's armies – every victory granting the hidden masters more political capital to further their schemes.

As such, sometimes the House's nobles take a direct hand in matters – meddling in the gang's affairs, and sending them on errands, and pressing them into agendas where they can have the most impact. Gang leaders ignore these directives at their peril.

- Players should agree prior to the battle whether to use Sub-Plots. If so, a **deck of playing cards** is required. Each player privately draws one card, then consults their list of House Sub-Plots to see what secret assignment their gang has been given.
- Every **Joker** drawn must be shown to your opponent, then discarded. You must then privately draw **two** cards. If one of these is a Joker, do the same again.
- Once you complete a Sub-Plot, reveal it to your opponent, gain the rewards and apply the effects, then discard the card.

SUB-PLOTS TABLE

SPADES: INDUSTRIAL INFILTRATION

(A♠) A QUIET REBELLION

- A fighter in the enemy deployment zone can take the following action:
 - ▶ **HANG SEDITIOUS POSTER (Double):** *Workers of Necromunda unite! You have nothing to lose but your chains!*
- Reveal the first time you take this action. If the gang completes three *Hang Seditious Poster (Double)* actions, gain D3+1 Rep.

(2♠) UNDER THE RADAR

- A fighter in the enemy deployment zone can take the following action:
 - ▶ **ERASE CULT TRAIL (Double):** *Quietly cover up evidence of the cult's presence here.*
- Reveal the first time you take this action. If the gang completes three *Erase Cult Trail (Double)* actions, gain D3+1 Rep.

(3♠) ADVANCED REQUISITIONS

- Reveal when the battle begins.
- Randomly select one fighter – then choose weapon they are wielding. It gains +1 Strength and Damage for the remainder of the battle.
- If you win the battle, gain +D3 Rep.

(4♠) CRUCIAL SABOTAGE

- Reveal when the battle begins.
 - ▶ **Zone Mortalis:** *Your gang must destroy three doors.*
 - ▶ **Sector Mechanicus:** *Choose a terrain piece roughly 6" wide to destroy (it has Toughness 8, Wounds 8, and is hit automatically).*
- Claim if you destroy the target(s) – gain +D3 Rep

(5♠) SHOW OF STRENGTH

- Reveal at the end of the game, if at least five enemy fighters went Out of Action.
 - ▶ *Fighters who Bottled and fled the battlefield do not count.*
- Gain +D3+1 Rep.

(6♠) FRAMING THE ENEMY

- Reveal at the start of the battle. Randomly choose one enemy. A fighter in base contact with this enemy can take the following action:
 - ▶ **PLANT EVIDENCE (Basic):** Gain +D3 Rep. At the end of the battle, if this enemy is not Seriously Injured or Out of Action, gain an additional +D3 Rep.

(7♠) GAINING GROUND

- Reveal at the start of the battle. Choose a terrain piece at least 12" from your deployment zone.
- At the end of the game, if there are no enemies within 6" of this objective, gain +D3 Rep.

(8♠) BEHIND ENEMY LINES

- Reveal at the end of the game. If you have four or more fighters in the enemy deployment zone, gain +D6 Rep.

(9♠) EXECUTION

- Reveal when you take an enemy Gang Leader or Champion Out of Action.
- At the end of the game, if the enemy has no Gang Leader or Champions in play, gain +D6 Rep.

(10♠) A TRAGIC ACCIDENT

- Reveal if your fighter knocks an enemy down a Pitfall, or makes them fall from a height that sends them Out of Action.
- Gain +D3 Rep. At the end of the game, if three enemies have been taken Out of Action in this manner, gain an additional +D3 Rep.

(J♠) ALIEN STRENGTH

- Reveal if your fighter takes an enemy Out of Action with an unarmed attack.
- Gain +D3 Rep. This increases to +D6, if the victim was a Gang Leader or Champion.

(Q♠) TARGETING WEAK POINTS

- Reveal when the last enemy Juve goes Out of Action – gain +D6 Rep.
 - ▶ *If the enemy gang has no Juves, reveal when the three enemy fighters with the lowest value go Out of Action.*

(K♠) GUIDED BY THE STARS

- Reveal at the end of the battle, if you won the scenario within ten rounds.
- Gain +D6 Rep. This increases to +2D6, if you won the scenario within five rounds.

HEARTS: SOCIAL COERCION

(A♥) REMOVING A DISRUPTIVE ELEMENT

- Reveal at the start of the battle, after selecting crews but before deployment.
- Randomly select one enemy. At the end of the game, if this fighter is Out of Action, gain D6x10 credits.
- This increases to 2D6x10 credits if the target was taken Out of Action by a *Coup de Grace (Simple)* actions, or a weapon with the *Melee* trait.

(2♥) AN OPPORTUNITY TO SHINE

- Reveal at the start of the battle. Randomly select one of your participating Juves (if you have none, select a Ganger).
- At the end of the battle, if this fighter has not lost any Wounds, gain 10 credits.
- This increases to D6x10 if this fighter did not lose any Wounds, but inflicted at least one Wound on an enemy.

(3♥) HIDDEN ACCESS PASS

- A fighter within 3" of a Ductway (**Zone Mortalis**), or who is on the upper level of a terrain piece (**Sector Mechanicus**) can take the following action:
 - ▶ **SEARCH FOR ACCESS PASS (Double):** Roll D6 – on 5+, the fighter locates the stolen sector access pass left for the gang. Gain 2D6x10 credits.
 - If the fighter is taking this action on the last unsearched Ductway or terrain piece, do not roll – the action is automatically successful.*
- If you win the battle, gain +D3 Rep.

(4♥) A THREAT TO STAY AWAY

- If your fighter successfully hits an enemy Gang Leader with a close combat attack, you can choose to reveal.
- If you do, the attack ends without rolling to Wound, and with no further effect or impact on the enemy.
- Gain D6x10 credits. This increases to 2D6x10 credits if it was your Gang Leader who delivered this warning.

(5♥) SOWING DIVISION

- Reveal once two enemy fighters have become Broken during the game.
- Gain D3x10 credits. This increases to D6x10 if three or more enemies became Broken.

(6♥) A WILLING DISTRACTION

- Reveal at the start of the battle. The gang is acting as a loud and overt distraction from a separate Cult force.
- Your fighters reduce the benefits of cover by -1.
- If you win the battle, gain 2D6x10 credits. This increases to 3D6x10 credits, if you won with none of your fighters Out of Action.

(7♥) MAKE IT LOOK LIKE A ROBBERY

- A fighter in base contact with an enemy can take the following action:
 - ▶ **SHAKEDOWN (Basic):** Gain D3x10 credits. This increases to D6x10 credits if the target is a Gang Leader or Champion.
- Reveal the first time this action is taken.

(8♥) DOUBLE DAMAGE

- Reveal if the gang takes an enemy Out of Action by causing another fighter (friendly or enemy) to fall on them.
- Gain 2D6x10 credits. This increases to 3D6x10 credits if the fighter who goes Out of Action is a Gang Leader or Champion.

(9♥) AN EXPRESSION OF MIGHT

- Reveal if your fighter makes an attack that rolls 3+ Injury dice, and at least one of the results is Out of Action.
- Gain D6x10 credits.

(10♥) SILENT ELIMINATION

- Reveal if your fighter takes an enemy Out of Action, and no enemies have line of sight to either the fighter or the victim.
- Gain D3x10 credits. This increases to D6x10 credits if the victim was taken Out of Action by a weapon with the *Melee* trait.

(J♥) DRAWING ATTENTION

- Reveal at the end of any round where the gang has fired five or more weapons with the *Blast*, *Rapid Fire (X)*, or *Blaze* trait without causing any Wounds
- Gain 2D6x10 credits.

(Q♥) THE TAIL

- Reveal at the start of the game. Choose a random enemy. Any fighter within 12" of this enemy can take the following action:
 - ▶ **SHADOW (Double):** The fighter takes no other action this turn and gains the Shadowing condition.
 - **SHADOWING:** When the fighter's target next moves, the fighter automatically moves after them (they are stopped by impassable terrain or another fighter).

If the fighter ends this move more than 12" from the target, they lose the Shadowing condition.
- At the end of the game, if you have a fighter with the Shadowing condition, gain +D6 Rep.

(K♥) BLOOD DRIVE

- Reveal at the end of the battle. For every fighter (friend or enemy) who went Out of Action but did not suffer a *Memorable Death* (66), gain D3x10 credits.
- This increases to D6x10 credits if the fighter suffered a Critical Injury (61-65).

CLUBS: FOMENTING RESISTANCE

(A♣) SOCIAL ANXIETY

- Reveal at the beginning of the first round.
- Your Gang Leader's "Leading by Example" range is reduced to 6".
- Anyone who cannot trace line of sight to a friendly fighter suffers a -1 modifier to Leadership and Cool checks.
- If you win the battle, every participating fighter gains +D3 bonus XP.

(2♣) DOWN BUT NOT OUT

- Reveal at the start of the game. Randomly select a fighter. They lose -1 Movement, Weapon Skill, Ballistic Skill, and Strength for the duration of the battle.
- If this fighter ends the battle without being Seriously Injured or taken Out of Action, they gain +D6 bonus XP.

(3♣) FAMILY REUNION

- Reveal before rolling Priority in the first round.
- Randomly select D3 of your fighters who are not participating in this battle.
- Immediately place them within your deployment zone; they are now part of your existing crew.
- If you lose this battle, none of your fighters receive XP for this scenario.

HOUSE RULE: Your fighters still gain XP for taking enemies Out of Action.

(4♣) DANGEROUS MUNITIONS

- Reveal at the start of the battle. Your fighters may re-roll failed Ammo checks.
- Ranged attacks against your fighters all gain a +1 modifier to Damage.
- At the end of the battle, every fighter in the gang who did not go Out of Action gains +D3 bonus XP.

(5♣) THE STARS GO SILENT

- Reveal at the start of the battle. Every fighter in the gang must reduce their Cool by 2 for the duration of the battle.
- If you win the scenario, every participating fighter gains +D3 bonus XP. This increases to +D6 XP if you won with no fighters going Out of Action.

(6♣) THE AUTHORITIES THREATEN EXPOSURE

- Reveal prior to deployment. Your gang must set up before any other opponent, regardless of the any normal rules.
- Your opponent automatically takes Priority in the first round of the game, and adds +1 to their Priority roll in each round.
- At the end of the battle, any fighter who did not go Out of Action gains +D3 bonus XP.

(7♣) DOUBLE AGENT

- Reveal the first time one of your fighters with the *Gang Fighter (Ganger)* rules goes Out of Action.
- Do not remove them from play. Instead, they are returned to full Wounds and any negative conditions that were affecting them are cancelled.
- The double agent is now part of the enemy gang.
- If a fighter takes the double agent Out of Action (again), they gain +D6 bonus XP.
- If this happens, the double agent does not roll for Lasting Injury, as the "true" fighter never actually participated in this battle.

(8♣) MERCILESS SOLUTIONS

- Reveal the first time your gang takes the *Coup de Grace (Simple)* action. The fighter responsible gains +1 bonus XP.
- For the remainder of the battle, any fighter from the gang who takes the *Coup de Grace (Simple)* action gains +1 bonus XP (each fighter only gains this reward once, however).

(9♣) UNCLEAR STRATEGY

- Reveal the first time that you activate a Gang Leader or Champion. For the rest of the battle, this fighter cannot make Group Activations.
- At the end of the battle, if this fighter was not taken Out of Action, they gain +D3 bonus XP if they are a Champion, or +D6 bonus XP if they are a Gang Leader.

(10♣) HOLD THE LINE

- Reveal when a fighter enters base contact with two or more enemies.
- At the end of their activation, they gain +D3 bonus XP. This increases to +D6, if they have successfully taken all these enemies Out of Action by the end of their activation.

(J♣) NEVER ABANDON FAMILY

- Reveal when one of your fighters successfully Rallies. They gain +2 XP for doing so, rather than the usual +1 XP.
- For the remainder of the battle, any fighter from the gang who successfully Rallies gains +2 XP, instead of the usual +1 XP (each fighter only gains this reward once, however).

(Q♣) TREACHEROUS TERRAIN

- Reveal the first time that one of the following occurs:
 - ▶ *Your fighter successfully leaps a Pitfall*
 - ▶ *Your fighter successfully leaps a gap wider than their base*
 - ▶ *Your fighter survives damage from a fall or environmental hazard*
- They gain +1 bonus XP.
- For the remainder of the battle, any fighter who does the same gains +1 bonus XP (each fighter only gains this reward once, however).

(K♣) A BURST OF WILL

- Reveal when the gang suffers its first Flesh Wound.
- For the remainder of the battle, when the gang rolls a Flesh Wound result on the Injury die, they treat it as “No Effect.”
- However, any fighter who rolls for Lasting Injury must roll twice and take the worse result.
- At the end of the battle, every fighter who is not Seriously Injured or Out of Action gains +D3 bonus XP.

DIAMONDS: LONG-TERM PLANNING

(A♦) ASSET REDUCTION

- Reveal at the end of any round where three or more enemy fighters are Seriously Injured or taken Out of Action.
- Gain +1 random Gang Tactics card.

(2♦) FATE UNKNOWN

- Reveal when the gang takes an enemy Out of Action using a weapon with the *Melee* trait, in a location that is out of line of sight and more than 12" from other enemies.
- Gain +1 random Gang Tactics card.

(3♦) ASCENDANCY

- Reveal if at least half the enemy gang is Seriously Injured, Out of Action, or removed from play.
- Gain +1 random Gang Tactics card.

(4♦) A BREAKING OF THE WILL

- Reveal when an enemy fails a Willpower check by rolling 10+.
- Gain +1 random Gang Tactics card.

(5♦) HACKING ACCESS

- Reveal at the start of the battle. Choose three door consoles (**Zone Mortalis**) or terrain pieces (**Sector Mechanicus**) at least 6" from your deployment zone, and 8" from each other.
- A fighter within 1" of one of these objectives can take the following action:
 - ▶ **UPLOAD HACKED CODE (Double):** *Check Intelligence – if passed, gain +1 Gang Tactics card of your choice. This action can only be taken once per game.*

(6♦) A USEFUL TRINKET

- Reveal the first time that the gang takes an enemy Out of Action using a weapon with the *Melee* trait, or the *Coup de Grace (Simple)* action.
- Roll D6 – on 6+, you have located an item that will ease the family's progress in this sector and gain +1 Gang Tactics card of your choice.
- Otherwise, each successive time you make this roll adds an additional +1 to the result.

(7♦) NOT ALL ARE CHOSEN

- Reveal at the end of any round if three or more enemies are Prone.
- Gain +1 random Gang Tactics card.

(8 ♦) INTELLIGENCE GATHERING

- Reveal when a fighter within 6" of the enemy Gang Leader takes the following action:
 - ▶ **PICT-CAPTURE (Double):** *Smile! The fighter gains the Carrying Evidence condition.*
 - **CARRYING EVIDENCE:** *If this fighter returns to the gang's deployment zone, remove them from play.*

Gain +3 Gang Tactics cards of your choice.

The fighter does not count as being Out of Action or Seriously Injured for the purposes of Bottle tests

(9 ♦) OVERT OPERATIONS

- Reveal at the start of the battle. Randomly select one fighter to be the bomb carrier.
- The bomb carrier can take the following action if they are within 6" of the battlefield's centre:
 - ▶ **PLANT BOMB (Simple):** *Something to remember us by.*
- If the gang completes three *Plant Bomb (Simple)* actions, gain +1 Gang Tactics card of your choice.
- If the bomb carrier goes Out of Action before they have taken three *Plant Bomb (Simple)* actions, centre the Blast (5") marker on them – every fighter the marker touches suffers a Strength 3, AP 0, Damage 1 hit with the *Knockback* trait.

(10 ♦) SOMEWHAT SUBTLER MEANS

- A fighter in base contact with an enemy who has the *Gang Fighter (Ganger)* or *Gang Fighter (Juve)* rule can take the following action:
 - ▶ **BRIBE (Basic):** *The target must check Willpower – if failed, their gang gains D3x10 credits and that fighter is removed from play (they do not count as being Out of Action for the purposes of Bottle Tests).*
- Reveal the first time a fighter takes this action.
- This action can be taken multiple times.

(J ♦) CRITICAL DELIVERY

- Reveal at the start of the battle. Randomly select one fighter to be the courier.
- At the end of any round, if the courier is inside the enemy's deployment zone, remove them from play and gain +2 Gang Tactics cards of your choice.
- The courier does not count as being Out of Action for the purposes of Bottle Tests.

(Q ♦) AN OFFERING TO THE STARS

- Reveal at the start of the battle. Choose a point on the battlefield at least 12" from your deployment zone.
- As soon as there are two or more Seriously Injured fighters within 6" of this point, gain +1 Gang Tactics card of your choice.

(K ♦) ALIEN INFECTION

- Reveal at the start of the battle. Randomly select one fighters to be carrying a virulent infection.
- If the enemy gang takes this fighter Out of Action using a weapon with the *Melee* trait, gain +1 random Gang Tactics card.
- If the infected fighter is a Gang Leader or Champion, you may choose the card, instead.

DRAMATIS PERSONAE

PURESTRAIN GENESTEALER

(GENESTEALER CULT UNIQUE) – no hiring fee – special conditions apply

M	WS	BS	S	T	W	I	A	Ld	CI	WP	Int
6"	4+	6+	4	5	4	3+	4	7+	4+	6+	10+

WEAPON	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
Razor-Sharp Talons	-	E	-	-	S+1	-1	1	-	Rending, Melee
Venomous Bite	-	E	-	-	-	-2	-	-	Toxin, Melee

RECRUITMENT

A gang can only (and briefly) recruit the Genestealer when Petitioning for Favour, on a roll of 13+.

EQUIPMENT

- Nocturnal Vision & Xenos Physiology (counts as Photo-Goggles and Bio-Booster)

DRAMATIS PERSONAE RULES

- Personal Style:** Dramatis Personae can only use the weapons and equipment options included on their profile – they can never be given other gear.

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- Personal Style:** Dramatis Personae can only use the weapons and equipment options included on their profile – they can never be given other gear.

UNIQUE FIGHTER RULES

- Recruitment:** This fighter may be retained for a single battle only. They depart afterwards, unless re-hired.
- “You Get What You Pay For”:** Once recruited, this fighter can always be added to the crew, regardless of how many the gang is allowed to bring to a scenario. They do not count towards the fighter limit.
- Campaign Play:** This fighter does not gain XP or Advancements, never gains Lasting Injuries, and cannot work Territories.

GANG LOYALTY

The Purestrain Genestealer can only be utilised by Genestealer Cult gangs.

SPECIAL RULES

A Precious Child: The Purestrain Genestealer is far too valuable to risk in a protracted battle. Before the battle, roll D3 – the Genestealer is automatically removed from play in the End Phase of that round.

Nightmare Predator: No rule or effect can ever block the Genestealer from participating in a battle.

SKILLS

- Dodge:** If an enemy successfully wounds the Purestrain Genestealer, roll D6 – on 6, the attack is negated. If it used a Blast marker or Flame template, the Genestealer is instead repositioned 2", to try and avoid the weapon.
- Evade:** Ranged attacks against the Genestealer suffer an additional -1 modifier to hit at Short range, or -2 at Long range (does not apply if it is Engaged, Seriously Injured, or in cover).
- Nerves of Steel:** When the Genestealer is hit by a ranged attack, check Cool – if passed, it may choose to not be Pinned.
- Rain of Blows:** The Genestealer treats the *Fight (Basic)* action as *Fight (Simple)*.
- Infiltrate:** During deployment, set the Genestealer aside instead of placing it.

Immediately before the start of the first round, deploy it anywhere on the battlefield that is not visible to or within 6" of any enemies.

PART XIII

SCENARIOS



SETTING UP THE BATTLEFIELD

STANDARD BATTLEFIELD SET UP

Some scenarios have special instructions for terrain. The default methods are as follows:

ZONE MORTALIS

1. Starting with the defender (or the winner of a roll-off, if there is no defender), alternate selecting and placing one **tile** plus all of the **walls** on it.
 - ▶ *The number of tiles to be placed is determined by the scenario.*
 - ▶ *When placing tiles, at least 50% of one edge must connect to an existing tile.*
2. Alternate placing **doors** and **terminals**.
 - ▶ *At least three doors must be placed.*
 - ▶ *Otherwise, each player may place as many doors and terminals as they wish.*
 - ▶ *Placing a terminal beside a door creates a Locked Door.*
 - ▶ *Instead of placing a door on your turn, you may announce that no more can be placed. The next player may then place one final door.*
3. Alternate placing D6 **obstacles** anywhere on the battlefield.
4. Each player places one **ductway**.
5. Each player places one **loot casket** anywhere that is not within 6" of a battlefield edge.
 - ▶ *Some scenarios give special instructions for loot caskets – if so, follow those rules instead.*

SECTOR MECHANICUS

- The battlefield can be any size – a good starting point is about 4'x4'.
- Divide your available terrain into **obstacles** and **structures**.
 - ▶ *Obstacles are no more than 2" tall and 2" wide (but can be any length, such as pipelines, barriers, etc).*
 - ▶ *Structures are anything bigger than this.*
- Players should agree on what terrain is **difficult**, **dangerous** and **impassable**. This impacts fighter movement and line of sight.
 - ▶ *Starting with the defender (or the winner of a roll-off, if there is no defender), alternate selecting and placing one **structure** anywhere on the battlefield.*
 - ▶ *Instead of placing a structure on your turn, you may announce that no more can be placed. The next player may then place one final structure.*
- Alternate placing one **obstacle** anywhere on the battlefield.
 - ▶ *Instead of placing an obstacle on your turn, you may announce that no more can be placed. The next player may then place one final obstacle.*
- Each player places one **loot casket** anywhere that is not within 6" of a battlefield edge.
 - ▶ *Some scenarios give special instructions for loot caskets – if so, follow those rules instead.*

BADZONES BATTLEFIELDS

- If all players agree, a battle can be fought in a badzone, adding extra challenge and more fun to their game.
- Badzones are compatible with most scenarios. Some add in unique environmental effects, or give guidelines for setting up the battlefield.
- **Zone Mortalis:** The *Badzone Delta-7* tile can be used to represent some of these environments.
- **Sector Mechanicus:** Badzones provide expansive custom modelling opportunities; there are many Citadel scenery pieces that can also serve to create these environments.

General Rules:

PREPARING YOUR GANG

(1) CHOOSING A CREW

There are two default ways to select your crew of fighters – **Custom Selection** and **Random Selection**. Some scenarios use unique or unusual methods of their own.

CUSTOM SELECTION (X)

- Simply select the fighter cards of those you wish to bring. You cannot bring any fighters who are Captured or in Recovery.
- The maximum number of fighters you can bring is shown by the (X).
- Sometimes, this will show as (any). This means you can bring any number of fighters, up to your entire gang.

RANDOM SELECTION (X)

- Create a deck out of all your fighter cards. Do not include any fighters who are Captured or in Recovery.
- For any fighter with multiple equipment sets (and therefore multiple fighter cards), randomly select one of these for inclusion.
- Shuffle the deck and draw a number of cards equal to (X) – this becomes your starting crew.

(2) GANG TACTICS CARDS

- Every scenario states how many Gang Tactics cards each player gets, and whether they are **freely selected**, or **drawn randomly**.
- Some cards are specific to Zone Mortalis or Sector Mechanicus. If you randomly draw such a card, discard it and re-draw.

(3) UNDERDOG BONUSES

- The gang with the lower Crew Rating is the **underdog**.
- **Crew Rating** is the total credit value of all fighters and equipment a gang is using in a scenario – it is *not* the same thing as Gang Rating.
- The underdog can spend the difference in Crew Ratings to obtain Underdog-specific bonuses:

MAX	UNDERDOG BONUS	COST
0-5	Draw a random Gang Tactics card	100
0-2	Choose a Gang Tactics card	200
0-5	Draw a random Underdog Tactics Card	200
0-2	Choose a Underdog Tactics card	400
0-1	Hire a Dramatis Personae	As stated
0-1	Hire a Bounty Hunter	80
0-5	Hire a Hive Scum	30

***Note:** These fighters do not affect Gang Rating and remain for one battle, regardless of any rules suggesting otherwise.*

(4) DEPLOYMENT

Many scenarios specifically describe how to deploy fighters – for the rest, the **standard deployment** method is as follows:

ZONE MORTALIS

1. The first player to deploy is either the defender, or if there is no defender, the winner of a roll-off.
2. The first player either:
 - ▶ Chooses a tile and deploys their entire crew anywhere within it; or
 - ▶ Chooses an edge of the battlefield and deploys their entire crew within 3" of it.
3. Their opponent deploys in the same way – either at least one full tile away from their opponent, or on the opposite battlefield edge to them.
4. Fighters cannot deploy into inaccessible locations.

SECTOR MECHANICUS

- Divide the battlefield into two equal halves.
- The first player to deploy is either the defender, or if there is no defender, the winner of a roll-off.
- The first player chooses a battlefield half and deploys their full crew. Each fighters can be placed anywhere that is within 12" of the dividing line.
- Their opponent then deploys their full crew in the same way, in the opposite half.

SCENARIO SPECIAL RULES

Many scenarios will variously use the below rules. With your opponent's agreement, you can arrange a custom encounter by incorporating them yourself.

(1) REINFORCEMENTS

Reinforcements are fighters who are participating in the battle, but are kept out of play to begin with. They begin arriving over the course of the game.

- The scenario states how many Reinforcements will arrive, and the round they begin doing so.
- Reinforcements arrive at the end of the End Phase.
- Each reinforcement is randomly selected, and a D6 is rolled for them – on 3+ their owning player deploys them, but on 1-2, the enemy player does so.
- Reinforcements are deployed on any battlefield edge, at least 6" from any enemies.

(2) SNEAK ATTACK

Some scenarios have the defender begin unaware of the attacker's presence. Sentries are set up around the battlefield, forcing the attacker to sneak past (or eliminate them) to get into position.

SENTRIES

- The scenario describes how to deploy sentries.
- Sentries are not activated in the usual way. Instead, on each of the defender's turns, they randomly determine one Sentry and both players roll D6:
 - ▶ *Whoever rolls higher may resolve one Move (Simple) action for the Sentry.*
 - ▶ *If the rolls are tied, the defender resolves one Move (Simple) action in a direction determined by the Scatter die.*
 - ▶ *In either case, the Sentry can be turned to face any direction after their move.*
 - ▶ *The Sentry can open or close any standard door within 1" as part of their movement. This does not require an action.*
- Once the attacker has activated their final fighter, the defender activates one last Sentry, and then the Action Phase ends.

SPOTTING ATTACKERS

- If a Sentry is Engaged, they automatically spot their attacker.
- Otherwise, when a Sentry finishes moving, roll 2D6 – if there are any attackers within that distance in the Sentry's vision arc, their cover may be blown.
- To spot an attacker, the Sentry must first consult the Sentry Awareness table to determine the conditions.
- Once the conditions are clear, the Sentry rolls D6, subtracting -1 if the attacker is Prone. If they beat the target number on the table, they spot the attacker!

IF THE ATTACKER IS...	THEY ARE SPOTTED ON...
Within 3", regardless of the Sentry's facing	2+
In the open, regardless of the Sentry's facing	2+
In partial cover, and further than 3" from the Sentry	4+
In full cover, and further than 3" from the Sentry	6+

ALERTED SENTRIES

When a Sentry spots an attacker:

- The Sentry immediately gains the Ready condition.
- If the Sentry has been Engaged, they can make Retaliation attacks as normal.
- Otherwise, the Sentry must check Initiative – if passed, they may make a free *Shoot (Basic)* action against the attacker they spotted.

RAISING THE ALARM

The alarm is raised in the following ways:

- Any Sentries are Ready when it becomes the defender's turn to activate a fighter.
- If an attacker makes a ranged attack, resolve it as normal – then roll 2D6 and add the weapon's Strength. On 10+, the alarm is raised.
- Weapons with the Silent trait disregard this rule.
- Weapons with the Blast trait add +2 to the result.
- From the fifth round onwards, if the attacker rolls 1-2 for Priority, the alarm is raised.

When the alarm is raised, all Sentries immediately gain Ready markers – the "Sentries" rules are no longer used, and the defenders now follow all the normal rules.

(3) HOME TURF ADVANTAGE

Sometimes when a scenario has an attacker and defender, the battle takes place within the defender's own territory, giving them unique advantages and problems.

- The defender rolls 2D6 for Bottle Tests, discarding the highest result.
- When making Rally tests, the defenders add +1 to the result.
- At the start of the game, when selecting crews, the defender must roll D6 for every Hanger-On they have – on a 4+, that individual is unlucky enough to be hanging around when the attack occurs.
 - ▶ *The Hanger-On is automatically included in the crew and does count towards the number of fighters the defender is allowed.*
 - ▶ *In the event the defender would use Random Selection for their crew, this is an exemption to those rules.*

(4) PITCH BLACK

Some scenarios take place across battlefields plunged into darkness.

HIDDEN FIGHTERS

- At the start of every round, each fighter on the battlefield becomes subject to the Hidden condition.

NO VISIBILITY

- Fighters can only see Hidden enemies within 3". They can see Revealed enemies at any distance.
- A fighter must be able to see an enemy before they can target them with an attack or ability.
 - ▶ *A fighter with photo-goggles or an infra-scope extends their sight range to 12".*

BECOMING REVEALED

- A fighter immediately swaps the Hidden condition for the Revealed condition if any of the following are true:
 - ▶ *They are wearing a Refractor Field.*
 - ▶ *They become subject to the Blaze condition.*
 - ▶ *They make a ranged attack (unless their weapon has the Silent trait)*
 - ▶ *They make a close combat attack with a weapon that has the Power trait.*

(5) LOOT CASKETS

Although there will always be at least two loot caskets on a battlefield, many scenarios include far more – these include anything from food supplies to valuable munitions, with the exact contents unknown until they are opened.

- A Standing fighter within 1" of a loot casket can take the following actions:
 - ▶ **BYPASS LOOT CASKET LOCK (Basic):** *Check Intelligence – if passed, the loot casket is opened.*
 - ▶ **MOVE AND CARRY (Simple):** *The fighter moves a distance up to their Movement characteristic, keeping the loot casket in base contact.*
 - ▶ **SMASH OPEN LOOT CASKET (Basic):** *Roll D6 and add Strength – on 6+, the container is opened, but you must subtract -1 from the roll to determine its contents.*
- If a loot casket is successfully opened, roll D6 to determine its contents:

D6	CONTENTS
1	DANGEROUS GOODS: The casket has been booby trapped. Replace it with a frag trap.
2-3	NOTHING MUCH: The casket contains some sundry items of small value that someone will have a use for. Gain D6 credits.
4-6	AMMO CACHE: The casket contains a stockpile of ammo clips, weapon parts, and munitions. Replace the casket with an Ammo Cache.

AMMO CACHE

A fighter within 1" of an ammo cache gains the following bonuses:

- When checking Ammo, they gain a +2 modifier to the result. However, if a 6 is rolled, the cache is exhausted and removed from play.
- If any of the fighter's weapons have the Scarce trait, they lose this trait while remaining in range of the ammo cache.

(6) BEAST'S LAIR

Dangerous creatures lurk in the underhive, ready to prey on careless gang fighters.

- Some scenarios automatically include a Beast's Lair. Otherwise, the below rules can be used upon the agreement of both players.
- The creature is represented by the **Beast's Lair marker**, which is modelled on a 32mm base.

PLACING THE LAIR

- The defender places the Beast's Lair (or if there is no defender, the winner of a roll off).
- The marker is placed after both gangs have deployed – anywhere on the battlefield that is not within 6" of a fighter.

ROUSING THE BEAST

- If a fighter ends their activation within 6" of a Beast's Lair, they risk rousing the creature within.
- Roll D6 – if the result is higher than the fighter's distance to the Lair (or is a natural 6), the beast attacks them!
 - ▶ *The Beast makes a single attack at Weapon Skill 4+.*
 - ▶ *The attack is Strength 6, AP -2, Damage 3, with the Knockback trait.*

ATTACKING THE BEAST

- The Lair can be targeted by attacks in the usual way.
 - ▶ *The Lair is Toughness 4, Wounds 3.*
- However, it is not a fighter – the Lair cannot be Pinned, fighters are able to move within 1" of it, and it can be Engaged without the need to charge.
- If the Lair is reduced to zero Wounds, it is automatically removed from play.

(7) FLEEING THE BATTLEFIELD

It can be wise to quit a fight while a gang is ahead – especially in ambushes, or when smaller crews find themselves up against larger and more dangerous ones!

- A gang can always choose to voluntarily fail their Bottle Test.
 - ▶ *If a gang fails their Bottle Test (voluntarily or otherwise), they can choose to flee the battlefield at the start of any Action Phase.*
 - ▶ *Every Active fighter and Pinned fighter is immediately removed from play.*
- Engaged fighters must check Initiative – if passed, they are removed from play. If failed, they are Seriously Injured.
- A game always ends if only one gang has fighters left on the battlefield – or if an enemy gang only has Seriously Injured fighters left.
 - ▶ *Roll to see whether the Seriously Injured fighters succumb to their injuries after the battle, as normal.*

(8) HORRORS IN THE DARK

These rules force fighters to stick together or risk being stranded, losing actions, or worse.

- If a fighter activates while more than 8" away from another fighter (friendly or enemy), roll D6 on the below table:

D6	RESULT
1	Attack! The fighter suffers a Strength 6, AP -1, Damage 2 hit. If they become Seriously Injured, they are dragged into the darkness and go Out of Action.
2-3	A nightmarish creature emerges from the shadows, seeking prey, forcing the fighter to focus on driving it away. They cannot take any actions this round.
4-5	A noise in the dark – the fighter hesitates. They can only make one action this turn.
6	The fighter goes unnoticed, and may act normally.

Zone Mortalis Scenario:

1. TUNNEL SKIRMISH

INTRODUCTION

The stakes are high when two gangs face-off in unclaimed turf, fighting for control of the surrounding area.

SCENARIO OBJECTIVE

Each gang's aim is simple: take out as many enemy fighters as possible!

A gang scores points for every enemy that goes Out of Action: 3 for a Gang Leader, 2 for a Champion, and 1 for any other fighter.

BATTLEFIELD

- Choose to play on either four or six Zone Mortalis tiles.
- Standard set-up.

CREW SELECTION

- Playing on four tiles: Custom Selection (6).
- Playing on six tiles: Custom Selection (10).
- The gang with the lowest Crew Rating is the underdog.

GANG TACTICS & BONUSES

- Each gang may choose two Gang Tactics cards.
- The underdog may spend the credit difference in Crew Ratings to purchase Underdog Bonuses:

MAX	UNDERDOG BONUS	COST
0-5	Draw a random Gang Tactics card	100
0-2	Choose a Gang Tactics card	200
0-5	Draw a random Underdog Tactics Card	200
0-2	Choose a Underdog Tactics card	400
0-1	Hire a Dramatis Personae	As stated
0-1	Hire a Bounty Hunter	80
0-5	Hire a Hive Scum	30

GANG DEPLOYMENT

Standard rules for deployment.

ENDING THE BATTLE

The game ends when only one gang has fighters left on the battlefield.

CLAIMING VICTORY

When the game ends, the gang with the most points is the winner. If the gangs are tied on points, the battle is a draw.

★ CAMPAIGN REWARDS

CREDITS

- The winning gang gains 2D6x10 credits.
- The loser gains D3x5 credits.
- On a draw, both gangs gain D6x10 credits.

EXPERIENCE

- Every participating fighter gains +1 XP.
- The Gang Leader of the winning gang gains +1 XP, regardless of whether they participated.

REPUTATION

- The winning gang gains +2 Rep.
- If this was the first battle between these two gangs, they both gain +1 Rep.
- If either gang bottled out, they lose -1 Rep.

Zone Mortalis Scenario:

2. THE TRAP

INTRODUCTION

Sometimes, an enemy just needs taking down.

SCENARIO OBJECTIVE

The attackers are aiming to scrag as many defenders as they can; the defenders are trying to weather the trap.

A gang scores points for every enemy that goes Out of Action: 3 for a Gang Leader, 2 for a Champion, and 1 for any other fighter.

ATTACKER & DEFENDER

- **Campaign:** The gang that selected this scenario is the attacker.
- **Skirmish:** Players roll off, with the winner deciding to attack or defend.

BATTLEFIELD

- Five Zone Mortalis tiles. Defender places the first tile, marking the battlefield's centre.
- Players then take turns placing another four tiles adjacent to the first (forming a cross).
- The defender may place all the barricades.

CREW SELECTION

- Custom Selection (10).
- The gang with the lowest Crew Rating is the underdog.

GANG TACTICS & BONUSES

- The attacker may choose two Gang Tactics cards.
- The defender randomly draws two Gang Tactics cards.
- The underdog may spend the credit difference in Crew Ratings to purchase Underdog Bonuses:

MAX	UNDERDOG BONUS	COST
0-5	Draw a random Gang Tactics card	100
0-2	Choose a Gang Tactics card	200
0-5	Draw a random Underdog Tactics Card	200
0-2	Choose a Underdog Tactics card	400
0-1	Hire a Dramatis Personae	As stated
0-1	Hire a Bounty Hunter	80
0-5	Hire a Hive Scum	30

GANG DEPLOYMENT

1. Defender divides their fighters into at least two groups.
2. Defender selects one group and deploys one of its fighters in the centre of the central tile.
3. Defender sets up all remaining fighters from that group within 2" of the first fighter.
4. Attacker deploys their entire crew – within 6" of any battlefield edge, but not on the central tile.
5. Defender nominates their next group and rolls D6:
 - ▶ On 1-5, the group must deploy within 2" of the fighters in the central tile.
 - ▶ On 6, they may deploy anywhere on the battlefield that is not within 2" of an enemy.

SCENARIO SPECIAL RULES

(1) SURPRISE ATTACK

- Defender rolls D6, adding +1 for each fighter they deployed outside of the central tile.
- On 7+, the defender takes Priority in the first round; otherwise, the attacker does so.
- During the first round only, the defender must check a fighter's Cool when activating them – if failed, that fighter can only take one action, rather than two.

ENDING THE BATTLE

The game ends when only one gang has fighters left on the battlefield – that gang immediately claims +D3 points.

CLAIMING VICTORY

When the game ends, the gang with the most points is the winner. If the gangs are tied on points, the battle is a draw.

★ CAMPAIGN REWARDS

CREDITS

- The winning gang gains D6x10 credits.
- The loser gains D3x5 credits.
- On a draw, both gangs gain D3x10 credits.

EXPERIENCE

- Every participating fighter gains +1 XP.
- The Gang Leader of the winning gang gains +1 XP, regardless of whether they participated.

REPUTATION

- The winning gang gains +2 Rep.
- If this was the first battle between these two gangs, they both gain +1 Rep.
- If either gang bottled out, they lose -1 Rep.

Zone Mortalis Scenario:

3. FORGOTTEN RICHES

INTRODUCTION

The rumour of a newly discovered tunnel packed with discarded riches attracts looters – unaware they are entering the hunting ground of an unknown, mutated monstrosity...

SCENARIO OBJECTIVE

Each gang is seeking to escape with as much loot as they can carry, while keeping it from their enemies.

- A fighter can secure a loot casket by returning it to their deployment zone (within 3" of the battlefield edge).

BATTLEFIELD

- Seven Zone Mortalis tiles. Players roll off – the winner places the first tile, marking the battlefield's centre.
- Players then take turns placing six more tiles around the first.

CREW SELECTION

- Custom Selection (10). The maximum crew size is determined by rolling 2D6:

2D6	CREW SIZE
2-3	5
4-5	6
6-8	7
9-10	8
11-12	9

- The gang with the lowest Crew Rating is the underdog.

GANG TACTICS & BONUSES

- Each gang may choose three Gang Tactics cards.
- The underdog may spend the credit difference in Crew Ratings to purchase Underdog Bonuses:

MAX	UNDERDOG BONUS	COST
0-5	Draw a random Gang Tactics card	100
0-2	Choose a Gang Tactics card	200
0-5	Draw a random Underdog Tactics Card	200
0-2	Choose a Underdog Tactics card	400
0-1	Hire a Dramatis Personae	As stated
0-1	Hire a Bounty Hunter	80
0-5	Hire a Hive Scum	30

GANG DEPLOYMENT

1. Both gangs roll off – the winner places a loot casket anywhere on the central tile.
2. Players then take turns placing a loot casket in any tile without one, at least 6" from any other loot casket (and not in any area cut off from the rest of the map).
3. Once five loot caskets are placed, both gangs roll off again – the winner deploys their entire crew in a tile without a loot casket, within 3" of the battlefield edge.
4. The other gang then deploys their entire crew in the other tile without a loot casket – within 3" of the battlefield edge, and at least 6" from any enemies.

SCENARIO SPECIAL RULES

(1) HORRORS IN THE DARK

- If a fighter activates while more than 8" away from another fighter (friendly or enemy), roll D6 on the below table:

D6	RESULT
1	Attack! The fighter suffers a Strength 6, AP -1, Damage 2 hit. If they become Seriously Injured, they are dragged into the darkness and go Out of Action.
2-3	A nightmarish creature emerges from the shadows, seeking prey, forcing the fighter to focus on driving it away. They cannot take any actions this round.
4-5	A noise in the dark – the fighter hesitates. They can only make one action this turn.
6	The fighter goes unnoticed, and may act normally.

ENDING THE BATTLE

The game ends when only one gang has fighters left on the battlefield – that gang immediately claims +D3 points.

If a gang voluntarily bottles out and flees the battlefield, their opponent additionally gains all of the unclaimed loot caskets.

CLAIMING VICTORY

The gang that secured the most loot caskets is the winner. If the gangs are tied on loot caskets, the battle is a draw.

★ CAMPAIGN REWARDS

CREDITS

- Gangs gain D6x10 credits for each loot casket secured.

EXPERIENCE

- Every participating fighter gains +1 XP.
- The Gang Leader of the winning gang gains +1 XP, regardless of whether they participated.

REPUTATION

- The winning gang gains +2 Rep.
- If this was the first battle between these two gangs, they both gain +1 Rep.
- If either gang bottled out, they lose -1 Rep.

4. THE MARAUDER

INTRODUCTION

Starting a fight in an enemy's territory takes guts. Winning it builds a gang's reputation!

SCENARIO OBJECTIVE

The attackers have come with a specific goal in mind – the defenders aim to stop them succeeding.

- A gang scores +1 point for every enemy that goes Out of Action.
- The attackers have a special objective, determined by rolling D3 at the start of the battle:

D3	RESULT
1	BUSHWHACK: The attacker scores +2 points for taking the enemy Gang Leader Out of Action, and +1 for every Champion.
2	SCRAG: At the start of the game, the attacker nominates one enemy. If they take this target Out of Action, they score +1 point, or +2 if they achieved this via a <i>Coup de Grace (Simple)</i> action.
3	MAYHEM: If an attacker inflicts a Serious Injury, they may depart the battlefield by ending their activation within 1" of a short edge. For each departure, the attacker scores +1 point. Departed fighters count as being Out of Action for Bottle Tests.

ATTACKER & DEFENDER

- **Campaign:** The gang that selected this scenario is the attacker.
- **Skirmish:** Players roll off, with the winner deciding to attack or defend.

BATTLEFIELD

- Six Zone Mortalis tiles, standard set-up.

CREW SELECTION

- Attacker uses Custom Selection (6).
- Defender uses Random Selection (D3+2) for their starting crew, with the rest of their gang acting as Reinforcements.
- The gang with the lowest Crew Rating is the underdog.

GANG TACTICS & BONUSES

- The attacker may choose two Gang Tactics cards.
- The defender randomly draws two Gang Tactics cards.
- The underdog may spend the credit difference in Crew Ratings to purchase Underdog Bonuses:

MAX	UNDERDOG BONUS	COST
0-5	Draw a random Gang Tactics card	100
0-2	Choose a Gang Tactics card	200
0-5	Draw a random Underdog Tactics Card	200
0-2	Choose a Underdog Tactics card	400
0-1	Hire a Dramatis Personae	As stated
0-1	Hire a Bounty Hunter	80
0-5	Hire a Hive Scum	30

GANG DEPLOYMENT

Standard rules for deployment.

SCENARIO SPECIAL RULES

(1) DESPERATION

- The defender automatically passes any Bottle tests (they may still bottle voluntarily).

(2) HOME TURF ADVANTAGE

- Defending fighters gain a +1 modifier when attempting to Rally.
- When choosing crews, the defender must roll D6 for every Hanger-On they have – on 4+, that Hanger-On must be included in the crew (an exception to the usual Random Selection rules).

(3) REINFORCEMENTS

- D3 random defenders arrive in each End Phase.
- Roll D6 for each – on 3+, the defender deploys them, otherwise the attacker does.
- Deployment must be within 1" of any battlefield edge and at least 12" from any enemies.

ENDING THE BATTLE

The game ends when only one gang has fighters left on the battlefield – that gang immediately claims +D3 points.

CLAIMING VICTORY

When the game ends, the gang with the most points is the winner. If the gangs are tied on points, the battle is a draw.

★ CAMPAIGN REWARDS

CREDITS

- The winning gang gains D6x10 credits.
- The loser gains D3x5 credits.
- On a draw, both gangs gain D3x10 credits.

EXPERIENCE

- Every participating fighter gains +1 XP.
- The Gang Leader of the winning gang gains +1 XP, regardless of whether they participated.

REPUTATION

- The winning gang gains +2 Rep.
- If this was the first battle between these two gangs, they both gain +1 Rep.
- If either gang bottled out, they lose -1 Rep.

5. SNEAK ATTACK

INTRODUCTION

A gang seeking notoriety raids deep into enemy territory, hoping to steal goods and defile something sacred.

SCENARIO OBJECTIVE

The attackers are aiming to defile a relic important to their enemies; the defenders are trying to stop them.

ATTACKER & DEFENDER

- **Campaign:** The gang that selected this scenario is the attacker.
- **Skirmish:** Players roll off, with the winner deciding to attack or defend.

BATTLEFIELD

- Seven Zone Mortalis tiles. Defender places the first tile, which marks the centre of the battlefield.
- Players then take turns placing another six tiles adjacent to the first.

CREW SELECTION

- Attacker uses Custom Selection (any).
- Defender selects Sentries using Random Selection (5) – but may exclude any fighters prior to drawing. Their remaining fighters are Reinforcements.
- The gang with the lowest Crew Rating is the underdog.

GANG TACTICS & BONUSES

- The attacker may choose three Gang Tactics cards.
- The defender randomly draws two Gang Tactics cards. These cannot be played until the alarm is raised.
- The underdog may spend the credit difference in Crew Ratings to purchase Underdog Bonuses:

MAX	UNDERDOG BONUS	COST
0-5	Draw a random Gang Tactics card	100
0-2	Choose a Gang Tactics card	200
0-5	Draw a random Underdog Tactics Card	200
0-2	Choose a Underdog Tactics card	400
0-1	Hire a Dramatis Personae	As stated
0-1	Hire a Bounty Hunter	80
0-5	Hire a Hive Scum	30

GANG DEPLOYMENT

1. Defender deploys Sentries anywhere on the battlefield, plus a gang relic within 6" of its centre.
2. Attacker sets up each of their fighters within 4" of any battlefield edge – they are free to use multiple edges, but every fighter must be within 4" of another.

SCENARIO SPECIAL RULES

(1) SNEAK ATTACK

- The scenario uses this ruleset.

(2) GANG RELIC

- Any defender within 6" of the relic gains +2 Cool.
- Any attacker within 1" of the relic may take the following action:
 - ▶ **DEFILE RELIC (Double):** *The fighter gains +D3 XP. The relic no longer provides its Cool bonus. This action can only be taken once per game.*

(3) REINFORCEMENTS

- D3 random defenders arrive in each End Phase.
- Roll D6 for each – on 3+, the defender deploys them, otherwise the attacker does.
- Deployment must be within 1" of any battlefield edge and at least 12" from any enemies.

ENDING THE BATTLE

The game ends when only one gang has fighters left on the battlefield.

CLAIMING VICTORY

- If the defenders have at least one fighter left on the battlefield who is not Seriously Injured, and their relic has not been defiled, they win.
- If the attackers have at least one fighter left on the battlefield who is not Seriously Injured, and the enemy relic was successfully defiled.
- If the defenders voluntarily bottled, the attackers automatically win and their Gang Leader defiles the relic (gaining +D3 XP), if this has not already occurred.
- On any other result, the game is a draw.

★ CAMPAIGN REWARDS

CREDITS

- If the relic was defiled, the attackers gain D6x10 credits and the defenders gain D3x10.
- If the relic was protected, the defenders gain D6x10 credits and the attackers gain D3x10 credits.

EXPERIENCE

- Every participating fighter gains +1 XP.
- The Gang Leader of the winning gang gains +1 XP, regardless of whether they participated.

REPUTATION

- If the relic was defiled, the attacker gains +2 Rep and the defender loses -2 Rep.
- If this was the first battle between these two gangs, they both gain +1 Rep.
- If either gang bottled out, they lose -1 Rep.

Zone Mortalis Scenario:

6. SMASH & GRAB

INTRODUCTION

One gang is moving valuable merchandise for a Guilder contact. The other gang wants the loot!

SCENARIO OBJECTIVE

The attackers seek to steal the Guilders' cargo. The defenders aim to drive them off empty-handed.

BATTLEFIELD

- Six Zone Mortalis tiles, standard set-up.

CREW SELECTION

- Attacker uses Custom Selection (10).
- Defender uses Random Selection (D6+3).
- The gang with the lowest Crew Rating is the underdog.

GANG TACTICS & BONUSES

- The attacker may choose two Gang Tactics cards.
- The defender randomly draws two Gang Tactics cards.
- The underdog may spend the credit difference in Crew Ratings to purchase Underdog Bonuses:

MAX	UNDERDOG BONUS	COST
0-5	Draw a random Gang Tactics card	100
0-2	Choose a Gang Tactics card	200
0-5	Draw a random Underdog Tactics Card	200
0-2	Choose a Underdog Tactics card	400
0-1	Hire a Dramatis Personae	As stated
0-1	Hire a Bounty Hunter	80
0-5	Hire a Hive Scum	30

GANG DEPLOYMENT

1. Standard rules for deployment, with the below additions:
2. Defender also sets up five loot caskets inside their deployment zone, at least 4" from any battlefield edge.
3. Keeping the information secret from the attacker, decide the contents of each casket:
 - ▶ Three caskets must be Ammo Caches.
 - ▶ One casket must be empty, with no credit value.
 - ▶ One casket must hide a frag trap.

Either identify and note down the contents of each casket, or hide a counter inside or underneath them.

SCENARIO SPECIAL RULES

(1) LOOT CASKETS

- If the attacker successfully opens a loot casket, instead of rolling to determine its contents, the defender reveals this information.
- If the frag trap is triggered, centre the 5" Blast template on the casket and inflict a Strength 3, AP 0, Damage 1 hit with the *Knockback* trait on fighters beneath it – then remove the casket from play.
- The defender cannot open loot caskets – the Guilders will not pay for any that have been tampered with.

ENDING THE BATTLE

The game ends when only one gang has fighters left on the battlefield.

CLAIMING VICTORY

The attacker wins if there are more open loot caskets than closed ones at the end of the game. Otherwise, the defender wins.

★ CAMPAIGN REWARDS

SPECIAL

- If the defender voluntarily bottled out, the attacker counts as opening all remaining loot caskets (and ignores the effects of a frag trap).

CREDITS

- The attacker gains D6x10 credits for every loot casket they opened with an Ammo Cache inside.
- The defender gains 2D6x10 credits for each unopened loot casket with an Ammo Cache inside.

EXPERIENCE

- Every participating fighter gains +1 XP.
- If the attackers opened two loot caskets that contained an Ammo Cache, their Gang Leader gains +1 XP, regardless of whether they participated.

REPUTATION

- For every loot casket opened with an Ammo Cache inside, the attacker gains +1 Rep and the defender loses -1 Rep.
- If the attacker tripped a frag trap when opening a loot casket, they lose -1 Rep.
- If this was the first battle between these two gangs, they both gain +1 Rep.
- If either gang bottled out, they lose -1 Rep.

Sector Mechanicus Scenario:

1. STAND-OFF

INTRODUCTION

Two gangs meet in neutral territory and a firefight ensues.

SCENARIO OBJECTIVE

Each gang's aim is simple: take out as many enemy fighters as possible!

- A gang scores points for every enemy that goes Out of Action: 3 for a Gang Leader, 2 for a Champion, and 1 for any other fighter.

BATTLEFIELD

- Standard set-up.

CREW SELECTION

- Custom Selection (10).
- The gang with the lowest Crew Rating is the underdog.

GANG TACTICS & BONUSES

- Each gang may choose two Gang Tactics cards.
- The underdog may spend the credit difference in Crew Ratings to purchase Underdog Bonuses:

MAX	UNDERDOG BONUS	COST
0-5	Draw a random Gang Tactics card	100
0-2	Choose a Gang Tactics card	200
0-5	Draw a random Underdog Tactics Card	200
0-2	Choose a Underdog Tactics card	400
0-1	Hire a Dramatis Personae	As stated
0-1	Hire a Bounty Hunter	80
0-5	Hire a Hive Scum	30

GANG DEPLOYMENT

Standard deployment.

ENDING THE BATTLE

The game ends when only one gang has fighters left on the battlefield.

CLAIMING VICTORY

When the game ends, the gang with the most points is the winner. If the gangs are tied on points, the battle is a draw.

★ CAMPAIGN REWARDS

CREDITS

- The winning gang gains 2D6x10 credits.
- The loser gains D3x5 credits.
- On a draw, both gangs gain D6x10 credits.

EXPERIENCE

- Every participating fighter gains +1 XP.
- The Gang Leader of the winning gang gains +1 XP, regardless of whether they participated.

REPUTATION

- The winning gang gains +2 Rep.
- If this was the first battle between these two gangs, they both gain +1 Rep.
- If either gang bottled out, they lose -1 Rep.

2. LOOTERS

INTRODUCTION

A gang launches an all-out attack on a rival's home turf in the hope of raiding their stash.

SCENARIO OBJECTIVE

The attackers aim to steal four loot caskets and flee via their escape route. The defenders are attempting to stop them.

- Loot caskets are valuable regardless of whether they are opened (except for an exhausted Ammo Cache, which the attacker cannot steal).
- Only the four "scenario" loot caskets can be stolen – not any others introduced through other rules.

ATTACKER & DEFENDER

- **Campaign:** The gang that selected this scenario is the attacker.
- **Skirmish:** Players roll off, with the winner deciding to attack or defend.

BATTLEFIELD

Standard set-up.

CREW SELECTION

- Attacker uses Custom Selection (any).
- Defender uses Random Selection (D3+4) for their starting crew, with the rest of their gang acting as Reinforcements.
- The gang with the lowest Crew Rating is the underdog.

GANG DEPLOYMENT

- Defender also sets up four loot caskets anywhere on the battlefield.
- Defender deploys their crew so that each fighter is within 3" of a loot casket.
- Attacker picks one edge of the battlefield – this is their escape route.
- Attacker sets up their entire crew within 6" of that edge.

GANG TACTICS & BONUSES

- The attacker may choose two Gang Tactics cards.
- The defender randomly draws two Gang Tactics cards.
- The underdog may spend the credit difference in Crew Ratings to purchase Underdog Bonuses:

MAX	UNDERDOG BONUS	COST
0-5	Draw a random Gang Tactics card	100
0-2	Choose a Gang Tactics card	200
0-5	Draw a random Underdog Tactics Card	200
0-2	Choose a Underdog Tactics card	400
0-1	Hire a Dramatis Personae	As stated
0-1	Hire a Bounty Hunter	80
0-5	Hire a Hive Scum	30

SCENARIO SPECIAL RULES

(1) HOME TURF ADVANTAGE

- Defender takes Bottle Tests on 2D6, discarding the highest score.
- Defenders gain a +1 modifier when attempting to Rally.
- When choosing crews, the defender must roll D6 for every Hanger-On they have – on 4+, that Hanger-On must be included in the crew (an exception to the usual Random Selection rules).

(2) LOOT & ESCAPE

- In the End Phase, the attacker successfully claims (and removes) any loot caskets within 1" of the escape route.
- In the End Phase, any attackers within 1" of the escape route can choose to leave the battlefield (even if Seriously Injured). They count as Out of Action for Bottle Tests.

(3) REINFORCEMENTS

- 1 random defenders arrive in the first End Phase. This increases to 2 in the second, 3 in the third, and so on.
- Roll D6 for each – on 3+, the defender deploys them, otherwise the attacker does.
- Deployment must be within 1" of any battlefield edge and at least 12" from any enemies.

ENDING THE BATTLE

The game ends when only one gang has fighters left on the battlefield.

CLAIMING VICTORY

The attacker wins if they stole more loot caskets than are left on the battlefield at the end of the game. Otherwise, the defenders win.

If the defender voluntarily bottles out, the attacker automatically wins and claims all loot caskets.

★ CAMPAIGN REWARDS

CREDITS

- Each loot casket stolen by the attackers is worth D3x10.
- The total amount in credits is taken from the defender's Stash and placed in the attacker's (they cannot steal more credits than the defender owns).

EXPERIENCE

- Every participating fighter gains +1 XP.
- If at least two loot caskets were claimed, the winning Gang Leader gains +1 XP, regardless of whether they participated.

REPUTATION

- If this was the first battle between these two gangs, they both gain +1 Rep.
- Attackers gain +1 Rep per loot casket they steal, and defenders gain +1 for each one not stolen.
- If all four loot caskets were stolen, the attackers gain +2 Rep and the defenders lose -2 Rep.

3. AMBUSH

INTRODUCTION

A gang sets a trap for their rivals, hoping to catch them unawares...

SCENARIO OBJECTIVE

The attackers seek to scrag as many defenders as possible – while the defenders aim to either return the favour, or escape.

ATTACKER & DEFENDER

- **Campaign:** The gang that selected this scenario is the attacker.
- **Skirmish:** Players roll off, with the winner deciding to attack or defend.

BATTLEFIELD

- Standard set-up.

CREW SELECTION

- Attacker uses Custom Selection (any).
- Defender uses Random Selection (D3+5) for their starting crew, with the rest of their gang acting as Reinforcements.
- The gang with the lowest Crew Rating is the underdog.

GANG TACTICS & BONUSES

- The attacker may choose two Gang Tactics cards.
- The defender randomly draws two Gang Tactics cards.
- The underdog may spend the credit difference in Crew Ratings to purchase Underdog Bonuses:

MAX	UNDERDOG BONUS	COST
0-5	Draw a random Gang Tactics card	100
0-2	Choose a Gang Tactics card	200
0-5	Draw a random Underdog Tactics Card	200
0-2	Choose a Underdog Tactics card	400
0-1	Hire a Dramatis Personae	As stated
0-1	Hire a Bounty Hunter	80
0-5	Hire a Hive Scum	30

GANG DEPLOYMENT

1. Defender rolls D6 for each participating fighter – on 1-5, they are set up in their deployment zone; on 6, they are set aside.
2. Attacker deploys their crew anywhere on the battlefield – placing fighters at least 6” from enemies if they are kept out of their line of sight; otherwise, they must be placed at least 12” away.
3. Defender deploys their set-aside fighters anywhere on the battlefield, at least 1” from any enemies.

SCENARIO SPECIAL RULES

(1) SURPRISE ATTACK

- The attackers automatically take Priority in the first round, and on their very first turn may activate D3 fighters instead of 1.
- During the first round only, all fighters must check Cool when activating – if failed, they can only take one action, rather than two.

(2) SLIPPING THE NET

- In the End Phase, a defender within 1” of a battlefield edge can escape (even if Seriously Injured). Remove them from play – they count as Out of Action for Bottle Tests.

ENDING THE BATTLE

The game ends when only one gang has fighters left on the battlefield.

CLAIMING VICTORY

The attacker wins if they took more defenders Out of Action than escaped (defenders who fled the battlefield do not count). Otherwise, the defender wins.

★ CAMPAIGN REWARDS

CREDITS

- N/A

EXPERIENCE

- Every participating fighter gains +1 XP.
- Every defender who escaped the ambush gains +1 XP.
- If no defenders escaped, the attackers' Gang Leader gains +1 XP, regardless of whether they participated.

REPUTATION

- If more defenders went Out of Action than escaped, the attackers gain +1 Rep.
- If more defenders escaped than went Out of Action, the defenders gain +2 Rep.
- If a gang bottled out, they lose -1 Rep.

4. BORDER DISPUTE

INTRODUCTION

A disagreement over contested ground escalates into a full-blown engagement.

SCENARIO OBJECTIVE

Both gangs aim to secure their turf and drive off the enemy... and the best way to achieve this is by defiling their relic.

BATTLEFIELD

- Standard set-up.

CREW SELECTION

- Random Selection (D3+3), with the rest of the gang acting as Reinforcements.
- The gang with the lowest Crew Rating is the underdog.

GANG TACTICS & BONUSES

- By default, neither gang starts with Gang Tactics cards.
- However, the underdog may spend the credit difference in Crew Ratings to purchase Underdog Bonuses:

MAX	UNDERDOG BONUS	COST
0-5	Draw a random Gang Tactics card	100
0-2	Choose a Gang Tactics card	200
0-5	Draw a random Underdog Tactics Card	200
0-2	Choose a Underdog Tactics card	400
0-1	Hire a Dramatis Personae	As stated
0-1	Hire a Bounty Hunter	80
0-5	Hire a Hive Scum	30

- At the start of each round after the first, both gangs randomly draw +1 Gang Tactics card which can be used as desired during the game.

GANG DEPLOYMENT

1. Standard rules for deployment, with the below additions:
2. Divide the battlefield into half – each half represents a different gang's turf.
3. Both gangs roll off – the winner chooses which turf is theirs, then deploys a random fighter within 1" of its centre.
4. Take turns deploying fighters in this way.
5. Once all fighters are deployed, each gang places a Gang Relic in their turf, anywhere at least 5" from a battlefield edge.

SCENARIO SPECIAL RULES

(1) GANG RELIC

- Fighters within 6" of their own relic gain +2 Cool. Fighters within 1" of the enemy relic may take the following action:
 - **DEFILE RELIC (Double):** *The fighter gains +D3 XP. The relic no longer provides its Cool bonus. This action can only be taken once per game.*

(2) REINFORCEMENTS

- D3 random defenders arrive in the End Phase.
- Roll D6 for each – on 3+, the defender deploys them, otherwise the attacker does.
- Deployment must be within 1" of any battlefield edge and at least 12" from any enemies.

ENDING THE BATTLE

The game ends when only one gang has fighters left on the battlefield.

CLAIMING VICTORY

- A gang wins if they protected their relic from being defiled and has at least one, non-Seriously Injured fighter left on the battlefield at the end of the game.
- If both gang relics were defiled (or the remaining gang only has Seriously Injured fighters left), the battle is a draw.
- If one gang voluntarily bottled, the other automatically wins and their Gang Leader defiles the enemy relic (gaining +D3 XP), if this has not already occurred.

★ CAMPAIGN REWARDS

CREDITS

- If a gang protected their relic from being defiled, they gain D6x10 credits.
- If a gang's relic was defiled, they gain D3x10 credits.

EXPERIENCE

- Every participating fighter gains +1 XP.
- If a gang has at least one, non-Seriously Injured fighter left on the battlefield at the end of the game, their Gang Leader gains +1 XP, regardless of whether they participated.

REPUTATION

- If this was the first battle between these two gangs, they both gain +1 Rep.
- If one gang's relic was defiled and the other's was not, the successful gang gains +2 Rep and the other loses -2 Rep.
- If a gang bottled out, they lose -1 Rep.

5. SABOTAGE

INTRODUCTION

A gang sneaks onto a rival's turf, hoping to put one of their territories out of commission.

SCENARIO OBJECTIVE

The attackers aim to destroy a key target. The defenders are trying to stop this at all costs!

ATTACKER & DEFENDER

- **Campaign:** The gang that selected this scenario is the attacker.
- **Skirmish:** Players roll off, with the winner deciding to attack or defend.

BATTLEFIELD

- Defender places a terrain piece (at least 2" square) as close to the centre of the battlefield as possible – this is the attacker's target.
- Following this, proceed with standard set-up.

CREW SELECTION

- Attacker uses Custom Selection (any).
- Defender selects Sentries using Random Selection (5) – but may exclude any fighters prior to drawing. The remaining defenders are Reinforcements.
- The gang with the lowest Crew Rating is the underdog.

GANG TACTICS & BONUSES

- The attacker may choose three Gang Tactics cards.
- The defender randomly draws two Gang Tactics cards. These cannot be played until the alarm is raised.
- The underdog may spend the credit difference in Crew Ratings to purchase Underdog Bonuses:

MAX	UNDERDOG BONUS	COST
0-5	Draw a random Gang Tactics card	100
0-2	Choose a Gang Tactics card	200
0-5	Draw a random Underdog Tactics Card	200
0-2	Choose a Underdog Tactics card	400
0-1	Hire a Dramatis Personae	As stated
0-1	Hire a Bounty Hunter	80
0-5	Hire a Hive Scum	30

GANG DEPLOYMENT

1. Defender deploys Sentries anywhere on the battlefield.
2. Attacker sets up each of their fighters within 2" of any battlefield edge (they are free to use multiple edges).

SCENARIO SPECIAL RULES

(1) SNEAK ATTACK

- The scenario uses this ruleset.

(2) REINFORCEMENTS

- Starting in the round the alarm was raised, and in each subsequent End Phase, D6 random defenders arrive.
- Roll D6 for each – on 3+, the defender deploys them, otherwise the attacker does.
- Deployment must be within 1" of any battlefield edge and at least 12" from any enemies.

(3) DESTROYING THE TARGET

- The target is Toughness 6, Wounds 4, armour save 5+.
- Ranged attacks against it gain a +2 modifier to hit.
- Melee attacks hit automatically.

(4) TAKING FLIGHT

- Once the target is destroyed, the attackers can vanish into the shadows.
- In the End Phase, any attacker within 1" of a battlefield edge can escape (even if Seriously Injured).
- Remove them from play – they count as Out of Action for Bottle Tests.

ENDING THE BATTLE

The game ends when only one gang has fighters left on the battlefield.

CLAIMING VICTORY

- If the target was destroyed, and less than half of the attacker's crew went Out of Action, the attacker wins.
- If the target was not destroyed, the defender wins.
- Otherwise, the battle is a draw.

★ CAMPAIGN REWARDS

CREDITS

- If the target was destroyed, the attacker gains D6x10 credits. Otherwise, the defender gains D6x10 credits.

EXPERIENCE

- Every participating fighter gains +1 XP.
- Any attacker who inflicts a Wound on the target gains +1 XP.
- An attacker who destroys the target gains +1 bonus XP.
- If the target was destroyed, the attacker's Gang Leader gains +1 XP, regardless of whether they participated.

REPUTATION

- If this was the first battle between these two gangs, they both gain +1 Rep.
- If the attacker destroyed the target, they gain +3 Rep and the defender loses -1 Rep.
- If a gang bottled out, they lose -1 Rep.

6. RESCUE MISSION

INTRODUCTION

With one of their own in the hands of their rivals, a gang launches a daring rescue...

SCENARIO OBJECTIVE

The attackers aim to rescue their Captives... preferably without the defenders noticing.

❖ CAMPAIGN PLAY RESTRICTION

This scenario is only available if the defender has captured any of the attacker's fighters – these are the **Captives**.

ATTACKER & DEFENDER

- **Campaign:** The gang that selected this scenario is the attacker.
- **Skirmish:** Players roll off, with the winner deciding to attack or defend. Attacker randomly chooses one fighter to be the Captive.

BATTLEFIELD

- Standard set-up.

CREW SELECTION

- Attacker uses Custom Selection (any).
- Defender selects Sentries using Random Selection (5) – but may exclude any fighters prior to drawing. The remaining defenders are Reinforcements.
- The gang with the lowest Crew Rating is the underdog.

GANG TACTICS & BONUSES

- The attacker may choose three Gang Tactics cards.
- The defender randomly draws two Gang Tactics cards. These cannot be played until the alarm is raised.
- The underdog may spend the credit difference in Crew Ratings to purchase Underdog Bonuses:

MAX	UNDERDOG BONUS	COST
0-5	Draw a random Gang Tactics card	100
0-2	Choose a Gang Tactics card	200
0-5	Draw a random Underdog Tactics Card	200
0-2	Choose a Underdog Tactics card	400
0-1	Hire a Dramatis Personae	As stated
0-1	Hire a Bounty Hunter	80
0-5	Hire a Hive Scum	30

GANG DEPLOYMENT

1. Defender deploys their Sentries and the Captives anywhere on the battlefield.
2. Attacker sets up each of their fighters within 2" of any battlefield edge (they are free to use multiple edges).

SCENARIO SPECIAL RULES

(1) SNEAK ATTACK

- The scenario uses this ruleset.

(2) CAPTIVES

- Captive fighters neither be activated, nor attacked.
- Attackers within 1" of a Captive can take the following action:
 - **FREE CAPTIVE (Basic):** Roll D6 – on 3+, the Captive is freed and their rescuer gains +D3 XP.
- In each End Phase, Captives can try to escape their bonds. Captives roll 2D6 and add their Strength – on 13+, they are freed; on 1-6, they suffer a Flesh Wound.
- A freed Captive re-joins their gang with all their weapons and gear. They gain the Ready condition in the next Priority Phase.

(3) HOME TURF ADVANTAGE

- Defender takes Bottle Tests on 2D6, discarding the highest score.
- Defender gain a +1 modifier when attempting to Rally.
- When choosing crews, the defender must roll D6 for every Hanger-On they have – on 4+, that Hanger-On must be included in the crew (an exception to the usual Random Selection rules).

(4) TAKING FLIGHT

- Once the Captive is freed, the attackers can vanish into the shadows.
- In the End Phase, any attacker within 1" of a battlefield edge can escape (even if Seriously Injured).
- Remove them from play – they count as Out of Action for Bottle Tests.

(5) REINFORCEMENTS

- Starting in the round the alarm was raised, and in each subsequent End Phase, D6 random defenders arrive.
- Roll D6 for each – on 3+, the defender deploys them, otherwise the attacker does.
- Deployment must be within 1" of any battlefield edge and at least 12" from any enemies.

ENDING THE BATTLE

The game ends when only one gang has fighters left on the battlefield.

CLAIMING VICTORY

- The attacker wins if they freed all the Captives, and all Captives escaped the battlefield.
- The defender wins if no Captives escaped the battlefield.
- Otherwise, the battle is a draw.

★ CAMPAIGN REWARDS

CREDITS

- N/A

EXPERIENCE

- Every participating fighter gains +1 XP.
- A Captive who successfully escapes the battlefield gains +1 XP.
- If all Captives successfully escaped the battlefield, the attacker's Gang Leader gains +1 XP, regardless of whether they participated.

REPUTATION

- Each time the attacker successfully carries out the *Free Captive (Basic)* action, the attacker gains +2 Rep and the defender loses -1 Rep.
- If a gang bottled out, they lose -1 Rep.

Narrative Scenario:

1. LAST STAND

INTRODUCTION

The Guilders are gunning for a gang and want them taken down at any cost!

SCENARIO OBJECTIVE

The defender must hold out as long as they can; the attacker must wipe them out.

ATTACKER & DEFENDER

- **Campaign:** The gang that selected this scenario is the attacker.
- **Skirmish:** Players roll off, with the winner deciding to attack or defend.

BATTLEFIELD

- Standard set-up.

CREW SELECTION

- Attacker uses Custom Selection (D3+6), with the rest of the gang acting as Reinforcements.
- Defender uses Random Selection (D3+5).
- The gang with the lowest Crew Rating is the underdog.

GANG TACTICS & BONUSES

- Attacker may choose two Gang Tactics cards.
- Defender randomly draws two Gang Tactics cards.
- The underdog may spend the credit difference in Crew Ratings to purchase Underdog Bonuses:

MAX	UNDERDOG BONUS	COST
0-5	Draw a random Gang Tactics card	100
0-2	Choose a Gang Tactics card	200
0-5	Draw a random Underdog Tactics Card	200
0-2	Choose a Underdog Tactics card	400
0-1	Hire a Dramatis Personae	As stated
0-1	Hire a Bounty Hunter	As stated
0-5	Hire a Hive Scum	As stated

GANG DEPLOYMENT

1. Defender deploys their entire crew within 6" of the centre of the battlefield.
2. Attacker sets up each of their fighters within 2" of any battlefield edge (they are free to use multiple edges to surround the defenders, if desired).

ENDING THE BATTLE

The game ends when only one gang has fighters left on the battlefield, or else at the start of round seven.

SCENARIO SPECIAL RULES

(1) OUTNUMBERED

- The attacker has assembled a large assault force to bring down the defender – and will stop at nothing to take them out.
- In this battle, the attacker's forces are not their "true" personalities but a cluster of similarly-equipped hirelings, gang hopefuls, and cannon fodder. The true gang is safely hidden, conducting operations.
- As such, when an attacker goes Out of Action, do not roll for Lasting Injury – for narrative purposes, that fighter is scragged. Return their model to Reinforcements, allowing them to reappear later as a "new" individual.
- Conversely, the attacker treats XP gained as belonging to the model – so the "true" fighters will receive any XP gained by their nameless lackeys.

(2) REINFORCEMENTS

- D6 random defenders arrive in the End Phase.
- Roll D6 for each – on 3+, the defender deploys them, otherwise the attacker does.
- Deployment must be within 1" of any battlefield edge and at least 12" from any enemies.

CLAIMING VICTORY

- The defender automatically wins at the start of round seven if they have at least one fighter left on the battlefield who is not Seriously Injured or Broken.
- Otherwise, the attacker wins.

★ CAMPAIGN REWARDS

EXPERIENCE

- Every participating fighter gains +1 XP.
- Any defender who is on the battlefield at the end of round seven (and is not Seriously Injured or Broken) each gain an additional +D3 XP.

CREDITS & REPUTATION

- The rewards gained by each gang depends on how many rounds the defenders managed to survive before they Bottled, or the attackers took them all Out of Action:

ROUND	DEFENDER	ATTACKER
1-2	-3 Rep, 0 credits	+3 Rep, 2D5x10 credits
3-4	+1 Rep, D3x10 credits	+2 Rep, D6x10 credits
5-6	+2 Rep, D6x10 credits	+1 Rep, D3x10 credits
7	+3 Rep, 2D5x10 credits	-3 Rep, 0 credits

2. ESCAPE THE PIT!

INTRODUCTION

Gangs are looting the depths of the hive when ancient machinery grinds to life.

SCENARIO OBJECTIVE

The gangs are trying to grab as much loot as they can before escaping the battlefield via the exit at its centre.

BATTLEFIELD

- Begin with standard set-up, then mark the centre of the battlefield – this is the elevator or ladder that marks the escape point.
- **Sector Mechanicus Battlefield:** Place the escape point on an elevated platform, the higher the better.

CREW SELECTION

- Random Selection (D3+4).
- The gang with the lowest Crew Rating is the underdog.

GANG TACTICS & BONUSES

- Each gang may choose two Gang Tactics cards.
- The underdog may spend the credit difference in Crew Ratings to purchase Underdog Bonuses:

MAX	UNDERDOG BONUS	COST
0-5	Draw a random Gang Tactics card	100
0-2	Choose a Gang Tactics card	200
0-5	Draw a random Underdog Tactics Card	200
0-2	Choose a Underdog Tactics card	400
0-1	Hire a Dramatis Personae	As stated
0-1	Hire a Bounty Hunter	As stated
0-5	Hire a Hive Scum	As stated

GANG DEPLOYMENT

1. Before deploying, roll off – starting with that gang, alternate placing loot caskets.
2. Place loot caskets anywhere on the battlefield at least 8” from any edge, 8” from another loot casket, and 12” from the exit.
3. Roll off again – the winner chooses any battlefield edge and deploys their entire crew within 6” of it. Their opponent then does the same on the opposite edge.

ENDING THE BATTLE

The game ends when only one gang has fighters left on the battlefield, or else at the start of the round when the walls close in to their fullest, leaving no battlefield to fight over!

SCENARIO SPECIAL RULES

(1) ESCAPING THE BATTLEFIELD

- In the End Phase, any fighter within 1” of the exit point can escape (even if Seriously Injured).
- Remove them from play – they count as Out of Action for Bottle Tests.

(2) THE WALLS ARE MOVING!

- Ancient machinery slowly shrinks the battlefield, as chambers seal and walls grind together.
- At the start of round three, the gang with Priority rolls D6 – on 3+, the walls close in.
 - **Zone Mortalis:** Randomly select one edge-most tile and remove it. The tile with the exit is always the last one removed.
 - **Sector Mechanicus:** Randomly identify a battlefield edge and remove all terrain within 6” of it, and its opposite edge. These areas are no longer part of the battlefield.
- Any fighter caught on a removed area must check Initiative – if passed, they are repositioned to the nearest, safest point. If failed, they go Out of Action.
- Continue rolling to see whether the walls close in at the start of each round – until the scenario ends, or the battlefield vanishes.

CLAIMING VICTORY

- The gang that carried the most loot caskets through the exit is the winner.
- If both gangs recovered the same number of loot caskets, the gang who moved the most fighters through the exit is the winner.
- If one gang voluntarily bottled, the other automatically wins and claims any loot caskets left on the battlefield.
- On any other result, the game is a draw.

★ CAMPAIGN REWARDS

CREDITS

- Each loot casket carried free is worth D3x10 credits.

EXPERIENCE

- Every participating fighter gains +1 XP.
- A fighter who left via the exit gains +1 XP, or +2 if they were carrying a loot casket.

REPUTATION

- If a gang had at least one fighter leave via the exit, they gain +1 Rep.
- A gang earns +1 Rep for every loot casket carried through the exit.

3. DOWNTOWN DUST-UP

INTRODUCTION

Rival gangs fight it out for control of a settlement and its people.

SCENARIO OBJECTIVE

The gangs are each aiming to run their opponent out of town, preferably without having too many locals caught in the crossfire.

BATTLEFIELD

- Standard set-up. Seek to construct a settlement – a main street, drinking hole, marketplace, etc.

CREW SELECTION

- Random Selection (D3+4).
- The gang with the lowest Crew Rating is the underdog.

GANG TACTICS & BONUSES

- Each gang may choose two Gang Tactics cards.
- The underdog may spend the credit difference in Crew Ratings to purchase Underdog Bonuses:

MAX	UNDERDOG BONUS	COST
0-5	Draw a random Gang Tactics card	100
0-2	Choose a Gang Tactics card	200
0-5	Draw a random Underdog Tactics Card	200
0-2	Choose a Underdog Tactics card	400
0-1	Hire a Dramatis Personae	As stated
0-1	Hire a Bounty Hunter	As stated
0-5	Hire a Hive Scum	As stated

GANG DEPLOYMENT

- Roll off to determine which gang deploys first.
- Alternate placing fighters anywhere on the battlefield, at least 6" from another fighter (friendly or enemy).
- Once all fighters are deployed, alternate placing D6+6 **Hive Dwellers** anywhere on the battlefield, at least 6" from its edges.
 - Hive Dwellers can be represented by counters, though appropriate models are better.*

ENDING THE BATTLE

The game ends when only one gang has fighters left on the battlefield, or else at the start of the round when the walls close in to their fullest, leaving no battlefield to fight over!

SCENARIO SPECIAL RULES

(1) HIVE DWELLERS

- These locals are treated the same as fighters – subject to the rules for movement, Pinning, Stray Shots, becoming Engaged, and so on.

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

- If a Hive Dweller is reduced to zero wounds, they automatically go Out of Action.
- A Hive Dweller activates immediately after any of the following occur:
 - Ranged attack within 12"*
 - Melee attack within 6"*
 - Blast marker lands within 6"*
 - A fighter or Hive Dweller is hit by a ranged attack within 6"*
- Resolve that action's effects, then roll D6 on the table below to determine the Hive Dweller's reaction to it.

D6	RESULT
1-2	DAMN GANGERS! The local pulls iron and makes a ranged attack with a stub gun, targeting the nearest fighter.
3-4	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 and immediately taking a <i>Running for Cover (Double)</i> action. They will attempt to Rally in the End Phase, as normal.

- If multiple Hive Dwellers are triggered, roll separately for each. Each Hive Dweller only activates once per round.

CLAIMING VICTORY

- A gang wins if both of the following are true when the game ends:
 - ▶ *It is the only gang with fighters left on the battlefield.*
 - ▶ *At least half the Hive Dwellers survived.*
- On any other result, the game is a draw.

★ CAMPAIGN REWARDS

SPECIAL

- For every Hive Dweller a gang took Out of Action, they must discard D3x10 credits to compensate the Guilders for the loss of their workforce.
- If a gang cannot pay (or refuses to do so), they instead lose -D3 Rep.

CREDITS

- N/A

EXPERIENCE

- Every participating fighter gains +1 XP.
- The winning gang's participating fighters each gain an additional +1 XP if at least half the Hive Dwellers survived. This increases to +2 XP if all the Hive Dwellers survived.

REPUTATION

- Each gang gains +1 Rep – the locals will at least remember their names.
- If at least half the Hive Dwellers survived, the winning gang gains +D3+1 Rep.

4. SHOOT-OUT

INTRODUCTION

The quick and the dead!

SCENARIO OBJECTIVE

Both gangs are trying to keep their cool – hoping nerves don't trigger a fatal mistake.

BATTLEFIELD

- **Zone Mortalis:** Arrange three tiles to create a straight corridor, with a clear line of sight down the length.
- **Sector Mechanicus:** Arrange terrain in a long tunnel, settlement main street, or narrow gantry, with nothing blocking line of sight down the length. Battlefield size should be approximately 36"x12".

CREW SELECTION

- Random Selection (D3+1).
- The gang with the lowest Crew Rating is the underdog.

GANG TACTICS & BONUSES

- Gang Tactics cards are not used.
- The underdog chooses +1 Underdog Tactics card for every 400 points of difference in Gang Ratings.

GANG DEPLOYMENT

1. Roll off – the winner chooses one end of the corridor and deploys their whole crew there. The other gang then follows.
2. All fighters must be deployed within 10" of their edge, within 1" of each other, and on ground level.
3. Both gangs must have line of sight to each other.

SCENARIO SPECIAL RULES

(1) BUILD UP

- Fighters begin with their weapons holstered as they stalk forwards, tension building, waiting to see who draws first.
- When a fighter activates, check Cool.
- Each gang must use a spare die to track the number of Cool checks they fail.
- Once a gang fails six, their nerve breaks and they go for their guns – jump straight to "Quickdraw!" below.
- Until "Quickdraw!" triggers, an activated fighter is restricted to a single *Move (Simple)* action – this must be towards the enemy, and never into cover.
- Opposing fighters never move within 3" of each other. If a move would result in them doing this, their activation ends instead.

(2) QUICKDRAW!

- All fighters immediately gain the Ready condition, and instead of activating in the usual manner, a rapid and chaotic round occurs.
- Both gangs check Initiative for each fighter, gaining a +1 modifier if they have a weapon with the *Sidearm* trait, or suffering -2 if they have one with the *Unwieldy* trait.
 - ▶ All fighters who **passed** the check activate in Initiative order (fastest to slowest).
 - ▶ Fighters tied on Initiative activate simultaneously – with any ranged attacks resolved **before** Move (Simple) or Charge (Double) actions.
 - ▶ All fighters who **failed** the check then activate in Initiative order, as above.
- Once all fighters have activated, proceed to the End Phase, then play subsequent rounds as normal.

ENDING THE BATTLE

- The game ends when only one gang has fighters left on the battlefield.

CLAIMING VICTORY

- The winner is the gang with fighters left on the battlefield.

★ CAMPAIGN REWARDS

CREDITS

- The winning gang gains D6x5 credits for every enemy they took Out of Action.

EXPERIENCE

- Every participating fighter gains +1 XP.
- Any fighter that did not fail a Cool check before the shooting started gains a bonus +1 XP.

REPUTATION

- Each gang gains +1 Rep.
- The gang that drew second gains bonus Rep – subtract their number of failed Cool tests from 6. The result is the amount of Rep gained.

5. CARAVAN HEIST

INTRODUCTION

A gang makes a daring raid against a Guilder caravan.

SCENARIO OBJECTIVE

The attacker seeks to plunder the Guilders' loot, while the defender aims to drive them off empty-handed.

BATTLEFIELD

- Standard set-up, with the following additions:
- The battlefield must be arranged to allow the caravan to travel from its starting position to the opposite edge.
- Ensure that no structures or impassable terrain block the caravan's path.

CREW SELECTION

- Custom Selection (10).
- The gang with the lowest Crew Rating is the underdog.

GANG TACTICS & BONUSES

- Each gang may choose two Gang Tactics cards.
- The underdog may spend the credit difference in Crew Ratings to purchase Underdog Bonuses:

MAX	UNDERDOG BONUS	COST
0-5	Draw a random Gang Tactics card	100
0-2	Choose a Gang Tactics card	200
0-5	Draw a random Underdog Tactics Card	200
0-2	Choose a Underdog Tactics card	400
0-1	Hire a Dramatis Personae	As stated
0-1	Hire a Bounty Hunter	As stated
0-5	Hire a Hive Scum	As stated

GANG DEPLOYMENT

1. Defender deploys the caravan so it touches one edge of the battlefield.
2. Defender deploys their crew – their fighters can be on the caravan, or within 12" of it.
3. Attacker chooses one battlefield edge (aside from the caravan's) and deploys their crew within 6" of it.

SCENARIO SPECIAL RULES

(1) GUILDER HIRED GUNS

- The defenders are the caravan's Guild-appointed protectors and wouldn't dare run off.
- As such, the defenders never take Bottle Tests (though they can Bottle voluntarily).

(2) HIVE SCUM

- If it is necessary to even the odds, the defenders may deploy one free Hive Scum for every fighter they have in Recovery.

HOUSE RULE: Each Hive Scum comes with 25 credits worth of equipment.

(3) THE CARAVAN

- The Guilder caravan must be represented by a suitable model (or else a large marker). It blocks line of sight, cannot be attacked, and grants partial cover to fighters atop it.
- In each Priority Phase, the defender advances the caravan 6". It must avoid terrain and remain on ground level, but otherwise cannot be slowed or stopped.
- Fighters atop the caravan move with it, while fighters in its path are moved back the minimum distance to avoid it. Any obstacles the caravan runs over are removed. Fighters may climb onto the caravan like any other terrain, including taking advantage of any ladders.

(4) THE HEIST

- Attackers within 1" of the caravan can take the following action:
 - **LOOT CARAVAN (Simple):** Place a loot counter on the fighter's card. If the fighter flees the battlefield, they keep their loot counters, but if they go Out of Action, their loot counters are discarded.

ENDING THE BATTLE

The game ends when either the caravan reaches the far edge, or only one gang has fighters left on the battlefield.

CLAIMING VICTORY

- The attacker wins if they hold ten loot counters when the game ends; otherwise, the defenders win.
- If either gang voluntarily Bottles, the other wins automatically (the attacker gains +D3 loot counters for every fighter not Seriously Injured or Out of Action).

★ CAMPAIGN REWARDS

CREDITS

- The attacker gains D6x10 credits per loot counter.
- The defender gains D6x10 credits, increasing to 4D6x10 if the attackers hold less than five loot counters.

EXPERIENCE

- Every participating fighter gains +1 XP.
- Attackers holding a loot counter gain a bonus +1 XP.
- A defender who took an attacker with a loot counter Out of Action gains a bonus +1 XP.

REPUTATION

- Each gang gains +1 Rep.
- If the attacker holds ten loot, they gain D3+1 Rep.
- If the caravan reached the exit before the attackers gained ten loot counters, the defenders gain D3+1 Rep.

6. GHAST HARVEST

INTRODUCTION

Gangs scour the underhive for raw ghastr. And something is not quite right about this place...

SCENARIO OBJECTIVE

The gangs are out to gather as much unrefined ghastr as possible, and take out any enemy fighters that get in their way.

BATTLEFIELD

- Standard set-up.

CREW SELECTION

- Custom Selection (D3+4).
- The gang with the lowest Crew Rating is the underdog.

GANG TACTICS & BONUSES

- Each gang randomly selects two Gang Tactics cards.
- When you play a Gang Tactics card, roll D6 – on 4+, the effect occurs as normal; otherwise, the card is discarded and you may randomly draw a new one.
- The underdog may spend the credit difference in Crew Ratings to purchase Underdog Bonuses:

MAX	UNDERDOG BONUS	COST
0-5	Draw a random Gang Tactics card	100
0-2	Choose a Gang Tactics card	200
0-5	Draw a random Underdog Tactics Card	200
0-2	Choose a Underdog Tactics card	400
0-1	Hire a Dramatis Personae	As stated
0-1	Hire a Bounty Hunter	As stated
0-5	Hire a Hive Scum	As stated

GANG DEPLOYMENT

- Standard rules for deployment.
- After all fighters have been placed, each gang alternates placing four ghastr deposits anywhere on the battlefield.
- Ghastr deposits can be represented by a counter, but an obstacle-sized terrain piece (such as Shardwrack Spines) is more thematic!

SCENARIO SPECIAL RULES

(1) HARVEST

- A fighter in base contact with a ghastr deposit can take the following action:

- ▶ **HARVEST GHASTR (Double):** Check Intelligence – if passed, the fighter gains +1 loot counter, representing the unrefined ghastr.

On a 6+, the deposit is exhausted and removed from the battlefield.

The fighter can deliberately take ghastr while harvesting it. If so, roll D6 on the below table.

Otherwise, regardless of their harvesting success, check Toughness (with a +2 modifier if they have a respirator) – if failed, roll D6 on the below table:

D6	RESULT
1-2	EMPEROR SAVE ME! The fighter activates again, but is controlled by your opponent.
3-4	THE UNIVERSE IS IN MY MIND! For the remainder of the battle, the fighter is a psyker – gaining the <i>Unsanctioned Psyker</i> rule and one random wyrd power from the table. If a psyker rolls this result, there is no effect.
5-6	TODAY, I AM THE EMPEROR! For the remainder of the battle, the fighter improves all their dice rolls by 2 and becomes a psyker – gaining the <i>Unsanctioned Psyker</i> rule and one random wyrd power from the table. If a psyker rolls this result, there is no effect.

(2) WYRD POWERS

- See over for the relevant table.

(3) CARRYING LOOT

- Every bag of ghastr a fighter carries contributes to their gang's victory.
- If they flee the battlefield, they keep their loot counters, but if they go Out of Action, their loot counters are discarded.

ENDING THE BATTLE

- The game ends when only one gang has fighters left on the battlefield.

CLAIMING VICTORY

- Whichever gang has the most loot counters at the end of the game is the winner.
- If the gangs are tied on loot, the game is a draw.

GHAST-INDUCED WYRD POWERS

- If a fighter takes ghaſt, choose a wyrd power Discipline (*Biomancy, Chronomancy, Divination, Pyromancy, Technomancy, Telekinesis, Telepathy*) and randomly generate one wyrd power from that list.
- The ghaſt-induced wyrd power laſts for the duration of the battle.

★ CAMPAIGN REWARDS

SPECIAL

- After the battle, the gangs muſt decide what to do with their harveſted ghaſt. They may **either**:
 - ▶ Trade a loot counter for D6x10 credits; or
 - ▶ Trade a loot counter for 1x doſe of ghaſt, added to the Stash.

EXPERIENCE

- Every participating fighter gains +1 XP.
- A fighter who harveſted at leaſt one bag of ghaſt and did not go Out of Action gains a bonus +1 XP.
- The firſt fighter to ſuſſeſſfully uſe a wyrd power gains a bonus +1 XP.

REPUTATION

- Each gang gains +1 Rep.
- If a gang ſuſſeſſfully harveſted five or more bags of ghaſt, they gain bonus +3 Rep.

7. ARCHAEO HUNTERS

INTRODUCTION

Gangs battle over ancient technology deep in the underhive.

SCENARIO OBJECTIVE

The gangs aim to plunder a vault rumoured to contain an unrivalled archaeo-hoard before their rivals do.

1. To crack the vault entrance and get inside, the gangs must use an abandoned mining automata.

BATTLEFIELD

- Standard set-up, with the following additions:
- Randomly select a battlefield edge and place a door at its midpoint. This is the vault entrance.
- Deploy the automata in the centre of the battlefield, using a suitable model or marker.

CREW SELECTION

- Custom Selection (D3+7).
- The gang with the lowest Crew Rating is the underdog.

GANG TACTICS & BONUSES

- Each gang may choose two Gang Tactics cards.
- The underdog may spend the credit difference in Crew Ratings to purchase Underdog Bonuses:

MAX	UNDERDOG BONUS	COST
0-5	Draw a random Gang Tactics card	100
0-2	Choose a Gang Tactics card	200
0-5	Draw a random Underdog Tactics Card	200
0-2	Choose a Underdog Tactics card	400
0-1	Hire a Dramatis Personae	As stated
0-1	Hire a Bounty Hunter	As stated
0-5	Hire a Hive Scum	As stated

GANG DEPLOYMENT

Standard deployment.

ENDING THE BATTLE

The game ends when only one gang has fighters left on the battlefield.

CLAIMING VICTORY

- The gang with the most fighters in the vault is the winner.
- If both gangs have the same number of fighters in the vault (including zero), the game is a draw.
- If one gang voluntarily bottled, the other automatically wins and all their fighters who are not Seriously Injured automatically enter the vault.

SCENARIO SPECIAL RULES

(1) THE AUTOMATA

- The automata begins each round powered down. A fighter within 1" of it can take the following action:
 - **POWER UP (Simple):** Check Intelligence – if passed, the automata gains the Ready condition and joins the fighter's gang, for this round only.

In the End Phase, it becomes powered down once again.

- The automata has the following profile:

MINING AUTOMATA											
M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
4"	4+	5+	5	5	5	6+	3	12+	2+	6+	10+

Rng		Acc		Str		AP		D		Am		T
S	L	S	L	S	L	S	L	S	L	S	L	
Meltagun	6"	12"	+1	-	8	-4	3	4+		Melta, Scarce		
Rock Cutter	-	E	-	-	+4	-4	3	-		Unwieldy, Melee		
Light Carapace Armour		4+ Armour Save										

(2) BREACHING THE VAULT

- A powered-up automata within 1" of the vault entrance can take the following action:
 - **DESTROY DOOR (Double):** The automata breaches the vault entrance is breached, and fighters can now get inside.

(3) ENTERING THE VAULT

- Once the automata breaks down the entrance, fighters can freely enter the vault through the doorway – remove them from play.
- They **do not** count as being Out of Action for Bottle Tests.

★ CAMPAIGN REWARDS

CREDITS

- Each fighter inside the vault when the game ends plunders D6x10 credits.

EXPERIENCE

- Every participating fighter gains +1 XP.
- A fighter who successfully entered the vault gains +1 bonus XP.
- If a fighter took the automata Out of Action, they gain +D3 bonus XP.

REPUTATION

- Each gang gains +1 Rep.
- The winning gang gains an additional +D3 Rep.

8. ESCORT MISSION

INTRODUCTION

Gangs fight over the fate of an uphive agent.

SCENARIO OBJECTIVE

The defender seeks to guide an uphive agent to safety – while the attacker intends to permanently prevent them from leaving!

ATTACKER & DEFENDER

- **Campaign:** The gang that selected this scenario is the attacker.
- **Skirmish:** Players roll off, with the winner deciding to attack or defend.

BATTLEFIELD

- Standard set-up.

CREW SELECTION

- Attacker uses Custom Selection (D3+5).
- Defender uses Random Selection (D3+7) for their starting crew, with the rest of their gang acting as Reinforcements.
- The gang with the lowest Crew Rating is the underdog.

GANG TACTICS & BONUSES

- Attacker may choose two Gang Tactics cards.
- Defender randomly draws two Gang Tactics cards.
- The underdog may spend the credit difference in Crew Ratings to purchase Underdog Bonuses:

MAX	UNDERDOG BONUS	COST
0-5	Draw a random Gang Tactics card	100
0-2	Choose a Gang Tactics card	200
0-5	Draw a random Underdog Tactics Card	200
0-2	Choose a Underdog Tactics card	400
0-1	Hire a Dramatis Personae	As stated
0-1	Hire a Bounty Hunter	As stated
0-5	Hire a Hive Scum	As stated

GANG DEPLOYMENT

- Standard deployment.

ENDING THE BATTLE

- The game ends when any of the following occur:
 - ▶ The agent is extracted from the battlefield.
 - ▶ The agent is taken Out of Action.
 - ▶ Only one gang has fighters left on the battlefield.

SCENARIO SPECIAL RULES

(1) THE AGENT

- This shady character counts as part of the defender's gang for this battle. They have the following profile:

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

	Rng				Acc					
	S	L	S	L	Str	AP	D	Am	Traits	
Laspistol	8"	12"	+1	-	3	-	1	2+	Plentiful, Sidearm	
Mesh Armour	5+ Armour Save									
Displacer Field	4+ Armour Save – if successful, Scatters distance equal to attacking weapon's Strength									

(2) EXTRACTING THE VIP

- The agent can attempt to extract once they are within 1" of the opposite battlefield edge (i.e. within the attacker's deployment zone).
- In the End Phase, the defender rolls D6 – on 5+, the agent is extracted.
- Otherwise, roll again in the next End Phase, with a +1 modifier for each round that passes.

(3) REINFORCEMENTS

- 1 random defender arrives in the End Phase.
- Roll D6 for each – on 3+, the defender deploys them, otherwise the attacker does.
- Deployment must be within 1" of any battlefield edge and at least 12" from any enemies.

CLAIMING VICTORY

- If the agent is extracted, the defender wins. Otherwise, the attacker wins.
- If one gang Bottles, the other automatically wins.

★ CAMPAIGN REWARDS

CREDITS

- If the agent is extracted, the defender gains D6x10 credits.
- If the agent was taken Out of Action, the attacker gains D6x10 credits.

EXPERIENCE

- Every participating fighter gains +1 XP.
- If a fighter took the agent Out of Action, they gain +D3 bonus XP.

REPUTATION

- If the agent is extracted, the defender gains +D3 Rep.
- If the agent was taken Out of Action, the attacker gains +D3 Rep.
- If a gang Bottled out, they lose -1 Rep.

9. FIGHTER DOWN

INTRODUCTION

A gang searches for a lost companion before the underhive gets them for good!

SCENARIO OBJECTIVE

The attacker seeks to recover their wounded comrade, while the defender intends to finish the job and eliminate them.

ATTACKER & DEFENDER

- **Campaign:** The gang that selected this scenario is the attacker.
- **Skirmish:** Players roll off, with the winner deciding to attack or defend.

BATTLEFIELD

- Standard set-up.

CREW SELECTION

- Both gangs use Random Selection (D3+2), with the remainder of their fighters acting as Reinforcements.
- Attacker randomly selects one Ganger, Prospect, or Juve (or equivalent) to be the wounded fighter.
- The gang with the lowest Crew Rating is the underdog.

GANG TACTICS & BONUSES

- Attacker may choose two Gang Tactics cards.
- Defender randomly draws two Gang Tactics cards.
- The underdog may spend the credit difference in Crew Ratings to purchase Underdog Bonuses:

MAX	UNDERDOG BONUS	COST
0-5	Draw a random Gang Tactics card	100
0-2	Choose a Gang Tactics card	200
0-5	Draw a random Underdog Tactics Card	200
0-2	Choose a Underdog Tactics card	400
0-1	Hire a Dramatis Personae	As stated
0-1	Hire a Bounty Hunter	As stated
0-5	Hire a Hive Scum	As stated

GANG DEPLOYMENT

- Standard deployment.
- Attacker must place the wounded fighter within 8" of the battlefield's centre.
- Roll D6+3 – starting with whoever has Priority, alternate placing that many **Carrion Creatures** on the battlefield, at least 12" from any fighters (including the wounded one).

ENDING THE BATTLE

- The game ends when any of the following occur:
 - ▶ *The wounded fighter escapes from the battlefield.*
 - ▶ *The wounded fighter is taken Out of Action.*
 - ▶ *Only one gang has fighters left on the battlefield.*

SCENARIO SPECIAL RULES

(1) THE WOUNDED FIGHTER

- This fighter counts as being permanently Seriously Injured and never rolls for Recovery.
- They can still take the *Crawl (Double)* action.

(2) A SUPPORTING SHOULDER

- An attacker within 1" of the wounded fighter can take the following action:
 - ▶ **CARRY (Double):** *The fighter moves up to their full Movement distance. The wounded fighter moves with them, keeping in base contact.*

(3) ESCAPING THE BATTLEFIELD

- The wounded fighter escapes if they activate within 1" of the opposite battlefield edge (i.e. within the attacker's deployment zone).

(4) REINFORCEMENTS

- D3 random defenders arrive in the End Phase.
- Roll D6 for each – on 3+, the defender deploys them, otherwise the attacker does.
- Deployment must be within 1" of any battlefield edge and at least 12" from any enemies.

(5) CARRION CREATURES

- These vile underhive creatures hunt relentlessly for easy prey. They use the following profile:

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+

- In the End Phase, each gang alternates activating the Carrion Creature.
- If a Carrion Creature makes base contact with a fighter, it resolves one unarmed attack, then moves D3" directly away from them (fighters cannot make Reaction attacks).

CLAIMING VICTORY

- If the agent is extracted, the defender wins. Otherwise, the attacker wins.
- If one gang Bottles, the other automatically wins.

★ CAMPAIGN REWARDS

CREDITS

- N/A

EXPERIENCE

- Every participating fighter gains +1 XP.
- If a defender took the wounded fighter Out of Action, they gain +1 bonus XP.

REPUTATION

- If the wounded fighter escapes, the attacker gains +D3 Rep.
- If the wounded fighter went Out of Action, the defender gains +1 Rep.
- If a gang Bottled out, they lose -1 Rep.

10. MURDER CYBORG

INTRODUCTION

Following its own oblique objectives, a cyborg assassin is masquerading as a ganger.

SCENARIO OBJECTIVE

An unremarkable skirmish becomes a sudden battle for survival when an augmented hive assassin is revealed among the fighters.

BATTLEFIELD

- Standard set-up.

CREW SELECTION

- Custom Selection (any).
- The gang with the lowest Crew Rating is the underdog.

GANG TACTICS & BONUSES

- Each gang may choose two Gang Tactics cards.
- The underdog may spend the credit difference in Crew Ratings to purchase Underdog Bonuses:

MAX	UNDERDOG BONUS	COST
0-5	Draw a random Gang Tactics card	100
0-2	Choose a Gang Tactics card	200
0-5	Draw a random Underdog Tactics Card	200
0-2	Choose a Underdog Tactics card	400
0-1	Hire a Dramatis Personae	As stated
0-1	Hire a Bounty Hunter	As stated
0-5	Hire a Hive Scum	As stated

GANG DEPLOYMENT

- Standard deployment.

ENDING THE BATTLE

- The game ends when either of the following occurs:
 - ▶ *Only one gang has fighters left on the battlefield.*
 - ▶ *A round ends with the murder cyborg Out of Action.*

CLAIMING VICTORY

- The gang that destroyed the murder cyborg is the winner. Any other result is a draw.

SCENARIO SPECIAL RULES

(1) NON-DETECTION PROTOCOLS

- The murder cyborg does not begin in play.
- When a fighter suffers a wound (from a weapon with a Damage value only), roll D6 – on 5+, replace them with the cyborg.
- For all game rules and effects, the original fighter never participated in this battle.
- Naturally, once the cyborg is revealed, the “Non-Detection Protocols” rule is disregarded going forwards.

(2) MISSION DIRECTIVES

- Once the cyborg is revealed, the player with Priority rolls D6 to determine its mission:

D6	CYBORG MISSION
1-2	EXTERMINATION: <i>Kill. Everyone.</i> If Engaged, the cyborg must take the Fight (Basic) action. If no fighters are visible, it must move towards the closest one. If a fighter is visible, it must target them with a ranged attack. If multiple targets are visible, it must divide its attacks as evenly as possible (all Target Priority rules apply).
3-4	DECAPITATION: <i>Kill the leaders.</i> The cyborg acts as above. However, it focuses on Gang Leaders – it may only attack other targets if they are Engaged with it, or between it and a Gang Leader.
5-6	SELF-PRESERVATION: <i>Return to the master.</i> Once revealed, the player with Priority picks a point on the battlefield edge furthest from the cyborg – this is its escape point. If the cyborg ends its activation within 1" of the escape point, it is removed from play. The cyborg must always take at least one Move (Simple) action towards the escape point. It can spend its other action making a ranged attack at the controlling player's discretion.

(3) CYBORG BEHAVIOUR

- The cyborg is controlled by the gang with Priority.
- However, it must always follow its mission directives and never counts as a friendly fighter.

(4) TERMINATING THE CYBORG

- The only way to take the cyborg Out of Action is by reducing it to zero Toughness (see below), and then delivering a *Coup de Grace (Simple)* action against it.

(5) OPERATING SYSTEM

- The cyborg assassin has the following profile:

CARRION CREATURE												
M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int	
4"	3+	2+	4	5	3	4+	3	8+	3+	5+	8+	

	Rng		Acc		Str	AP	D	Am	Traits
	S	L	S	L					
Bolt Pistols x2	6"	12"	+1	-	4	-1	2	6+	Sidearm
Shotgun (Executioners)	4"	16"	-1	+1	4	-2	2	6+	Knockback, Limited
Frag Grenades	-	Sx3	-	-	3	-	1	4+	Blast (3"), Knockback
Krak Grenades	-	Sx3	-	-1	6	-2	2	4+	Demolitions
Light Carapace	4+ Armour Save								
Displacer Field	4+ Armour Save – if successful, Scatters distance equal to attacking weapon's Strength								
Photo Goggles	Can see through smoke – and targets within 12" while in Pitch Black								
Las-Projectors	On both Bolt Pistols. Increases Short range Accuracy bonus by +1.								

- It has the following skills:
 - ▶ **FAST SHOT:** The cyborg treats the Shoot (Basic) action as Shoot (Simple).
 - ▶ **GUNFIGHTER:** The cyborg does not suffer the -1 modifier to hit when attacking with Twin Guns Blazing, and when doing so may target a different enemy with each of their Sidearm weapons.
 - ▶ **IRON JAW:** When the cyborg is hit by unarmed close combat attacks, they count as having +2 Toughness.

- It has the following additional rules:
 - ▶ *Cannot be Pinned.*
 - ▶ *Immune to the Coup de Grace (Simple) action, as well as the Flash, Gas and Toxin traits.*
 - ▶ *If subject to the Blaze condition, the usual automatic hit is applied when the cyborg activates, but it may otherwise act normally.*
 - ▶ *When rolling for Injury, it treats Out of Action as Serious Injury.*
 - ▶ *If Seriously Injured, it does not roll for Recovery in the End Phase. Instead, it checks Toughness – if passed, the cyborg suffers a Flesh Wound, losing a point of Toughness as usual.*
 - ▶ *Once on zero Toughness, the cyborg **can no longer recover** (but may still take the Crawl (Double) action) and is no longer immune to the Coup de Grace (Simple) action.*

★ CAMPAIGN REWARDS

CREDITS

- The gang that destroyed the murder cyborg gains a healthy bounty of 3D6x10 credits.

EXPERIENCE

- Every participating fighter gains +1 XP.
- Any fighter that inflicts a wound on the murder cyborg gains +1 bonus XP.

REPUTATION

- The gang that destroyed the murder cyborg gains +D3 Rep.
- If a gang Bottled out, they lose -1 Rep.

Narrative Scenario:

11. THE HIT

INTRODUCTION

A gang sneaks into enemy territory to take out a leader.

SCENARIO OBJECTIVE

The attacker intends to eliminate an enemy gang leader.
The defenders scramble to fight off the hit.

ATTACKER & DEFENDER

- **Campaign:** The gang that selected this scenario is the attacker.
- **Skirmish:** Players roll off, with the winner deciding to attack or defend.

BATTLEFIELD

Standard set-up.

CREW SELECTION

- Attacker uses Custom Selection (D3+5).
- Defender always deploys their Gang Leader, plus Random Selection (D3+5) for their starting crew. Their remaining fighters act as Reinforcements.
- The gang with the lowest Crew Rating is the underdog.

GANG TACTICS & BONUSES

- The attacker may choose two Gang Tactics cards.
- The defender randomly draws two Gang Tactics cards.
- The underdog may spend the credit difference in Crew Ratings to purchase Underdog Bonuses:

MAX	UNDERDOG BONUS	COST
0-5	Draw a random Gang Tactics card	100
0-2	Choose a Gang Tactics card	200
0-5	Draw a random Underdog Tactics Card	200
0-2	Choose a Underdog Tactics card	400
0-1	Hire a Dramatis Personae	As stated
0-1	Hire a Bounty Hunter	As stated
0-5	Hire a Hive Scum	As stated

GANG DEPLOYMENT

1. Defender deploys their Gang Leader and two additional fighters within 12" of the battlefield's centre.
2. Defender rolls D6 for each other fighter in their starting crew – on 5+, that fighter may be deployed anywhere on the battlefield. Otherwise, they must be deployed within 8" of the leader.
3. Attacker deploys their entire crew within 2" of any battlefield edge, and at least 6" from any enemies.

SCENARIO SPECIAL RULES

(1) TARGET SIGHTED

- The attacker is gunning for the defender's leader – the attacker automatically takes Priority in the first round.

(2) SUDDEN STRIKE

- During the first round only, the defender's fighters can only take one action when activated, rather than two.

(3) REINFORCEMENTS

- 1 random defender arrives in the End Phase.
- Roll D6 for each – on 3+, the defender deploys them, otherwise the attacker does.
- Deployment must be within 1" of any battlefield edge and at least 12" from any enemies.

ENDING THE BATTLE

The game ends when only one gang has fighters left on the battlefield.

CLAIMING VICTORY

If the defender's Gang Leader is Seriously Injured or taken Out of Action, the attacker wins. Otherwise, the defender wins.

★ CAMPAIGN REWARDS

CREDITS

- N/A

EXPERIENCE

- Every participating fighter gains +1 XP.
- Any attacker that inflicts a wound on the defender's Gang Leader gains +1 bonus XP.
- If the defender's Gang Leader is not Seriously Injured or Out of Action when the game ends, they gain +D3 bonus XP.

REPUTATION

- If the defender's Gang Leader is Seriously Injured, the attacker gains +D3 Rep. This increases to +D6 Rep if they were taken Out of Action.
- If the defender's Gang Leader is still on the battlefield when the game ends, they gain +D3 Rep.
- If either gang bottled out, they lose -1 Rep.

11. THE GAUNTLET

INTRODUCTION

“GOOD EVENING, SCUMMERS! From deep in the horror-infested depths of the underhive, it’s time once more to return to Rust Town and Bald Byren’s twisting maze of death – pitting runners against hunters, deadly killer instinct against a survivor’s grim determination, everlasting glory... against everlasting failure! Welcome all, to the RUST TOWN RUN!”

Every sump-scraper, dome runner, and ripper herder on Necromunda knows of Bald Bryen’s legendary path of perils. When news spreads of a gang willing to take on the Mayor of Rust Town’s maze, hivers flock to see the action – cramming into vent shafts and drain irises, or gathering around flickering pict-screens for a view of the action.

There’s creds to be made betting on who’ll be first to get scragged, or how many Juves will end up in the furnace. For the gangs, the Rust Town Run is a chance for true glory – and maybe even one of Bald Bryen’s “chrono crystals,” rare gems worth a Guilder’s ransom.

Of course, when a gang takes up the challenge, the call goes out for skilled killers to oppose them – and there’s no shortage of those. Becoming Byren’s hunters and stopping a run in its tracks is almost as prestigious as completing one.

There’s only one rule gangs must follow in the Rust Town Run: put on a good show!

SCENARIO OBJECTIVE

The runners’ objective is to breach the vault and seize the chrono-crystal. The hunters’ objective is to stalk, intercept, and eliminate the runners!

RUNNERS & HUNTERS

- **Campaign:** The gang that selected this scenario are the runners.
- **Skirmish:** Players roll off, with the winner deciding to be the runners or hunters.

BATTLEFIELD

- The Rust Town Run is designed to be as dangerous as possible for the runners (and entertaining for the spectators).
- The battlefield uses five **Badzone Delta-7** tiles, set up as below.



- The **green icons** are door sets. Numbers 1, 2, and 3 begin the game closed, but not locked. Number 4 (the vault door) begins the game locked – and so should have a door terminal placed beside it.
- The **red icon** is a loot casket.
- The hunters may place up to four **barricades** anywhere on the battlefield.

CREW SELECTION

- Runners use Custom Selection (D6+4).
- Hunters use Random Selection (D3+4).
- The gang with the lowest Crew Rating is the underdog.

GANG TACTICS & BONUSES

- The attacker may choose two Gang Tactics cards.
- The defender randomly draws two Gang Tactics cards.
- The underdog may spend the credit difference in Crew Ratings to purchase Underdog Bonuses:

MAX	UNDERDOG BONUS	COST
0-5	Draw a random Gang Tactics card	100
0-2	Choose a Gang Tactics card	200
0-5	Draw a random Underdog Tactics Card	200
0-2	Choose a Underdog Tactics card	400
0-1	Hire a Dramatis Personae	As stated
0-1	Hire a Bounty Hunter	As stated
0-5	Hire a Hive Scum	As stated

GANG DEPLOYMENT

1. The runners deploy all fighters within 6" of the centre of the Unlit Crossroads tile.
2. The hunters then deploy. Each hunter may be placed anywhere on the battlefield aside from the Unlit Crossroads tile – or alternatively, may be set aside to be **Lurking in the Shadows**.

SCENARIO SPECIAL RULES

(1) AND THEY'RE OFF

- The runners automatically take Priority in the first round.

(2) SOMETHING TO PROVE

- Once the run begins, it's all or nothing! Neither gang needs to make Bottle Tests in this scenario.

(3) CONCEDED THE RUN

- At the start of any round, the runners can voluntarily Bottle if half their crew are Seriously Injured or Out of Action.

(4) THE HUNT IS ON

- The hunters' gang functions a little differently in this scenario.
- On each of the hunters' turns, they must choose one of the following:
 - ▶ **Pass** (take no action – play returns to the runners).
 - ▶ **Activate** a Ready fighter, as normal.
 - ▶ Choose one Standing and Active or Pinned fighter and remove them from the battlefield to **Lurk in the Shadows** (setting them aside for this purpose).
 - ▶ **Deploy** a fighter who is Lurking in the Shadows. Place them anywhere on the battlefield at least 3" from any enemies. They do not have the Ready condition.

ENDING THE BATTLE

The game ends when a runner opens the loot casket in the vault – or when only one gang has fighters left on the battlefield.

CLAIMING VICTORY

If the runners claimed the chrono-crystal, they win – otherwise, the hunters win.

★ CAMPAIGN REWARDS

CREDITS

- Naturally, both gangs are betting on themselves and so receive credits for every enemy who goes Out of Action:
 - ▶ 10 for a Ganger, Juve, or Prospect
 - ▶ 20 for a Champion
 - ▶ 40 for the Gang Leader
- If the runners claimed the chrono-crystal, they may choose to sell it for 2D6x20 credits... or keep it as a reminder of their glory.

EXPERIENCE

- Every participating fighter gains +1 XP.
- A hunter who takes a runner Out of Action, they gain +1 bonus XP.
- If the runners reach the Secure Vault tile, all of their fighters gain +1 bonus XP.

REPUTATION

- Both gangs gain +1 Rep for participating.
- If the runners win, they gain +3 Rep. If the hunters win, they gain +1 Rep.

12. MONSTER HUNT

INTRODUCTION

A bounty has been posted for a massive underhive beast.

SCENARIO OBJECTIVE

The gangs are trying to bag a massive Sump Horror (as well as scrag each other), but first they must flush the creature out.

BATTLEFIELD

- Standard set-up.

CREW SELECTION

- Random Selection (D3+7).
- The gang with the lowest Crew Rating is the underdog.

GANG TACTICS & BONUSES

- Each gang may choose two Gang Tactics cards.
- The underdog may spend the credit difference in Crew Ratings to purchase Underdog Bonuses:

MAX	UNDERDOG BONUS	COST
0-5	Draw a random Gang Tactics card	100
0-2	Choose a Gang Tactics card	200
0-5	Draw a random Underdog Tactics Card	200
0-2	Choose a Underdog Tactics card	400
0-1	Hire a Dramatis Personae	As stated
0-1	Hire a Bounty Hunter	As stated
0-5	Hire a Hive Scum	As stated

GANG DEPLOYMENT

Standard deployment.

ENDING THE BATTLE

The game ends when the Sump Horror is killed – or when only one gang has fighters left on the battlefield.

CLAIMING VICTORY

- The gang that killed the Sump Horror is the winner.
- Any other result is a draw.

SCENARIO SPECIAL RULES

(1) HUNTING THE HORROR

- This nameless monstrosity is attracted to wounded prey. When a fighter suffers a Flesh Wound or is Seriously Injured, they must place a **Beast's Lair** marker anywhere within D6".

(2) ROUSING THE HORROR

- Fighters ending their activation within 6" of the Beast's Lair risk the Sump Horror's attention.
- Roll D6 – if the result is higher than the fighter's distance to the Lair (or is a natural 6), the Sump Horror attacks them!
 - ▶ *The horror makes one attack at Weapon Skill 4+.*
 - ▶ *The attack is Strength 6, AP -2, Damage 3, with the Knockback trait.*

(3) ENRAGING THE HORROR

- To provoke the Sump Horror into emerging, fighters must attack the Beast's Lair markers.
 - ▶ *Each Lair has Toughness 6 and 4 Wounds.*
 - ▶ *Fighters can make close combat attacks against a Lair if they make base contact with it.*
 - ▶ *A Lair cannot be targeted with ranged attacks from more than 6" away.*

(4) THE SUMP HORROR EMERGES!

- Once the sixth Beast's Lair marker is destroyed, replace it with a model of the Sump Horror:

SUMP HORROR											
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 the following rules:
 - ▶ *Attacks are Strength 7, AP -3, Damage 2.*
 - ▶ *Immune to Pinning and the Coup de Grace (Simple) action.*
 - ▶ *Armour save of 5+.*
 - ▶ *In each End Phase, the horror either splits close combat attacks between all targets Engaged with it – or moves towards the nearest fighter, prioritising an attempt to Charge, if possible.*

★ CAMPAIGN REWARDS

CREDITS

- The gang that killed the Sump Horror gains the Guilder bounty of 3D6x10 credits.

EXPERIENCE

- Every participating fighter gains +1 XP.
- If a fighter destroyed a Beast's Lair marker, they gain +1 bonus XP.
- The fighter who delivers the killing blow to the Sump Horror gains +D6 bonus XP.

REPUTATION

- Each gang gains +1 Rep.
- The gang that bagged the Sump Horror gains D6+1 Rep.

Badzone Scenario:

1. ESCAPE THE BADZONE

INTRODUCTION

Rival crews seek desperately to escape a dangerous badzone.

SCENARIO OBJECTIVE

Each gang must get its fighters off the board edge closest to their opponent's deployment area.

BATTLEFIELD

- Standard set-up.

CREW SELECTION

- Random Selection (D3+7).
- The gang with the lowest Crew Rating is the underdog.

GANG TACTICS & BONUSES

- Each gang may choose two Gang Tactics cards.
- The underdog may spend the credit difference in Crew Ratings to purchase Underdog Bonuses:

MAX	UNDERDOG BONUS	COST
0-5	Draw a random Gang Tactics card	100
0-2	Choose a Gang Tactics card	200
0-5	Draw a random Underdog Tactics Card	200
0-2	Choose a Underdog Tactics card	400
0-1	Hire a Dramatis Personae	As stated
0-1	Hire a Bounty Hunter	As stated
0-5	Hire a Hive Scum	As stated

GANG DEPLOYMENT

Standard deployment.

ENDING THE BATTLE

The game ends when only one gang has fighters left on the battlefield.

If one gang Bottles out, the other wins automatically and their surviving fighters count as having escaped.

SCENARIO SPECIAL RULES

(1) BADZONE

- This scenario uses both the *Badzone Environment* and *Badzone Event* rules.

(2) DANGEROUS GROUND

- *Badzone Events* automatically end after one round, instead of resolving their Discard Trigger as usual.
- A new Badzone Event is then generated as usual.

(3) A PATH TO SAFETY

- A fighter who is within 1" of the opponent's battlefield edge and not Engaged can escape the badzone in the End Phase.
- Remove them from play – they do **not** count as being Out of Action for Bottle Tests.

(4) GRAB THE LOOT

- Fighters within 1" of a loot casket when they escape may take it with them.

CLAIMING VICTORY

- The gang with the most fighters to successfully escape the badzone is the winner.
- If the gangs are tied, or on any other result, the game is a draw.

★ CAMPAIGN REWARDS

CREDITS

- Each loot casket carried from the battlefield is worth 2D6x10 credits.

EXPERIENCE

- Every participating fighter gains +1 XP.
- A fighter who successfully escapes the badzone gains +1 bonus XP.

REPUTATION

- Each gang gains +1 Rep.
- If either gang Bottled out, they lose -1 Rep.

2. MANUFACTORUM RAID

INTRODUCTION

A raid against a rival House's manufactorum.

SCENARIO OBJECTIVE

The attackers intend to blow up vital machinery, while the defenders seek to protect their House's interests.

ATTACKER & DEFENDER

- **Campaign:** The gang that selected this scenario is the attacker.
- **Skirmish:** Players roll off, with the winner deciding to attack or defend.

BATTLEFIELD

- Standard set-up.
- This scenario is highly compatible with the rules for **Badzone Environments** and **Badzone Events**, but these are not mandatory – players should either agree or roll off before the game to decide whether to use them.

CREW SELECTION

- Attacker uses Custom Selection (any).
- Defender uses Random Selection (D3+5), with the rest of their gang acting as Reinforcements.
- The gang with the lowest Crew Rating is the underdog.

GANG TACTICS & BONUSES

- Each gang may choose two Gang Tactics cards.
- The underdog may spend the credit difference in Crew Ratings to purchase Underdog Bonuses:

MAX	UNDERDOG BONUS	COST
0-5	Draw a random Gang Tactics card	100
0-2	Choose a Gang Tactics card	200
0-5	Draw a random Underdog Tactics Card	200
0-2	Choose a Underdog Tactics card	400
0-1	Hire a Dramatis Personae	As stated
0-1	Hire a Bounty Hunter	As stated
0-5	Hire a Hive Scum	As stated

GANG DEPLOYMENT

1. Begin with standard deployment.
2. Attacker places three target markers on the battlefield – at least 16" from their own deployment zone, and at least 12" from other markers.
 - ▶ *These are the points where they must plant their bombs, so placing them beside suitably industrial-looking terrain is ideal.*

ENDING THE BATTLE

The game ends when only one gang has fighters left on the battlefield – or when all three bombs explode.

SCENARIO SPECIAL RULES

(1) PLANTING BOMBS

- An attacker in base contact with a target marker can take the following action:
 - ▶ **ARM BOMB (Double):** *Flip the marker or otherwise show the bomb has been planted and armed. Position a die beside it, showing 1 – this is the timer.*
- Once planted, a bomb remains on the battlefield for the rest of the game.

(2) COUNTDOWN TO DETONATION

- In each End Phase, the attacker rolls D6 for each armed bomb, adding its timer to the result. On 1-6, increase the timer by 1 – on a 7+, the bomb explodes!
- Place the Blast (5") marker over an exploding bomb. Any fighter it touches automatically suffers a Strength 6, AP 0, Damage D3 hit with the *Knockback* trait.

(3) DISARMING

- A defender in base contact with a bomb can take the following action:
 - ▶ **DISARM BOMB (Double):** *Check Intelligence – if passed, the bomb is disarmed, its counter reset to 1. However, on a double, the bomb explodes instead!*
- The attackers must rearm a disarmed bomb once more.

(4) FUNCTIONING MANUFACTORUM

- When rolling to determine whether a piece of Industrial Terrain activates, it does so on a 3+, rather than the usual 6.

(5) REINFORCEMENTS

- D3 random defenders arrive in the End Phase.
- Roll D6 for each – on 3+, the defender deploys them, otherwise the attacker does.
- Deployment must be within 1” of any battlefield edge and at least 12” from any enemies.

CLAIMING VICTORY

- If all three bombs go off, the attacker wins. Otherwise, the defender wins.

★ CAMPAIGN REWARDS

CREDITS

- If the defender wins, they are paid 2D6x10 credits for their successful defence.

EXPERIENCE

- Every participating fighter gains +1 XP.
- If an attacker successfully plants or rearms a bomb, they gain +1 bonus XP.
- If a defender successfully disarms a bomb, they gain +D3 bonus XP.

REPUTATION

- If all three bombs explode, the attacker gains +D3 Rep.
- If 1-2 bombs explode, the defender gains +D3 Rep. This increases to D6 Rep if none of the bombs explode.
- If either gang Bottled out, they lose -1 Rep.

3. THE CONVEYOR

INTRODUCTION

A battle between gangs as they descend through the hive.

SCENARIO OBJECTIVE

The attacker seeks to intercept the defenders as they escape down the conveyor-platform with stolen loot.

ATTACKER & DEFENDER

- **Campaign:** The gang that selected this scenario is the attacker.
- **Skirmish:** Players roll off, with the winner deciding to attack or defend.

BATTLEFIELD

1. This scenario can be played on either a Zone Mortalis or Sector Mechanicus battlefield.
2. Defender places a tile or roughly 12" terrain piece in the battlefield's centre – this is the **platform**.
3. Attacker creates the remaining battlefield around the platform.
4. Attacker then places four loot caskets anywhere within 12" of the platform.

This scenario is highly compatible with the rules for **Badzone Environments** and **Badzone Events**, but these are not mandatory.

CREW SELECTION

- Custom Selection (10).
- The gang with the lowest Crew Rating is the underdog.

GANG DEPLOYMENT

1. Defender deploys all of their fighters on the platform.
2. Attacker deploys their fighters anywhere on the battlefield, at least 16" from the platform.

ENDING THE BATTLE

The game ends after nine rounds – or when there are no defenders left on the battlefield.

GANG TACTICS & BONUSES

- Each gang may choose two Gang Tactics cards.
- The underdog may spend the credit difference in Crew Ratings to purchase Underdog Bonuses:

MAX	UNDERDOG BONUS	COST
0-5	Draw a random Gang Tactics card	100
0-2	Choose a Gang Tactics card	200
0-5	Draw a random Underdog Tactics Card	200
0-2	Choose a Underdog Tactics card	400
0-1	Hire a Dramatis Personae	As stated
0-1	Hire a Bounty Hunter	As stated
0-5	Hire a Hive Scum	As stated

SCENARIO SPECIAL RULES

(1) THE PLATFORM

- In each End Phase, the defender rolls D6 to determine whether the platform moves, adding +1 for each round it has remained stationary.
- On a 6+, the platform moves!
 - ▶ *Remove any tiles or terrain from the board, except for the platform itself.*
 - ▶ *Any defender not on the platform is removed from play, though they do not go Out of Action.*
 - ▶ *Attackers not on the platform are temporarily set aside.*
 - ▶ *Attacker then creates a new battlefield around the platform, including four new loot caskets.*
 - ▶ *Attacker deploys any set-aside fighters within 12" of the platform.*

(2) CHANGING ENVIRONMENTS

- If the Badzones Environments and Events are being used, in addition to the usual rules:
 - ▶ *Generate a new Environment each time the platform moves.*
 - ▶ *If a Dome Collapse Event occurs, the platform moves immediately.*
 - ▶ *While a Shutdown Event is in play, do not test to see whether the platform moves.*

CLAIMING VICTORY

- If the attacker is the only gang left on the battlefield at the end of a round, they win.
- If the defenders survives all nine rounds, they win.

★ CAMPAIGN REWARDS

CREDITS

- If the defender wins, they gain D6x10 credits for every loot casket on board the platform.

EXPERIENCE

- Every participating fighter gains +1 XP.
- An attacker who is on the platform when it moves gains +1 bonus XP.
- Any defender still on the platform at the end of the game gains +1 bonus XP.

REPUTATION

- The winner gains +D3 Rep.

4. FUNGAL HORROR

INTRODUCTION

Gangs fight to survive a rapidly growing jungle.

SCENARIO OBJECTIVE

Each gang is focused on taking the other out, even as the battlefield is rapidly overcome by a deadly fungal nightmare.

ATTACKER & DEFENDER

- **Campaign:** The gang that selected this scenario is the attacker.
- **Skirmish:** Players roll off, with the winner deciding to attack or defend.

BATTLEFIELD

- This scenario can be played on either a Zone Mortalis or Sector Mechanicus battlefield.
- Standard set-up.
- To represent the Fungal Horror, place a marker in the middle of the central tile, or in the centre of the battlefield.

CREW SELECTION

- Custom Selection (10).
- The gang with the lowest Crew Rating is the underdog.

GANG TACTICS & BONUSES

- Each gang randomly draws two Gang Tactics cards.
- The underdog may spend the credit difference in Crew Ratings to purchase Underdog Bonuses:

MAX	UNDERDOG BONUS	COST
0-5	Draw a random Gang Tactics card	100
0-2	Choose a Gang Tactics card	200
0-5	Draw a random Underdog Tactics Card	200
0-2	Choose a Underdog Tactics card	400
0-1	Hire a Dramatis Personae	As stated
0-1	Hire a Bounty Hunter	As stated
0-5	Hire a Hive Scum	As stated

GANG DEPLOYMENT

Standard deployment.

SCENARIO SPECIAL RULES

(1) OVERGROWTH

- In this scenario, certain areas of the battlefield count as “Overgrowth”:
 - ▶ *Zone Mortalis:* Any tile with a marker.
 - ▶ *Sector Mechanicus:* The area 12” around a marker.

(2) CHOKING CLOUDS

- Fighters can only see 6” in Overgrowth; and treat *Move (Simple)* as *Move (Basic)* unless they have a respirator.

(3) THE FUNGUS HAS THEM

- Fighters who are Seriously Injured within Overgrowth automatically and immediately go Out of Action.

(4) FLESH-EATING SPORES

- A fighter who begins or ends their activation within Overgrowth must roll D6 – on 4+, they gain the Coated in Spores condition.
- When a fighter with this condition activates, they suffer a Strength 3, AP -1, Damage 1 hit – and then:
 - ▶ *If Pinned:* They become Standing, then act as described below.
 - ▶ *If Standing and Active:* Immediately Scatter 2D6”, as per a fighter with the Blaze condition; they may then become Pinned and try to shake the spores.
 - ▶ *If Engaged or Seriously Injured:* Attempt to shake the spores.
- To shake the spores, roll D6 – adding +1 per Active friendly fighter within 1”, and +2 if the fighter is Pinned or Seriously Injured.
- On a 6+, the Coated in Spores condition is removed.

(6) GROWING HORROR

- In each End Phase, the player with Priority rolls D6 for each Fungal Horror marker – on 4+, the abomination spreads! Roll the Scatter die:
 - ▶ *Zone Mortalis:* The closest tile gains a marker.
 - ▶ *Sector Mechanicus:* Place a new marker 12” from the spreading one (if this would take it off the board, place it on the edge instead).

ENDING THE BATTLE

The game ends when only one gang has fighters left on the battlefield – or there are nine Fungal Horror markers present on the battlefield.

CLAIMING VICTORY

- The last gang with fighters left on the battlefield at the end of the game is the winner.
- Any other result is a draw.

★ CAMPAIGN REWARDS

CREDITS

- N/A

EXPERIENCE

- Every participating fighter gains +1 XP.

REPUTATION

- The winner gains +D3 Rep.
- If either gang Bottled out, they lose -1 Rep.

5. TOLL BRIDGE

INTRODUCTION

Gangs fight over a moving bridge that spans a toxic river.

SCENARIO OBJECTIVE

Each gang aims to scrag the other and seize control of the valuable toll bridge.

ATTACKER & DEFENDER

- **Campaign:** The gang that selected this scenario is the attacker.
- **Skirmish:** Players roll off, with the winner deciding to attack or defend.

BATTLEFIELD

- This scenario can be played on either a Zone Mortalis or Sector Mechanicus battlefield.
- Standard set-up – but leave a 12”-wide corridor with no terrain or tiles down the middle of the battlefield to represent the toxic river.
- Place a single bridge crossing the river. Players may also agree to use any of the following additional means of crossing and their rules:
 - ▶ *Protruding debris, flotsam, and jetsam*
 - ▶ *Makeshift and very unsound boats*

CREW SELECTION

- Custom Selection (10).
- The gang with the lowest Crew Rating is the underdog.

GANG TACTICS & BONUSES

- Each gang may choose two Gang Tactics cards.
- The underdog may spend the credit difference in Crew Ratings to purchase Underdog Bonuses:

MAX	UNDERDOG BONUS	COST
0-5	Draw a random Gang Tactics card	100
0-2	Choose a Gang Tactics card	200
0-5	Draw a random Underdog Tactics Card	200
0-2	Choose a Underdog Tactics card	400
0-1	Hire a Dramatis Personae	As stated
0-1	Hire a Bounty Hunter	As stated
0-5	Hire a Hive Scum	As stated

GANG DEPLOYMENT

- Standard deployment.
- Gangs must begin on opposite sides of the river.

ENDING THE BATTLE

The game ends when one of the following occurs:

- Only one gang has fighters left on the battlefield.
- The third round is over, and only one gang has fighters within 12” of the middle of the bridge.

SCENARIO SPECIAL RULES

(1) THE TOXIC RIVER

- If a fighter enters the river, they go Out of Action.

(2) THE TOLL BRIDGE

- The bridge’s ancient mechanism is glitching.
- In each End Phase from the third onwards, roll D6 – on 5, the bridge pivots 90° left; on 6, it pivots 90° right.
- Fighters on a pivoting bridge must check Initiative – if failed, they are flung off!
 - ▶ *If the bridge was touching the shore before it pivoted, the fighter is flung to the closest one, becoming Pinned.*
 - ▶ *If not, the fighter is flung into the river.*
- If the bridge is not touching the shores, Bottling fighters upon it do not check Cool to see if they flee – after all, they have nowhere to go!

(OPTIONAL) FLOTSAM AND JETSAM

- Fighters can attempt a river crossing by Leaping between floating points of debris.
- If they becomes Prone or end their activation atop river debris, check Initiative – if failed, they fall into the river.

(OPTIONAL) MAKESHIFT BOATS

- A fighter in base contact with a boat can take the following action:

- ▶ **ROW (Double):** *Check Initiative – if failed, the fighter capsizes and falls into the river.*

Otherwise, move both boat and fighter a distance across the river equal to the fighter’s Strength.

CLAIMING VICTORY

- If only one gang has fighters within 12" of the middle of the bridge at the end of the third round, they win.
- Otherwise, the winner is the last gang with fighters left on the battlefield at the end of the game.

★ CAMPAIGN REWARDS

CREDITS

- The winner gains 3D6x10 credits in tolls.

EXPERIENCE

- Every participating fighter gains +1 XP.
- If a fighter crossed the river, they gain +D3 bonus XP.

REPUTATION

- Each gang gains +1 Rep.
- The winner gains +D3 bonus Rep.

Uprising Scenario:

1. SHOW OF FORCE

INTRODUCTION

The enemy gang must be crushed without mercy!

SCENARIO OBJECTIVE

The attacker aims to make an example with a substantial body count, while the defender must fight to freedom.

ATTACKER & DEFENDER

- **Campaign:** The gang that selected this scenario is the attacker.
- **Skirmish:** Players roll off, with the winner deciding to attack or defend.

BATTLEFIELD

- Standard set-up.

CREW SELECTION

- Attacker uses Custom Selection (D3+7), with the rest of their gang acting as Reinforcements.
- Defender uses Random Selection (D3+5) for their starting crew.
- The gang with the lowest Crew Rating is the underdog.

GANG TACTICS & BONUSES

- Each gang may choose two Gang Tactics cards.
- The underdog may spend the credit difference in Crew Ratings to purchase Underdog Bonuses:

MAX	UNDERDOG BONUS	COST
0-5	Draw a random Gang Tactics card	100
0-2	Choose a Gang Tactics card	200
0-5	Draw a random Underdog Tactics Card	200
0-2	Choose a Underdog Tactics card	400
0-1	Hire a Dramatis Personae	As stated
0-1	Hire a Bounty Hunter	As stated
0-5	Hire a Hive Scum	As stated

GANG DEPLOYMENT

1. Roll off – in that order, each gang deploys their Gang Leader within 6” of the battlefield’s centre.
2. Gangs alternate placing their fighters – anywhere on the battlefield at least 12” from a Gang Leader and 6” from another fighter (friendly or enemy).

ENDING THE BATTLE

The game ends when only one gang has fighters left on the battlefield.

SCENARIO SPECIAL RULES

(1) SHOCK AND AWE

- The attacker gains +1 point for every defender taken Out of Action.
- This increases to +2 points when a defender goes Out of Action within 6” of another member of their crew.

(2) FIGHT FREE

- The defender gains +1 point for every fighter who escapes, and +1 point for every attacker taken Out of Action.

(3) BACK INTO THE SHADOWS

- The defenders can escape through the edge opposite their own deployment zone.
- In the End Phase, a defender within 2” of this edge who is not Engaged may escape – remove them from play. They do **not** count as Out of Action for Bottle Tests.

(4) REINFORCEMENTS

- 1 random defender arrives in the End Phase.
- Roll D6 for each – on 3+, the defender deploys them, otherwise the attacker does.
- Deployment must be within 1” of any battlefield edge and at least 12” from any enemies.

CLAIMING VICTORY

- The gang that scored the most points is the winner.
- In an Uprising Campaign, on a tie, the gang whose Allegiance is in Ascendancy is the winner.
- On any other result, the game is a draw.

★ CAMPAIGN REWARDS

CREDITS

- The attacker gains D6x10 credits for every enemy taken Out of Action.

EXPERIENCE

- Every participating fighter gains +1 XP.
- Every defender who escapes gains +1 bonus XP.

REPUTATION

- The winner gains +D3 Rep.
- If either gang Bottled out, they lose -1 Rep.

❖ UPRISING – DAMNATION PHASE ONLY

- **Starvation:** A gang gains +1 Meat for every enemy taken Out of Action.
- **Scavenge:** The winner gains +1 Scavenging roll.

Uprising Scenario:

2. HIT AND RUN

INTRODUCTION

Gangs seek to clear an area of their enemies.

SCENARIO OBJECTIVE

The attackers aim to inflict maximum damage without being drawn into a protracted firefight. The defender seeks to cut down as many enemies as possible.

ATTACKER & DEFENDER

- **Campaign:** The gang that selected this scenario is the attacker.
- **Skirmish:** Players roll off, with the winner deciding to attack or defend.

BATTLEFIELD

- Standard set-up.

CREW SELECTION

- Attacker uses Custom Selection (D3+7).
- Defender uses Random Selection (D6+7).
- The gang with the lowest Crew Rating is the underdog.

GANG TACTICS & BONUSES

- Each gang may choose two Gang Tactics cards.
- The underdog may spend the credit difference in Crew Ratings to purchase Underdog Bonuses:

MAX	UNDERDOG BONUS	COST
0-5	Draw a random Gang Tactics card	100
0-2	Choose a Gang Tactics card	200
0-5	Draw a random Underdog Tactics Card	200
0-2	Choose a Underdog Tactics card	400
0-1	Hire a Dramatis Personae	As stated
0-1	Hire a Bounty Hunter	As stated
0-5	Hire a Hive Scum	As stated

GANG DEPLOYMENT

1. Defender deploys their entire crew within 6" of the battlefield's centre.
2. Attacker deploys each fighter anywhere on the battlefield at least 8" from any enemies.
3. Defender checks whether they have line of sight to any enemies – if so, check Intelligence to determine whether they spot them, applying the below modifiers:
 - ▶ *Enemy in partial cover:* -1
 - ▶ *Enemy in full cover:* -2
 - ▶ *Enemy more than 12" away:* -2
4. If more than one defender has line of sight to the same enemy, make the checks in any order – but not that each defender can only ever make a single check.
5. A defender who spots an enemy may immediately make a free *Shoot (Basic)* or *Move (Simple)* action.

ENDING THE BATTLE

The game ends when only one gang has fighters left on the battlefield.

SCENARIO SPECIAL RULES

(1) MAKE THEM PAY

- A gang scores +1 point for each enemy taken Out of Action, and +2 points for taking the Gang Leader Out of Action.

(2) BUTCHER AND BOLT

- An attacker can make the following action, if they are not within enemy line of sight and at least 6" from any enemies:
 - ▶ **VANISH (Double):** Check Intelligence – if passed, remove this fighter from play. They do **not** count as going Out of Action for Bottle Tests.

CLAIMING VICTORY

- The gang that scored the most points is the winner.
- In an Uprising Campaign, on a tie, the gang whose Allegiance is in Ascendancy is the winner.
- On any other result, the game is a draw.

★ CAMPAIGN REWARDS

CREDITS

- The attacker gains D6x10 credits for every enemy taken Out of Action.

EXPERIENCE

- Every participating fighter gains +1 XP.
- A defender who takes an enemy Gang Leader Out of Action gains an additional +1 bonus XP.

REPUTATION

- The winner gains +D3 Rep.
- If either gang Bottled out, they lose -1 Rep.

❖ UPRISING – DAMNATION PHASE ONLY

- **Starvation:** A gang gains +1 Meat for every enemy taken Out of Action.
- **Scavenge:** The winner gains +1 Scavenging roll.

3. SEARCH AND DESTROY

INTRODUCTION

Gangs seek to clear the area of their enemies.

SCENARIO OBJECTIVE

The attackers aim to find and destroy four hidden weapons caches – while the defender seeks to carry them to safety.

- ▶ *Attacker gains +1 point for every cache they destroy.*
- ▶ *Defender gains +2 points for every cache they carry from the battlefield.*

ATTACKER & DEFENDER

- **Campaign:** The gang that selected this scenario is the attacker.
- **Skirmish:** Players roll off, with the winner deciding to attack or defend.

BATTLEFIELD

- Standard set-up – divide the battlefield into four equal-sized quadrants.
- One weapons cache is hidden in each quadrant.

CREW SELECTION

- Attacker uses Custom Selection (10).
- Defender uses Random Selection (D3+3) for their starting crew, with the rest of their gang acting as Reinforcements.
- The gang with the lowest Crew Rating is the underdog.

GANG TACTICS & BONUSES

- Each gang may choose two Gang Tactics cards.
- The underdog may spend the credit difference in Crew Ratings to purchase Underdog Bonuses:

MAX	UNDERDOG BONUS	COST
0-5	Draw a random Gang Tactics card	100
0-2	Choose a Gang Tactics card	200
0-5	Draw a random Underdog Tactics Card	200
0-2	Choose a Underdog Tactics card	400
0-1	Hire a Dramatis Personae	As stated
0-1	Hire a Bounty Hunter	As stated
0-5	Hire a Hive Scum	As stated

GANG DEPLOYMENT

Standard deployment.

ENDING THE BATTLE

The game ends when all the weapon caches have been destroyed or moved off the battlefield – or when only one gang has fighters left on the battlefield.

SCENARIO SPECIAL RULES

(1) SWEEP AND CLEAR

- In each Priority Phase, gangs can nominate any fighter who is Standing and Active and more than 6” away from a battlefield edge to **search their current quadrant** for a weapons cache.
- Searching fighters immediately lose their Ready condition.
- In each End Phase, in Priority order, roll D6 for each searching fighter still Standing and Active – on 5-6, they find a weapons cache! Place a loot casket beside them.

(2) RESCUING THE CACHE

- If a defender carries a cache back into their deployment zone, and are Standing and Active in the End Phase, the cache is successfully claimed – remove it from play.

(3) DESTROYING THE CACHE

- An attacker in base contact with a cache can take the following action:
 - ▶ **DESTROY CACHE (Double):** *Check Intelligence, with a +1 modifier for every friendly fighter within 2” – if passed, the cache is destroyed. Remove it from play.*

(4) REINFORCEMENTS

- D3 random defenders arrive in the End Phase.
- Roll D6 for each – on 3+, the defender deploys them, otherwise the attacker does.
- Deployment must be within 1” of any battlefield edge and at least 12” from any enemies.

CLAIMING VICTORY

- The gang that scored the most points is the winner.
- In an Uprising Campaign, on a tie, the gang whose Allegiance is in Ascendancy is the winner.
- On any other result, the game is a draw.

★ CAMPAIGN REWARDS

CREDITS

- The attacker gains D3x10 credits for every loot casket they destroyed.
- The defender gains D6x10 credits for every loot casket they successfully claimed.

EXPERIENCE

- Every participating fighter gains +1 XP.
- An attacker who destroys a loot casket gains +1 XP.
- A defender who carries a loot casket from the battlefield gains +D3 XP.

REPUTATION

- The winner gains +D3 Rep.
- If either gang Bottled out, they lose -1 Rep.

❖ UPRISING – DAMNATION PHASE ONLY

- **Starvation:** A gang gains +1 Meat for every enemy taken Out of Action.
- **Scavenge:** The attacker gains +1 Scavenging roll for every loot casket they destroyed. The defender gains +2 Scavenging rolls for every loot casket they successfully claimed.

4. MEAT HARVEST

INTRODUCTION

Time to add some fresh meat to the grinder!

SCENARIO OBJECTIVE

The attacker is hunting hivers, while the defender seeks to guide them to safety.

- ▶ *Attacker gains +1 point for every hiver they harvest.*
- ▶ *Defender gains +2 points for every hiver who escapes.*

ATTACKER & DEFENDER

- **Special:** If a maximum of one participating gang is either Chaos Helot, Corpse Grinder, or Chaos-Corrupted, they automatically become the attacker.
- **Campaign:** The gang that selected this scenario is the attacker.
- **Skirmish:** Players roll off, with the winner deciding to attack or defend.

BATTLEFIELD

- Standard set-up.

CREW SELECTION

- Both gangs use Random Selection (D3+2) for their starting crew, with the rest of their fighters acting as Reinforcements.
- The gang with the lowest Crew Rating is the underdog.

GANG TACTICS CARDS

- Each gang may choose two Gang Tactics cards.
- The underdog may spend the credit difference in Crew Ratings to purchase Underdog Bonuses:

MAX	UNDERDOG BONUS	COST
0-5	Draw a random Gang Tactics card	100
0-2	Choose a Gang Tactics card	200
0-5	Draw a random Underdog Tactics Card	200
0-2	Choose a Underdog Tactics card	400
0-1	Hire a Dramatis Personae	As stated
0-1	Hire a Bounty Hunter	As stated
0-5	Hire a Hive Scum	As stated

GANG DEPLOYMENT

1. Standard deployment.
2. Starting with the attacker, the gangs alternate placing 12 Hive Dwellers anywhere on the battlefield at least 8" from an edge.

ENDING THE BATTLE

The game ends when all the hivers have been removed – or when only one gang has fighters left on the battlefield.

SCENARIO SPECIAL RULES

(1) A BLOODY HARVEST

- The attacker must harvest hivers by Engaging them in close combat.
- For every successful melee attack scored against a hiver, roll D6.
- On 1-3, the hiver moves D6" directly away from their attacker; on 4+, they are harvested and removed.
 - ▶ *If a hive dweller falls under a Blast markers or is hit by a ranged attack, roll D6 – on 5-6, they are removed without being harvested.*

(2) HIVE DWELLER BEHAVIOUR

- In each End Phase, any hiver who is more than 2" from a defender Scatters 2D6".

(3) GUIDE TO SAFETY

- Defenders can take the below action:
 - ▶ **SHEPHERD (Basic):** Check Leadership – if passed, all hivers within 8" move 2D6" towards the fighter.

(4) SALVATION FOR THE WORTHY

- In the End Phase, all hivers within 2" of a defender and within the defender's deployment zone are safe – remove them from play.

(5) REINFORCEMENTS

- 1 random defender arrives in each End Phase starting from the second.
- Roll D6 for each – on 3+, the defender deploys them, otherwise the attacker does.
- Deployment must be within 1" of any battlefield edge and at least 12" from any enemies.

CLAIMING VICTORY

- The gang that scored the most points is the winner.
- In an Uprising Campaign, on a tie, the gang whose Allegiance is in Ascendancy is the winner.
- On any other result, the game is a draw.

★ CAMPAIGN REWARDS

CREDITS

- The attacker gains D3x10 credits per harvested hiver.
- The defender gains D6x10 credits for every hiver they shepherded to safety.

EXPERIENCE

- Every participating fighter gains +1 XP.

REPUTATION

- The winner gains +D3 Rep.
- If either gang Bottled out, they lose -1 Rep.

❖ UPRISING – DAMNATION PHASE ONLY

- **Starvation:** A gang gains +1 Meat for every hiver harvested, and every enemy taken Out of Action.
- **Scavenge:** The winner gains +1 Scavenging roll. The defender gains +1 Scavenging rolls for every hiver they guided out safely.

5. PROPAGANDA

INTRODUCTION

Gangs seek to sway the other gangers to their cause.

SCENARIO OBJECTIVE

Both gangs are trying to turn the Houseless Gangers to their cause and then use them against their foes.

BATTLEFIELD

- Standard set-up.

CREW SELECTION

- Custom Selection (4).
- The gang with the lowest Crew Rating is the underdog.

GANG TACTICS & BONUSES

- Each gang may choose two Gang Tactics cards.
- The underdog may spend the credit difference in Crew Ratings to purchase Underdog Bonuses:

MAX	UNDERDOG BONUS	COST
0-5	Draw a random Gang Tactics card	100
0-2	Choose a Gang Tactics card	200
0-5	Draw a random Underdog Tactics Card	200
0-2	Choose a Underdog Tactics card	400
0-1	Hire a Dramatis Personae	As stated
0-1	Hire a Bounty Hunter	As stated
0-5	Hire a Hive Scum	As stated

GANG DEPLOYMENT

1. Standard deployment.
2. Starting with whoever has Priority, the gangs alternate placing 12 Houseless Gangers anywhere on the battlefield at least 12" from an edge and 3" from other fighters.

ENDING THE BATTLE

The game ends when only one gang has fighters left on the battlefield.

HOUSELESS GANGERS

Loners and orphans from other gangs, Houseless Gangers may be represented by any model and are armed with the weapons and equipment depicted on them. – ensure players agree on these details.

Houseless Gangers have the following profile:

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

SCENARIO SPECIAL RULES

(1) HEARTS AND MINDS

- Fighters can take the following action:
 - ▶ **COERCE (Basic):** Check Leadership – if passed, one Houseless Ganger within 3" joins the fighter's gang and falls under that player's control. They gain the Ready condition at the start of the next round.

(2) DON'T BELIEVE THEIR LIES

- Fighters can take the following action:
 - ▶ **PERSUADE (Basic):** Check Leadership – if passed, one Houseless Ganger within 3" who is currently under the enemy's control considers switching sides.

The enemy checks Willpower for the Houseless Ganger, gaining a +1 modifier for every other member of the enemy gang within 3" of them.

If passed, the Houseless Ganger may immediately take a free Shoot (Basic) action against the fighter attempting to persuade them.

If failed, the Houseless Ganger switches to the persuading fighter's gang – losing the Ready condition if they have it.

CLAIMING VICTORY

- The last gang with fighters left on the battlefield is the winner.
- On any other result, the game is a draw.

★ CAMPAIGN REWARDS

CREDITS

- A gang gains D3x10 credits for every Houseless Ganger under their control at the end of the game.

EXPERIENCE

- Every participating fighter gains +1 XP.
- A fighter who successfully coerces a Houseless Ganger into joining them gains +1 bonus XP.

REPUTATION

- The winner gains +D3 Rep.
- If either gang Bottled out, they lose -1 Rep.

❖ UPRISING – DAMNATION PHASE ONLY

- **Starvation:** A gang gains +1 Meat for every enemy taken Out of Action.
- **Scavenge:** The winner gains +1 Scavenging roll.

6. SCAVENGE

INTRODUCTION

Desperate for supplies, gangs plunder the battlefield.

SCENARIO OBJECTIVE

Both gangs are out for loot, aiming to steal anything that's not nailed down.

BATTLEFIELD

- Standard set-up.

CREW SELECTION

- Custom Selection (D3+7).
- The gang with the lowest Crew Rating is the underdog.

GANG TACTICS & BONUSES

- Each gang may choose two Gang Tactics cards.
- The underdog may spend the credit difference in Crew Ratings to purchase Underdog Bonuses:

MAX	UNDERDOG BONUS	COST
0-5	Draw a random Gang Tactics card	100
0-2	Choose a Gang Tactics card	200
0-5	Draw a random Underdog Tactics Card	200
0-2	Choose a Underdog Tactics card	400
0-1	Hire a Dramatis Personae	As stated
0-1	Hire a Bounty Hunter	As stated
0-5	Hire a Hive Scum	As stated

GANG DEPLOYMENT

1. Standard deployment.
2. Roll 2D6 to determine how many loot objects are present – these can be loot caskets, barrels, consoles, or any small terrain piece.
3. Starting with whoever has Priority, alternate placing loot objects on the battlefield, anywhere at least 6" from an edge and 3" from another object.

ENDING THE BATTLE

The game ends when there are no loot objects left – or when only one gang has fighters left on the battlefield.

SCENARIO SPECIAL RULES

(1) LOOTING THE BATTLEFIELD

- Fighters within 1" of a loot object can take the following action:
 - ▶ **LOOT (Double):** Roll D6 – on 4+, they find something useful, gaining +1 loot point.

On 1, they trip a booby trap – centre the 5" Blast template on the object and inflict a Strength 3, AP 0, Damage 1 hit with the Knockback trait on every fighter it touches.

Regardless of the result, after taking this action the loot object is removed from play.

CLAIMING VICTORY

- The gang with the most loot points is the winner.
- In an Uprising Campaign, on a tie, the gang whose Allegiance is in Ascendancy is the winner.
- On any other result, the game is a draw.

★ CAMPAIGN REWARDS

CREDITS

- A gang gains D3x10 credits for every loot point they have.

EXPERIENCE

- Every participating fighter gains +1 XP.

REPUTATION

- The winner gains +D3 Rep.
- If either gang Bottled out, they lose -1 Rep.

❖ UPRISING – DAMNATION PHASE ONLY

- **Starvation:** A gang gains +1 Meat for every enemy taken Out of Action.
- **Scavenge:** The winner gains +1 Scavenging roll for every loot point they have.

7. PUBLIC EXECUTION

INTRODUCTION

The gang must save one of their own before time runs out.

SCENARIO OBJECTIVE

The attacker has a short time to rescue the Prisoner before the defender executes them.

❖ CAMPAIGN PLAY OPTION

This scenario can only be played as a standalone scenario – or in place of a Rescue Mission scenario, in which case the captured fighter in question becomes the Prisoner.

ATTACKER & DEFENDER

- **Rescue:** If this scenario is played as a rescue, the Prisoner's gang is the attacker.
- **Campaign:** Otherwise, the gang that selected this scenario is the attacker.
 - ▶ *If one participating gang is Chaos Helot, Corpse Grinder, or Chaos-Corrupted, they automatically become the attacker, instead.*
- **Skirmish:** Players roll off, with the winner deciding to attack or defend.

BATTLEFIELD

- Standard set-up.

CREW SELECTION

- Attacker uses Custom Selection (D3+7).
- Defender uses Random Selection (D3+5) for their starting crew, with the rest of their fighters acting as Reinforcements.
- The gang with the lowest Crew Rating is the underdog.

GANG TACTICS & BONUSES

- Each gang may choose two Gang Tactics cards.
- The underdog may spend the credit difference in Crew Ratings to purchase Underdog Bonuses:

MAX	UNDERDOG BONUS	COST
0-5	Draw a random Gang Tactics card	100
0-2	Choose a Gang Tactics card	200
0-5	Draw a random Underdog Tactics Card	200
0-2	Choose a Underdog Tactics card	400
0-1	Hire a Dramatis Personae	As stated
0-1	Hire a Bounty Hunter	As stated
0-5	Hire a Hive Scum	As stated

GANG DEPLOYMENT

1. Defender deploys the Prisoner in the battlefield centre.
2. Place a D6 beside the Prisoner, showing 6 – this is the Execution Clock counting down their last moments.
3. Defender deploys their crew within 6" of the Prisoner.
4. Attacker chooses a battlefield edge and deploys their crew within 2" of it.

ENDING THE BATTLE

The game ends when the Prisoner is removed from play – or when only one gang has fighters left on the battlefield.

CLAIMING VICTORY

- If the Prisoner was executed, the defender wins.
- If the Prisoner was rescued, the attacker wins.
- In an Uprising Campaign, if the Prisoner is still on the battlefield when the game ends, the gang whose Allegiance is in Ascendancy is the winner.
- On any other result, the game is a draw.

SCENARIO SPECIAL RULES

(1) EXECUTION CLOCK

- In each End Phase, the D6 beside the prisoner is reduced by 1 for each of the following that occurred this round:
 - ▶ *Defender has a Standing and Active fighter within 3" of the Prisoner.*
 - ▶ *One or more defenders were taken Out of Action.*
 - ▶ *The defender's Gang Leader was taken Out of Action.*

(2) STAY OF EXECUTION

- The "Execution Clock" rule is disregarded if any of the following are true in the End Phase:
 - ▶ *Attacker has a Standing and Active fighter within 3" of the Prisoner.*
 - ▶ *No defender can draw line of sight to an attacker.*
 - ▶ *An attacker is in possession of a Chrono-Crystal.*

HOUSE RULE: The fighter with the Chrono-Crystal must be Standing and Active within 12" of the Prisoner.

(3) SHOWTIME

- When the Execution Clock reaches zero, roll an Injury die for the prisoner.
- If a Serious Injury or Out of Action is rolled, the execution is carried out – remove the Prisoner (if this was a Captive fighter, they are permanently deleted from the gang roster).
- If a Flesh Wound is rolled, the Prisoner is taking their time to die – roll again in the next End Phase, adding another Injury die for every successive round.

(4) THE PRISONER

- An attacker within 1" of the Prisoner can take the following action:
 - ▶ **FREE PRISONER (Double):** Discard the Execution Clock die – these rules no longer apply. See "The Prisoner" section below for what happens next.

(5) REINFORCEMENTS

- 1 random defender arrives in each End Phase starting from the second.
- Roll D6 for each – on 3+, the defender deploys them, otherwise the attacker does.
- Deployment must be within 1" of any battlefield edge and at least 12" from any enemies.

THE PRISONER

The rules for the prisoner are different, depending on whether this scenario is being played as a rescue or not.

A. STANDARD SCENARIO

- The Prisoner is a valued affiliate or contact of the attackers' gang, currently resigned to their fate.
- The prisoner is represented by any appropriate model, and counts as having the profile of a standard Ganger from the attacker's gang.
- Until freed, they remain stationary and are immune to all attacks and damage.
- In each End Phase, a freed prisoner automatically moves 3D6" towards the nearest battlefield edge.
- If the Prisoner makes it 1" of the battlefield edge, they successfully escape and are removed from play.

B. RESCUE SCENARIO

- The Prisoner is a fighter who was taken Captive by the defenders in a previous battle.
- Until freed, they cannot be activated and are immune to all attacks and damage.
- Once freed, they rejoin their gang and become an attacker – immediately gaining the Ready condition, along with all their weapons and gear.
- If the Prisoner makes it within 1" of a battlefield edge, they successfully escape and are removed from play.

★ CAMPAIGN REWARDS

CREDITS

- The attacker gains 2D6x10 credits if the Prisoner was successfully rescued.
- The defender gains D6x10 credits if they successfully executed the Prisoner.

EXPERIENCE

- Every participating fighter gains +1 XP.
- An attacker who successfully frees the Prisoner gains +1 bonus XP.

REPUTATION

- The winner gains +D3 Rep.
- If either gang Bottled out, they lose -1 Rep.

❖ UPRISING – DAMNATION PHASE ONLY

- **Starvation:** A gang gains +1 Meat for every enemy taken Out of Action.
- **Scavenge:** The winner gains +1 Scavenging roll.

8. TAKEOVER

INTRODUCTION

“By order of Lord Helmawr, I seize this territory!”

SCENARIO OBJECTIVE

The attacker seeks to capture key landmarks, intending to wrest control of the area from the defender.

ATTACKER & DEFENDER

- **Special:** If a maximum of one participating gang is either Chaos Helot, Corpse Grinder, or Chaos-Corrupted, they automatically become the attacker.
- **Campaign:** The gang that selected this scenario is the attacker.
- **Skirmish:** Players roll off, with the winner deciding to attack or defend.

BATTLEFIELD

- Standard set-up.
- Defender places three **landmarks** within 18” of the battlefield’s centre, at least 12” from other landmarks, and not blocked by impassable terrain.

CREW SELECTION

- Attacker uses Custom Selection (10).
- Defender uses Random Selection (10).
- The gang with the lowest Crew Rating is the underdog.

GANG TACTICS & BONUSES

- Each gang may choose two Gang Tactics cards.
- The underdog may spend the credit difference in Crew Ratings to purchase Underdog Bonuses:

MAX	UNDERDOG BONUS	COST
0-5	Draw a random Gang Tactics card	100
0-2	Choose a Gang Tactics card	200
0-5	Draw a random Underdog Tactics Card	200
0-2	Choose a Underdog Tactics card	400
0-1	Hire a Dramatis Personae	As stated
0-1	Hire a Bounty Hunter	As stated
0-5	Hire a Hive Scum	As stated

GANG DEPLOYMENT

- Standard deployment – but the attacker deploys their full crew first, followed by the defender.

ENDING THE BATTLE

The game ends at the end of round ten – or at the end of a round where the attacker has captured all three landmarks – or when only one gang has fighters left on the battlefield.

SCENARIO SPECIAL RULES

(1) CAPTURING LANDMARKS

- The defender starts in control of all three landmarks.
- In the End Phase, the attacker captures every landmark where they have more fighters within 3” of its central point than the defender. Once captured, a landmark remains in the attacker’s control for the rest of the game.

CLAIMING VICTORY

- If the attackers hold all three landmarks at the end of a round, they win automatically.
- If only one gang has fighters left on the battlefield, they win.
- On any other result, the defender wins.

★ CAMPAIGN REWARDS

CREDITS

- Attacker gains D6x10 credits per landmark captured.
- Defender gains 2D6x10 credits if they win.

EXPERIENCE

- Every participating fighter gains +1 XP.
- An attacker who helps capture a landmark gains +1 bonus XP.

REPUTATION

- The winner gains +D3 Rep.
- If either gang Bottled out, they lose -1 Rep.

❖ UPRISING – DAMNATION PHASE ONLY

- **Starvation:** A gang gains +1 Meat for every enemy taken Out of Action.
- **Scavenge:** The winner gains +1 Scavenging roll.

9. HUNT THEM DOWN

INTRODUCTION

“Run for your lives!”

SCENARIO OBJECTIVE

The attackers discover intruders on their turf and intend to make them pay – while the defenders must make their escape!

ATTACKER & DEFENDER

- **Campaign:** The gang that selected this scenario is the attacker.
- **Skirmish:** Players roll off, with the winner deciding to attack or defend.

BATTLEFIELD

- This is a **Zone Mortalis** scenario.
- Attacker chooses six Zone Mortalis tiles and arranges them two wide and three long.
- When arranging this, fighters must be able to traverse the battlefield from one short edge to the other.

CREW SELECTION

- Attacker uses Custom Selection (any), but their fighters will enter play via the “Relentless Hunters” rule.
- Defender uses Random Selection (D3+3).
- The gang with the lowest Crew Rating is the underdog.

GANG TACTICS & BONUSES

- Each gang may choose two Gang Tactics cards.
- The underdog may spend the credit difference in Crew Ratings to purchase Underdog Bonuses:

MAX	UNDERDOG BONUS	COST
0-5	Draw a random Gang Tactics card	100
0-2	Choose a Gang Tactics card	200
0-5	Draw a random Underdog Tactics Card	200
0-2	Choose a Underdog Tactics card	400
0-1	Hire a Dramatis Personae	As stated
0-1	Hire a Bounty Hunter	As stated
0-5	Hire a Hive Scum	As stated

GANG DEPLOYMENT

1. Defender deploys their full crew in in base contact with either short battlefield edge.
2. The edge chosen by the defender is known as the **Trailing Edge**.
3. The opposite edge becomes the **Leading Edge**.
4. Attacker does not deploy any fighters to begin with.

ENDING THE BATTLE

The game ends at the end of round 9 – or when only one gang has fighters left on the battlefield.

SCENARIO SPECIAL RULES

(1) FREEDOM ROAD

- In each End Phase, if a defender is within 2” of the Leading Edge, the two tiles containing the Trailing Edge are removed.
 - ▶ *Attackers on those tiles are placed aside, ready to return through the “Relentless Hunters” rule.*
 - ▶ *Defenders on those tiles go Out of Action and must roll for Lasting Injury.*
- Attacker then chooses and places two new, adjacent tiles in contact with the Leading Edge, extending the battlefield’s corridor.
- They may also place doors and terrain on these tiles, but remember, fighters must be able to traverse them.
- Amending the battlefield in this way creates a new Leading Edge and Trailing edge.

(2) RELENTLESS HUNTERS

- At the start of the second round, the attacker deploys D3+3 random fighters in base contact with the Trailing Edge.
- At the start of the third round (and each one after that), the attacker may deploy an additional D3 random fighters – either in contact with the Trailing Edge, or any edge that has an attacker within 8”.

CLAIMING VICTORY

- If the attackers are the only gang with fighters left on the battlefield, they win.
- On any other result, the defender wins.

★ CAMPAIGN REWARDS

CREDITS

- N/A

EXPERIENCE

- Every participating fighter gains +1 XP.
- An attacker who takes a defender Out of Action gains +1 bonus XP in addition to any other amount earned.
- Each defender remaining on the battlefield at the end of the game gains +1 bonus XP.

REPUTATION

- The winner gains +D3 Rep.

❖ UPRISING – DAMNATION PHASE ONLY

- **Starvation:** A gang gains +1 Meat for every enemy taken Out of Action.
- **Scavenge:** The winner gains +1 Scavenging roll.

Uprising Scenario:

10. RITUAL

INTRODUCTION

A tear in the veil...

SCENARIO OBJECTIVE

The defenders must protect their Ritual Leader to complete an arcane ceremony – while the attacker must disrupt them.

ATTACKER & DEFENDER

- **Special:** If a maximum of one participating gang is either Chaos Helot, Corpse Grinder, or Chaos-Corrupted, they automatically become the attacker.
- **Campaign:** The gang that selected this scenario is the attacker.
- **Skirmish:** Players roll off, with the winner deciding to attack or defend.

BATTLEFIELD

- Standard set-up.

CREW SELECTION

- Attacker uses Custom Selection (10).
- Defender uses Random Selection (10).
- The gang with the lowest Crew Rating is the underdog.

GANG TACTICS & BONUSES

- Each gang may choose two Gang Tactics cards.
- The underdog may spend the credit difference in Crew Ratings to purchase Underdog Bonuses:

MAX	UNDERDOG BONUS	COST
0-5	Draw a random Gang Tactics card	100
0-2	Choose a Gang Tactics card	200
0-5	Draw a random Underdog Tactics Card	200
0-2	Choose a Underdog Tactics card	400
0-1	Hire a Dramatis Personae	As stated
0-1	Hire a Bounty Hunter	As stated
0-5	Hire a Hive Scum	As stated

GANG DEPLOYMENT

1. Defender deploys their full crew within 12" of the battlefield's centre.
2. Defender chooses one fighter to be the Ritual Leader.
3. Attacker chooses one edge of the battlefield and deploys their crew in base contact with it.

SCENARIO SPECIAL RULES

(1) THE RITUAL LEADER

- The Ritual Leader must perform the ceremony without interruption – as such, they may never activate or take actions.

(2) TAKE UP THE CHANT

- If the Ritual Leader is Seriously Injured or taken Out of Action, at the start of the following round the defender may nominate a new Ritual Leader from among their available fighters.

(3) DAEMONIC ENERGIES

- If the Ritual Leader is Standing and Active in the End Phase, they gain +1 Ritual token.
- Each time the defender gains a token, they roll D6 on the Daemonic Ritual table, adding +1 to the result for every Ritual token they have:

DAEMONIC RITUALS TABLE	
D6 + Ritual	CUMULATIVE RESULT
1-3	THE VEIL WEAKENS: Eerie noises and ethereal lights fill the battlefield. No effect.
4-6	TENDRILS OF MADNESS: Every fighter in play except for the Ritual Leader gains the Insanity condition.
7-9	SCREAMS FROM BEYOND: Each round, every fighter in play applies an additional -2 modifier to Willpower and Cool checks. Group Activations can no longer be made.
10-12	DANCERS ON THE THRESHOLD: Each round, randomly determine one fighter in play – they become possessed by a daemon (see over the page).
13+	THE WARP VOMITS FORTH: Every fighter in play must check Willpower – if failed, they roll an Injury and apply the result. The game then ends.

ENDING THE BATTLE

The game ends if “*The Warp Vomits Forth*” is rolled on the Daemonic Ritual table – or when only one gang has fighters left on the battlefield.

CLAIMING VICTORY

- If “*The Warp Vomits Forth*” is rolled on the Daemonic Ritual table, the defenders win.
- Otherwise, if only one gang has fighters left on the battlefield, they win.

POSSESSED FIGHTERS

(1) IMPOSSIBLE POWER

- A possessed fighter gains +3 Movement, Strength, Attacks, and Willpower.

(2) BLOODY MADNESS

- They are immune to Pinning and automatically pass Cool checks, but may not use ranged weapons.

(3) PSYKER

- While possessed, the fighter is a psyker who knows the following wyrd power:
 - ▶ **PSYCHIC VOMIT (Basic):** *Immediately make a ranged Template attack that inflicts a Strength 2, AP 0, Damage 1 hit with the Blaze trait.*

(4) UNSANCTIONED PSYKER

- The enemy gang gains D3x10 credits for taking this fighter Out of Action.

(5) CREATURE OF THE WARP

- When rolling Perils of the Warp, the *Warp Surge!* result triggers on a 9+ (since the fighter is already possessed).

HOUSE RULES: Only an un-possessed fighter can claim the bounty for taking an Unsanctioned Psyker Out of Action.

★ CAMPAIGN REWARDS

CREDITS

- N/A

EXPERIENCE

- Every participating fighter gains +1 XP.
- Each fighter remaining on the battlefield at the end of the game gains +1 bonus XP.
- A fighter who destroys a daemon gains +D3 XP.

REPUTATION

- The winner gains +D3 Rep.
- If either gang Bottled out, they lose -1 Rep.

❖ UPRISING – DAMNATION PHASE ONLY

- **Starvation:** A gang gains +1 Meat for every enemy taken Out of Action.
- **Scavenge:** The winner gains +1 Scavenging roll.

11. BLOOD RITES

INTRODUCTION

A dark offering for the gods.

SCENARIO OBJECTIVE

The attackers seek to stain the ground with a blood offering – the defenders aim to drive off this savage assault.

ATTACKER & DEFENDER

- **Special:** If a maximum of one participating gang is either Chaos Helot, Corpse Grinder, or Chaos-Corrupted, they automatically become the attacker.
- **Campaign:** The gang that selected this scenario is the attacker.
- **Skirmish:** Players roll off, with the winner deciding to attack or defend.

BATTLEFIELD

- Standard set-up.

CREW SELECTION

- Attacker uses Custom Selection (10).
- Defender uses Random Selection (D3+3), with the rest of their gang acting as Reinforcements.
- The gang with the lowest Crew Rating is the underdog.

GANG TACTICS & BONUSES

- Each gang may choose two Gang Tactics cards.
- The underdog may spend the credit difference in Crew Ratings to purchase Underdog Bonuses:

MAX	UNDERDOG BONUS	COST
0-5	Draw a random Gang Tactics card	100
0-2	Choose a Gang Tactics card	200
0-5	Draw a random Underdog Tactics Card	200
0-2	Choose a Underdog Tactics card	400
0-1	Hire a Dramatis Personae	As stated
0-1	Hire a Bounty Hunter	As stated
0-5	Hire a Hive Scum	As stated

GANG DEPLOYMENT

1. Defender deploys their full crew in base contact with either short battlefield edge.
2. The edge chosen by the defender is known as the **Trailing Edge**.
3. The opposite edge becomes the **Leading Edge**.
4. Attacker does not deploy any fighters to begin with.

ENDING THE BATTLE

The game ends at the end of round 9 – or when only one gang has fighters left on the battlefield.

SCENARIO SPECIAL RULES

(1) SACRIFICE

- If a fighter goes Out of Action, roll for Lasting Injury as normal, but do not remove them from play. They gain the following condition:

(2) DOWNED

- While subject to this condition, the fighter counts as being Out of Action, and so cannot be activated again in this battle.

(3) DRAG AWAY

- Any fighter (friendly or enemy) within 1" of a Downed fighter can take the following action:
 - ▶ **DRAG (Double):** *The fighter moves up to their full Movement distance. The Downed fighter moves with them, keeping in base contact.*
- An attacker in base contact with a Downed fighter can take the following action:
 - ▶ **BLOOD RITUAL (Double):** *The attacker's gang gains a blood token. The Downed fighter checks Toughness – if failed, they are removed from play.*

(4) REINFORCEMENTS

- 1 random defender arrives in each End Phase starting from the second.
- Roll D6 for each – on 3+, the defender deploys them, otherwise the attacker does.
- Deployment must be within 1" of any battlefield edge and at least 12" from any enemies.

CLAIMING VICTORY

- If the attackers have 5 blood tokens when the game ends, they win.
- Otherwise, if only one gang has fighters left on the battlefield, they win.

★ CAMPAIGN REWARDS

CREDITS

- N/A

EXPERIENCE

- Every participating fighter gains +1 XP.
- An attacker who generates a blood token gains +1 bonus XP.

REPUTATION

- The winner gains +D3 Rep.
- If either gang Bottled out, they lose -1 Rep.

❖ UPRISING – DAMNATION PHASE ONLY

- **Starvation:** A gang gains +1 Meat for every enemy taken Out of Action.
- **Scavenge:** The winner gains +1 Scavenging roll.

Uprising Scenario:

12. SLAUGHTER

INTRODUCTION

“Hack, savage, murder, kill!” Daemonic fury saturates the battlefield, driving fighters insane with bloodlust.

SCENARIO OBJECTIVE

The attackers seek to stain the ground with a blood offering – the defenders aim to drive off this savage assault.

BATTLEFIELD

- Standard set-up.

CREW SELECTION

- Random Selection (D3+7), with the rest of their gang acting as Reinforcements.
- The gang with the lowest Crew Rating is the underdog.

GANG TACTICS & BONUSES

- Each gang may choose two Gang Tactics cards.
- The underdog may spend the credit difference in Crew Ratings to purchase Underdog Bonuses:

MAX	UNDERDOG BONUS	COST
0-5	Draw a random Gang Tactics card	100
0-2	Choose a Gang Tactics card	200
0-5	Draw a random Underdog Tactics Card	200
0-2	Choose a Underdog Tactics card	400
0-1	Hire a Dramatis Personae	As stated
0-1	Hire a Bounty Hunter	As stated
0-5	Hire a Hive Scum	As stated

GANG DEPLOYMENT

Standard deployment.

ENDING THE BATTLE

The game ends when only one gang has fighters left on the battlefield.

CLAIMING VICTORY

- If only one gang has fighters left on the battlefield, they win.

SCENARIO SPECIAL RULES

(1) BLOODLUST

- Each time a fighter activates, roll 2D6 and add their Strength:
 - ▶ On a result of 10-13, they must attempt a Charge (Double) action against the nearest enemy in range.
 - ▶ If no targets are in range, they must use both actions to get as close as possible to the nearest enemy.
 - ▶ On a result of 14+, they must attempt a Charge (Double) action against the nearest fighter in range (friendly or enemy).
 - ▶ If no targets are in range, they must roll an Injury die and apply the results.

(2) RED HAZE

- When a fighter declares a ranged attack, they must first check Willpower – if failed, the action is wasted and no attack is made.

(3) CRAZED TREMORS

- All ranged attacks suffer an additional -2 modifier to hit.

★ CAMPAIGN REWARDS

CREDITS

- N/A

EXPERIENCE

- Every participating fighter gains +1 XP.
- A fighter who takes an enemy Out of Action with a close combat attack gains +1 bonus XP, in addition to any other amount earned.
- Each fighter remaining on the battlefield at the end of the game gains +1 bonus XP.

REPUTATION

- The winner gains +D3 Rep.
- If either gang Bottled out, they lose -1 Rep.

❖ UPRISING – DAMNATION PHASE ONLY

- **Starvation:** A gang gains +1 Meat for every enemy taken Out of Action.
- **Scavenge:** The winner gains +1 Scavenging roll.

Multi-Player Scenario:

1. GANG MOOT

INTRODUCTION

A gang parlay turns bloody!

SCENARIO OBJECTIVE

The gangs are meeting to hammer out a treaty or settle some outstanding business – when suddenly, someone goes for a gun!

BATTLEFIELD

- Standard set-up.

CREW SELECTION

- Each gang must bring their Gang Leader.
- The rest of a gang's crew is determined using Random Selection (D3+5).
- The gang with the lowest Crew Rating is the underdog.

GANG TACTICS & BONUSES

- Each gang randomly draws two Gang Tactics cards.
- The underdog may spend the credit difference in Crew Ratings to purchase Underdog Bonuses:

MAX	UNDERDOG BONUS	COST
0-5	Draw a random Gang Tactics card	100
0-2	Choose a Gang Tactics card	200
0-5	Draw a random Underdog Tactics Card	200
0-2	Choose a Underdog Tactics card	400
0-1	Hire a Dramatis Personae	As stated
0-1	Hire a Bounty Hunter	As stated
0-5	Hire a Hive Scum	As stated

GANG DEPLOYMENT

1. Roll off – in that order, gangs place their Gang Leader within 6" of the battlefield's centre.
2. In that same order, each gang takes turns placing a fighter anywhere on the battlefield at least 12" from any Gang Leaders and 6" from any other fighter.

ENDING THE BATTLE

The game ends when only one gang has fighters left on the battlefield.

SCENARIO SPECIAL RULES

(1) PARLAY

- At the start of the first round, only the Gang Leaders have the Ready condition.

(2) AWARENESS CHECK

- When a fighter makes a ranged attack, resolve it normally; then, every other fighter within 12" of the gunshot checks Intelligence – each one that passes gains the Ready condition.
 - ▶ Weapons with the Silent trait do not trigger this Intelligence check.
- Fighters automatically gain the Ready condition if they are hit with a ranged attack, or become Engaged.
- Once a fighter gains the Ready condition for the first time, they are aware. They therefore regain the Ready condition as normal at the start of each round.

(3) UNAWARE FIGHTERS

- In each End Phase, in Priority order, gangs may move each of their unaware fighters 6" in any direction.

CLAIMING VICTORY

- If only one gang has their Gang Leader still on the battlefield when the game ends, they win.
- Any other result is a draw between all participants.

★ CAMPAIGN REWARDS

CREDITS

- N/A

EXPERIENCE

- Every participating fighter gains +1 XP.
- If a fighter takes an enemy Out of Action, they gain +1 bonus XP in addition to any other amount gained.
- The last remaining Gang Leader on the battlefield gains +D6 bonus XP.

REPUTATION

- Each gang gains +1 Rep.
- If a gang took an enemy Gang Leader Out of Action, they gain +2 Rep.
- The winner gains +3 Rep.

Multi-Player Scenario:

2. PIT FIGHT

INTRODUCTION

Chosen champions fight for the honour of the gang.

SCENARIO OBJECTIVE

Each champion aims to be the last one standing.

BATTLEFIELD

- Standard set-up.
- It is advisable to make the battlefield no larger than 24"x24".
- The game box lid is the right size for a fighting pit.

CREW SELECTION

- Each gang selects one fighter with the Gang Hierarchy (Champion) rule.
- Underdog rules are not used in this scenario.

GANG TACTICS & BONUSES

- Each Champion may choose one Gang Tactics card.

GANG DEPLOYMENT

Roll off – in that order, each gang deploys their Champion in base contact with a battlefield edge, and at least 12" from other fighters.

ENDING THE BATTLE

The game ends when only one Champion is left on the battlefield (or none are).

CLAIMING VICTORY

- The gang with the last Champion standing is the winner.
- If no Champions are left, the game is a draw between all participants.

SCENARIO SPECIAL RULES

(1) IT'S ONLY A SCRATCH

- No one likes a quick fight, and the Champions know that they need to put on a good show, with lots of blood.
- When rolling Injury, Champions treat Flesh Wound results as "No Effect" – and treat Seriously Injured results as Flesh Wounds.

(2) NO EASY DEATHS

- Fighters cannot take the *Coup de Grace (Simple)* action in this scenario.

(3) PUT ON A SHOW

- Pit fights do have rules... of a fashion:
 - ▶ In rounds one and two, Champions may not attack with ranged weapons or grenades.
 - ▶ In rounds three and four, Champions may not attack with ranged weapons that fire grenades, or have the *Unwieldy* trait.
 - ▶ From round five onwards, Champions may use any weapons they possess.

★ CAMPAIGN REWARDS

CREDITS

- The winner gains D6x5 credits for every enemy Champion that participated.

EXPERIENCE

- Every participating Champion gains +1 XP.
- If a Champion takes an enemy Out of Action, they gain +1 bonus XP in addition to any other amount gained.
- The winning Champion gains +D3 XP.

REPUTATION

- Each gang gains +1 Rep.
- If a Champion survives to round six, their gang gains +2 Rep.
- The winning Champion's gang gains +4 Rep.

3. MEEEEEEAT!

INTRODUCTION

A group of survivors is surrounded by crazed cannibals!

SCENARIO OBJECTIVE

The gangs must hold off waves of flesh-maddened cannibals while simultaneously taking each other down.

BATTLEFIELD

- Standard set-up.

CREW SELECTION

- Random Selection (D3).
- The gang with the lowest Crew Rating is the underdog.

GANG TACTICS & BONUSES

- Each gang may choose two Gang Tactics cards.
- The underdog may spend the credit difference in Crew Ratings to purchase Underdog Bonuses:

MAX	UNDERDOG BONUS	COST
0-5	Draw a random Gang Tactics card	100
0-2	Choose a Gang Tactics card	200
0-5	Draw a random Underdog Tactics Card	200
0-2	Choose a Underdog Tactics card	400
0-1	Hire a Dramatis Personae	As stated
0-1	Hire a Bounty Hunter	As stated
0-5	Hire a Hive Scum	As stated

GANG DEPLOYMENT

1. Roll off – in that order, each gang deploys their entire crew within 12" of the battlefield's centre.
2. In the same order, alternate placing Cannibals anywhere that is within 6" of a battlefield edge.
3. At the start of the game, the number of Cannibals is equal to three times the total number of participating fighters.

ENDING THE BATTLE

The game ends when only one gang has fighters left on the battlefield.

SCENARIO SPECIAL RULES

(1) DRAWN TO THE SCENT OF DEATH

- As the battle progresses, more and more Cannibals are drawn to the fight by the smell of blood.
- In each End Phase, prior to Cannibal movement and in Priority order, alternate placing D3+3 new Cannibals within 6" of any battlefield edge and not within 1" of any fighters.
- These Cannibals may activate this round as normal.

(2) CANNIBAL BEHAVIOUR

- In each End Phase, in Priority order, gangs alternate activating Cannibals.
 - ▶ *Cannibals count as fighters in all respects. Their behaviour is governed by the following rules:*
 - ▶ *They must always attempt a Charge (Double) action against a target within range.*
 - ▶ *If Engaged, they always take Fight (Basic) action.*
 - ▶ *If neither of the above apply, they must use their actions to move towards the nearest fighter.*
- In order to follow the above rules, Cannibals may take any action normally allowed by a fighter, and must always use their skills if able.

(3) BODY COUNT

- Each gang must track the number of Cannibals they take Out of Action – this may be a victory condition.

CRAZED CANNIBAL											
M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
6"	4+	5+	3	4	1	4+	1	9+	4+	6+	10+

- Cannibals use the above profile, fight with **unarmed attacks**, and have the following skills:
 - ▶ **TRUE GRIT:** *When rolling multiple Injury dice, discard one. When rolling one Injury die, roll two and choose.*
 - ▶ **UNSTOPPABLE:** *Roll D6 before Recovery – on 4+, discard one Flesh Wound (or gain +1 Injury die for Recovery).*
 - ▶ **NERVES OF STEEL:** *Check Cool when hit by a ranged attack – if passed, the Cannibal is not Pinned.*

CLAIMING VICTORY

- If only one gang has fighters left on the battlefield, they win.
- Otherwise, the gang who took out the most cannibals is the winner.

★ CAMPAIGN REWARDS

CREDITS

- N/A

EXPERIENCE

- Every participating fighter gains +1 XP.
- Each fighter remaining on the battlefield at the end of the game gains +1 bonus XP.

REPUTATION

- Each gang with at least one fighter remaining on the battlefield at the end of the game gains +1 Rep.

4. DAEMONIC POSSESSION

INTRODUCTION

A fighter secretly harbours a daemon entity! It will soon manifest, taking possession of them before leaping from fighter to fighter to spread havoc and evade destruction!

SCENARIO OBJECTIVE

The gangs all seek to brutally exorcise the daemon – who in turn seeks to sate its thirst for mortal blood.

- A gang scores points as follows:
 - ▶ +1 for each enemy their Possessed fighter takes Out of Action.
 - ▶ +6 if they successfully exorcise the daemon.

BATTLEFIELD

- Standard set-up.

CREW SELECTION

- Random Selection (6).
- The gang with the lowest Crew Rating is the underdog.

GANG TACTICS & BONUSES

- Each gang may choose two Gang Tactics cards.
- The underdog may spend the credit difference in Crew Ratings to purchase Underdog Bonuses:

MAX	UNDERDOG BONUS	COST
0-5	Draw a random Gang Tactics card	100
0-2	Choose a Gang Tactics card	200
0-5	Draw a random Underdog Tactics Card	200
0-2	Choose a Underdog Tactics card	400
0-1	Hire a Dramatis Personae	As stated
0-1	Hire a Bounty Hunter	As stated
0-5	Hire a Hive Scum	As stated

GANG DEPLOYMENT

1. Standard deployment.
2. Roll off – the gang with the lowest score has a daemon hiding among their crew!
3. This gang randomly chooses one of their fighters to be the **Host** – the one who secretly harbours the daemon.

ENDING THE BATTLE

The game ends immediately when the underhive exorcism is performed – or if only one gang has fighters left on the battlefield.

CLAIMING VICTORY

- The gang with the most points is the winner.
- If gangs are tied on points, the one with the most fighters remaining on the battlefield at the end of the game is the winner.
- On any other result, the game is a draw.

SCENARIO SPECIAL RULES

(1) EMERGENCE

- In each End Phase, the Host must roll D6.
- On 5+, the daemon claims them! They become Possessed (see over).
- The “Emergence” rule is disregarded for the remainder of the game.

(2) THE DAEMON

- In each End Phase, a Possessed fighter rolls D6 – on 5+, the daemon abandons them and jumps bodies.
 - ▶ *The abandoned fighter is no longer Possessed, and they gain the Insanity condition.*
 - ▶ *The daemon leaps into the nearest Standing fighter, who becomes Possessed. If there is more than one possible target, roll D6 to choose.*

(3) UNDERHIVE EXORCISM

- Roll D6 if a Possessed fighter is Seriously Injured or taken Out of Action via a close combat attack or the *Coup de Grace (Simple)* action.
- On 5+, this successfully exorcises the daemon.
- Otherwise, it leaps to possess another fighter.

POSSESSED FIGHTERS

(1) IMPOSSIBLE POWER

- A possessed fighter gains +3 Movement, Strength, Attacks, and Willpower.

(2) BLOODY MADNESS

- They are immune to Pinning and automatically pass Cool checks, but may not use ranged weapons.

(3) PSYKER

- While possessed, the fighter is a psyker who knows the following wyrd power:
 - ▶ **PSYCHIC VOMIT (Basic):** *Immediately make a ranged Template attack that inflicts a Strength 2, AP 0, Damage 1 hit with the Blaze trait.*

(4) UNSANCTIONED PSYKER

- The enemy gang gains D3x10 credits for taking this fighter Out of Action.

(5) CREATURE OF THE WARP

- When rolling Perils of the Warp, the *Warp Surge!* result triggers on a 9+ (since the fighter is already possessed).

HOUSE RULES: Only an un-possessed fighter can claim the bounty for taking an Unsanctioned Psyker Out of Action.

★ CAMPAIGN REWARDS

CREDITS

- N/A

EXPERIENCE

- Every participating fighter gains +1 XP.
- A possessed fighter remaining on the battlefield at the end of the game gains +D3 bonus XP.
- A fighter who destroys the daemon gains +D6 XP.

REPUTATION

- The winner gains +D3 Rep.
- If a gang Bottled out, they lose -1 Rep.

5. MEAT FOR THE GRINDER

INTRODUCTION

Desperate to prove their worth, the weakest members of the gang fight it out.

SCENARIO OBJECTIVE

The gangs all seek to have the last fighter standing.

BATTLEFIELD

- Standard set-up.

CREW SELECTION

- Custom Selection (3) – these must be the lowest-value fighters in the gang.
- Fighters may not use their usual weapons or gear (these are safely back with their gang, not lost).
- The gang with the lowest Crew Rating is the underdog.

GANG TACTICS & BONUSES

- Each gang may choose two Gang Tactics cards.
- The underdog may spend the credit difference in Crew Ratings to purchase Underdog Bonuses:

MAX	UNDERDOG BONUS	COST
0-5	Draw a random Gang Tactics card	100
0-2	Choose a Gang Tactics card	200
0-5	Draw a random Underdog Tactics Card	200
0-2	Choose a Underdog Tactics card	400
0-1	Hire a Dramatis Personae	As stated
0-1	Hire a Bounty Hunter	As stated
0-5	Hire a Hive Scum	As stated

GANG DEPLOYMENT

1. Standard deployment.
2. Starting with whoever has Priority, alternate placing two loot caskets on the battlefield, at least 10" from a fighter and 4" from another casket.

ENDING THE BATTLE

The game ends when only one gang has fighters left on the battlefield.

SCENARIO SPECIAL RULES

(1) DESPERATION

- Each fighter counts as having the following skills for this battle:
 - ▶ **TRUE GRIT:** When rolling multiple Injury dice, discard one. When rolling one Injury die, roll two and choose.
 - ▶ **IRON JAW:** When hit by unarmed attacks, the fighter counts as having +2 Toughness.
 - ▶ **UNSTOPPABLE:** Roll D6 before Recovery – on 4+, discard one Flesh Wound. If the fighter has no Flesh Wounds, they gain +1 Injury die for Recovery.

(2) SCAVENGED WEAPONRY

- A fighter in base contact with a loot casket can take the following action:
 - ▶ **SCAVENGE (Basic):** Roll 2D6 on the below table. The fighter is now armed with that weapon.

2D6	SCAVENGED WEAPON
2	Heavy Stubber
3	Flamer
4	Autogun
5	Shotgun (Solid & Scatter Ammo)
6	Autopistol
7	Stub Gun
8	Axe
9	Stiletto Knife
10	Sword
11	Power Axe
12	Heavy Rock Cutter

(3) LOOT DROP

- When a fighter goes Out of Action, they drop any weapons on their final position. Note these, and place a marker there. A fighter in base contact with this marker can take the following action:
 - ▶ **LOOT BODY (Basic):** Collect the dropped weapon – the fighter now counts as being armed with it.

(4) POOREST QUALITY

- Scavenged weapons automatically go Out of Ammo after each use.

CLAIMING VICTORY

- If only one gang has fighters left on the battlefield when the game ends, they win.
- In an Uprising Campaign, if more than one gang has fighters left when the game ends, the gang whose Allegiance is in Ascendancy is the winner.
- On any other result, the game is a draw.

★ CAMPAIGN REWARDS

CREDITS

- The winner gains 2D6x10 credits.

EXPERIENCE

- Every participating fighter gains +1 XP.
- A fighter remaining on the battlefield at the end of the game gains +1 bonus XP.

REPUTATION

- The winner gains +D3 Rep.
- If a gang Bottled out, they lose -1 Rep.

6. URBAN RENEWAL

INTRODUCTION

“Bring it down!”

SCENARIO OBJECTIVE

The gangs seek to be first to bring down a dome while also causing heavy damage to their rivals.

BATTLEFIELD

- Standard set-up.
- In addition, during set up, place a large piece of terrain in the battlefield’s centre. This is the **Structure**.

CREW SELECTION

- Custom Selection (6).
- The gang with the lowest Crew Rating is the underdog.

GANG TACTICS & BONUSES

- Each gang may choose two Gang Tactics cards.
- The underdog may spend the credit difference in Crew Ratings to purchase Underdog Bonuses:

MAX	UNDERDOG BONUS	COST
0-5	Draw a random Gang Tactics card	100
0-2	Choose a Gang Tactics card	200
0-5	Draw a random Underdog Tactics Card	200
0-2	Choose a Underdog Tactics card	400
0-1	Hire a Dramatis Personae	As stated
0-1	Hire a Bounty Hunter	As stated
0-5	Hire a Hive Scum	As stated

GANG DEPLOYMENT

Standard deployment.

ENDING THE BATTLE

The game ends when the entire battlefield is impassable – or when only one gang has fighters left on the battlefield.

SCENARIO SPECIAL RULES

(1) DESTROY THE STRUCTURE

- Fighters may attack the Structure like any other target, with the following variations:
 - ▶ *Close combat attacks automatically hit.*
 - ▶ *Ranged attacks can only be made within 12” of it, given the need to target precise weaknesses.*
- The Structure is Toughness 9, Wounds 10. At zero wounds, it is destroyed and removed from play.

(2) COLLATERAL DAMAGE

- Each time the Structure takes damage, every fighter on the battlefield must check Initiative – if failed, they become Pinned as the dome shudders as debris rains down from above.
- On a natural 1, the fighter also takes a Strength 3 hit from falling debris.

(3) DOME COLLAPSE!

- Once the Structure is destroyed, the dome starts crashing down and the fighters must run for their lives!
- In the End Phase, measure a collapsing radius 6” from the battlefield’s centre – this area is impassable terrain.
- In each successive End Phase while the dome is collapsing, the radius expands outwards by +6”.
- Any fighters caught in the collapse must roll an Injury die – they are always removed from play, but on an Out of Action result, must also roll for Lasting Injury.

(4) ESCAPE

- Once the dome is collapsing, fighters can escape the battlefield by moving off any edge – they count as being Out of Action for Bottle Tests.

CLAIMING VICTORY

- The gang with the most fighters to escape the battlefield is the winner, provided they inflicted at least 1 damage to the Structure.
- If gangs are tied on escaped fighters, whichever inflicted the most damage to the Structure wins.
- On any other result, the game is a draw.

★ CAMPAIGN REWARDS

CREDITS

- N/A

EXPERIENCE

- Every participating fighter gains +1 XP.
- A fighter who successfully escaped the battlefield gains +1 bonus XP.
- A fighter who successfully inflicted any amount of damage onto the Structure gains +1 bonus XP.

REPUTATION

- The winner gains +D3 Rep.
- If a gang had at least one fighter escape the battlefield, they gain +1 Rep.
- If a gang Bottled out, they lose -1 Rep.

7. WAR IN THE SHADOWS

INTRODUCTION

Scouts fight to gain a foothold for their gangs.

SCENARIO OBJECTIVE

The gangs seek to infiltrate the battlefield, take out enemy scouts, and gather their numbers to eliminate all rivals.

BATTLEFIELD

- Standard set-up.

CREW SELECTION

- Custom Selection (1).
- Gang Leaders, Champions, and fighters with 2 or more Wounds may not be chosen.
- Remaining fighters in each gang are Reinforcements.
- The gang with the lowest Crew Rating is the underdog.

GANG TACTICS & BONUSES

- Each gang may choose two Gang Tactics cards.
- The underdog may spend the credit difference in Crew Ratings to purchase Underdog Bonuses:

MAX	UNDERDOG BONUS	COST
0-5	Draw a random Gang Tactics card	100
0-2	Choose a Gang Tactics card	200
0-5	Draw a random Underdog Tactics Card	200
0-2	Choose a Underdog Tactics card	400
0-1	Hire a Dramatis Personae	As stated
0-1	Hire a Bounty Hunter	As stated
0-5	Hire a Hive Scum	As stated

GANG DEPLOYMENT

- No fighters are deployed at the start of the game.
- Instead, fighters will enter the battlefield using the “Forward Scouts” rule.

ENDING THE BATTLE

The game ends at the end of round ten – or when only one gang has fighters left on the battlefield.

SCENARIO SPECIAL RULES

(1) FORWARD SCOUTS

- At the start of the first round, in Priority order, gangs take turns placing their chosen fighter – this is the **Forward Scout**.
- A Forward Scout may be placed anywhere on the battlefield that is not within enemy line of sight.
- Once placed, the Forward Scout gains the Ready condition. They may immediately activate and perform a single (*Simple*) or (*Basic*) action.
- Starting from the second round, Forward Scouts lose this designation and become ordinary fighters.

(2) REINFORCEMENTS

- In each End Phase starting from the second, 1 random fighter arrives for each gang.
- Deployment must be within 2” of a friendly fighter and not within enemy line of sight.
- If these conditions cannot be met, the Reinforcement cannot be deployed.

CLAIMING VICTORY

- The gang with the most fighters left on the battlefield is the winner.
- If gangs are tied on the number of surviving fighters, the one that Seriously Injured or took Out of Action the most enemies is the winner.
- On any other result, the game is a draw.

★ CAMPAIGN REWARDS

CREDITS

- N/A

EXPERIENCE

- Every participating fighter gains +1 XP.

REPUTATION

- The winner gains +D3 Rep.
- If a gang Bottled out, they lose -1 Rep.

8. END TIMES

INTRODUCTION

This is how the hive ends... not with a whimper, but a bang...

SCENARIO OBJECTIVE

As madness descends, the gangs fight furiously for a place on the final departing transport.

BATTLEFIELD

- Standard set-up.

CREW SELECTION

- Custom Selection (10).
- The gang with the lowest Crew Rating is the underdog.

GANG TACTICS & BONUSES

- Each gang may choose two Gang Tactics cards.
- The underdog may spend the credit difference in Crew Ratings to purchase Underdog Bonuses:

MAX	UNDERDOG BONUS	COST
0-5	Draw a random Gang Tactics card	100
0-2	Choose a Gang Tactics card	200
0-5	Draw a random Underdog Tactics Card	200
0-2	Choose a Underdog Tactics card	400
0-1	Hire a Dramatis Personae	As stated
0-1	Hire a Bounty Hunter	As stated
0-5	Hire a Hive Scum	As stated

GANG DEPLOYMENT

- Standard deployment.

ENDING THE BATTLE

The game ends when the transport departs – or when only one gang has fighters left on the battlefield.

CLAIMING VICTORY

- The gang with the most fighters on the transport when it leaves is the winner.
- If gangs are tied on the number of fighters aboard, the one with the most fighters left on the battlefield wins.
- On any other result, the game is a draw.

SCENARIO SPECIAL RULES

(1) IT'S THE END OF THE WORLD

- The hive's final hours are at hand, and all that remains is for the remaining survivors to battle it out to the bitter end.
- In each successive Priority Phase, apply the effects of the End Times table – all are cumulative:

ROUND	EFFECT														
1-3	INSANITY REIGNS: All fighters must check Willpower – if failed, they gain the Insanity condition.														
4-6	SPONTANEOUS MUTATION: Roll D6 for each fighter subject to the Insanity condition and apply the resulting effect for this round only:														
	<table> <tr> <th>D6</th><th>Mutation</th></tr> <tr> <td>1</td><td>+2 Strength</td></tr> <tr> <td>2</td><td>+2" Movement</td></tr> <tr> <td>3</td><td>+1 Attack</td></tr> <tr> <td>4</td><td>+1 Initiative</td></tr> <tr> <td>5</td><td>+2 Toughness</td></tr> <tr> <td>6</td><td>+3 Attacks</td></tr> </table>	D6	Mutation	1	+2 Strength	2	+2" Movement	3	+1 Attack	4	+1 Initiative	5	+2 Toughness	6	+3 Attacks
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3	+1 Attack														
4	+1 Initiative														
5	+2 Toughness														
6	+3 Attacks														

(2) DAEMONIC INCURSION

- When a fighter subject to the Insanity condition is taken Out of Action, roll 2D6 – on a 7+, centre the 5" Blast marker on them.
- Any fighter it touches becomes Possessed (see over).

(3) UNDERHIVE EXORCISM

- Roll D6 if a Possessed fighter is Seriously Injured or taken Out of Action via a close combat attack or the *Coup de Grace (Simple)* action.
- On 5+, this successfully exorcises the daemon.

HOUSE RULE: ...otherwise, leave its model in place. The daemon automatically Recovers in the End Phase.

(4) THE LAST STRATOPLANE

- What little hope the gangs have left rests upon the last transport fleeing the dying hive.
- In the third End Phase onwards, roll D6 – on 5+, the stratoplane arrives.
- It Scatters 12" from the battlefield's centre – mark the location with an appropriate token or model (adjusted to avoid impassable terrain).

(5) EMBARKING AND DISEMBARKING

- Fighters may board the transport by making base contact with its ramp. Set embarked fighters aside.
- They may also disembark at the start of any Priority Phase, returning to play in base contact with the ramp.
- Fighters cannot embark and disembark in the same round.

(6) GET US OUT OF HERE!

- In any End Phase, each gang rolls D6 and adds the number of fighters they have aboard the transport, re-rolling ties.
 - ▶ *Gangs with zero embarked fighters ignore this roll.*
- The gang who scores highest has wrested control of the stratoplane this round. They must choose:
 - ▶ **TIME TO GO:** *Check Intelligence – if passed, the stratoplane lifts off, leaving the carnage behind and heading into an unknown future.*
 - ▶ **A LITTLE LONGER:** *The stratoplane remains grounded for another round.*

POSSESSED FIGHTERS

(1) IMPOSSIBLE POWER

- A possessed fighter gains +3 Movement, Strength, Attacks, and Willpower.

(2) BLOODY MADNESS

- They are immune to Pinning and automatically pass Cool checks, but may not use ranged weapons.

(3) PSYKER

- While possessed, the fighter is a psyker who knows the following wyrd power:
 - ▶ **PSYCHIC VOMIT (Basic):** *Immediately make a ranged Template attack that inflicts a Strength 2, AP 0, Damage 1 hit with the Blaze trait.*

(4) UNSANCTIONED PSYKER

- The enemy gang gains D3x10 credits for taking this fighter Out of Action.

(5) CREATURE OF THE WARP

- When rolling Perils of the Warp, the *Warp Surge!* result triggers on a 9+ (since the fighter is already possessed).

HOUSE RULES: Only an un-possessed fighter can claim the bounty for taking an Unsansctioned Psyker Out of Action.

★ CAMPAIGN REWARDS

CREDITS

- N/A

EXPERIENCE

- A fighter who successfully boards the stratoplane gains +D3 XP.
- A fighter who destroys a daemon gains +D3 XP.

REPUTATION

- The winner gains +D6 Rep.
- Any gang with a fighter aboard the stratoplane gains +D3 Rep.

Blaze of Glory Scenario:

1. ESCAPE THE HIVE

INTRODUCTION

Having outgrown life in the underhive, a powerful gang has decided to follow rumours of a more bountiful home amongst the stars.

SCENARIO OBJECTIVE

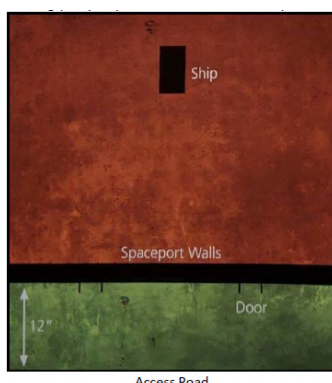
The attacker aims to breach the starport's defences and steal a transport ship, escaping Necromunda for a new life among the stars. Their long-time enemies – the defenders – have one last chance to settle their scores.

ATTACKER & DEFENDER

- The gang going out in a Blaze of Glory is the attacker.
- Any other participating gang is a defender.

BATTLEFIELD

- Set up according to the usual rules, with the following additions:



- The spaceport must be sectioned by impassable walls.
- The spaceport must have one entrance in the form of two adjacent, locked doors with access terminals.
- Ladders may be placed inside the spaceport so the defenders can get atop the walls.
- The transport ship (a marker or appropriate model) is placed by the defenders – anywhere inside the spaceport that is at least 12" from its walls, and 6" from any battlefield edges.
- The only terrain types allowed to be placed on the access road are barricades, crates, and so on.
- No large structures or buildings may be placed within 12" of the transport ship.

CREW SELECTION

- Attacker uses Custom Selection (full gang). This includes fighters in Recovery, and Hangers-on.
- By default, defender uses Random Selection (10) – these are the **Lookouts**. The rest of their gang becomes Reinforcements.
- If this is a multi-player game, each defender instead uses Random Selection (5) and Reinforcements.
- Underdog rules are not used in this scenario.

DESIGNER'S NOTE: ASSEMBLING THE DEFENDERS

This scenario is best played as a multi-player game, with the defenders making up a (temporary) alliance of the attacker's innumerable enemies.

The defenders have bribed or threatened their way into a guard role at the starport, replacing the usual employees to ensure they stand between their enemies and freedom. They should be comprised of as many gangs as are available – so the attacker may find themselves seriously outmatched. This is key to the scenario... no one said victory and glory would come easy!

Alternatively, the defenders can be a single gang – perhaps the attacker's arch-enemies, perhaps simply hired guards. In a Skirmish, the Venators list is especially appropriate.

GANG TACTICS & BONUSES

- The attacker may choose two Gang Tactics cards.
- The defenders may not take Gang Tactics or Underdog Tactics cards.

GANG DEPLOYMENT

1. Defender sets up Lookouts anywhere on the battlefield at least 12" from the access road, and 3" from any other fighter.
2. Attacker deploys their entire crew within 3" of the battlefield edge with the access road.

ENDING THE BATTLE

The game ends when the ship blasts off – or when the attackers have no fighters left on the battlefield.

SCENARIO SPECIAL RULES

(1) GUARD IT WITH YOUR LIFE

- The defenders do not take Bottle Tests in this scenario.

(2) STOLEN ACCESS CODES

- The attackers have obtained the starport's door codes, though there always remains a chance these have been changed, or are simply false.
- An attacker within 1" of the door terminal can take the following action:

- ▶ **INPUT STOLEN CODE (Basic):** Roll D6 – on 2+, the starport doors slide open.

However, on 1, the code fails! The only way to open the door now is with the Force Door (Basic) action.

(3) EMBARKING THE TRANSPORT

- In the End Phase, any attackers within 1" of the transport may embark (including Seriously Injured fighters).

(4) SECURITY LOCKDOWN

- The first time an attacker boards the transport, the starport's **Security Lockdown** protocols immediately activate.
- With the situation slipping beyond their control, the defenders now aim to seal the ship in the hangar and capture as many enemies alive as they can.
 - ▶ *Once the Security Lockdown activates, place a token beside the hangar doors in each End Phase.*
 - ▶ *Once the hangar doors have three tokens, they are sealed – and the transport cannot escape!*
 - ▶ *Each attacker aboard the ship is returned to play within 2" of it, having nothing left now but to fight to the bitter end.*

(5) BLASTING OFF

- In each Priority Phase, the attacker may select one embarked fighter to check Intelligence, with the following modifiers:
 - ▶ *-5 by default – the gangers don't really know how to pilot a starship.*
 - ▶ *+1 modifier for every three friendly fighters aboard the transport.*
- If passed, the transport powers up – blasting off to freedom in the End Phase of this round!

(6) REINFORCEMENTS

- D3 random defenders arrive in each End Phase starting from the third.
- Roll D6 for each – on 3+, the defender deploys them, otherwise the attacker does.
- Deployment must be within 1" of any battlefield edge and at least 12" from any enemies.

CLAIMING VICTORY

- If the ship blasts off with at least one attacker aboard, they win.
- Otherwise, the defenders win.

★ CAMPAIGN REWARDS

- There is only one reward – **escape and glory**. If the attackers are victorious, they blast off, hoping to evade the guns of the Eye of Selene in orbit above Necromunda – but either way, their names will become legendary to all those poor scummers and wasters left behind.
- If not, any scattered survivors will be hunted down and brought to justice, not matter how far they run.
- This is the end for the gang, for good or for ill.

2. THE LAST ROUND

INTRODUCTION

A powerful gang celebrates a great victory at a local drinking hole – only to discover the fight isn't over yet...

SCENARIO OBJECTIVE

The objective is simple: the coalition of attackers seek payback by eliminating the defenders, who have been caught unawares and must defend themselves.

ATTACKER & DEFENDER

- The defender is always the gang with the highest Gang Rating.
- Any other participating gang is an attacker.
- This scenario can be played one-on-one, but is designed for one powerful gang to face multiple, less-powerful opponents.

BATTLEFIELD

- Standard setup, with the below variations.
- The battle takes place in a drinking hole somewhere deep in the underhive, so try to reflect this in terrain!
- The battlefield should have a central space roughly 12" square, representing the taproom.
- The taproom should be enclosed by walls, with at least two doors (starting the battle closed).
- Inside the taproom, place plenty of scatter terrain (tables, crates, barrels) for fighters to hide behind.

CREW SELECTION

- By default, attackers use Custom Selection (10).
 - ▶ *Three attackers: Custom Selection (7).*
 - ▶ *Four or more attackers: Custom Selection (5).*
- Defender may field their entire gang.
- Underdog rules are not used in this scenario.

GANG TACTICS & BONUSES

- Each side may choose two Gang Tactics cards specific to their gang.

GANG DEPLOYMENT

1. Each attacker deploys their entire crew, anywhere within 6" of a battlefield edge.
2. Defender deploys their entire crew anywhere inside the taproom.

ENDING THE BATTLE

The game ends when only one gang has fighters left on the battlefield.

CLAIMING VICTORY

- If the defender has at least one fighter left on the battlefield who is not Seriously Injured when the game ends, they win.
- Otherwise, the attackers win.

SCENARIO SPECIAL RULES

(1) LIMITED AMMO

- The defenders have not only been caught by surprise, they only have a limited supply of ammo to hand.
- The defender's ranged weapons all gain the *Scarce* trait.
- If a defender's ranged weapon already has the *Scarce* trait, it replaces this with the *Limited* trait.
- If a defender's ranged weapon already has a profile with the *Limited* trait, the weapon cannot be used – it has been left back at the hideout.

(2) ON THE CLOCK

- The attackers have caught their rivals unprepared, but facing the toughest gang around means they can still easily lose their nerve.
- In each End Phase from the third onwards, every gang whose Gang Leader is not Broken, Seriously Injured, or Out of Action rolls D6.
- If at least one attacker's roll is equal or higher than the defender's, all is well – the attack force holds its nerve.
- However, if the defender rolls highest, every attacker rolls D3 – that many fighters from their gang lose their nerve and are removed from play.

★ CAMPAIGN REWARDS

SPECIAL

- Win or lose, the defender's glorious run as the most powerful gang in the dome ends here.
- If they are victorious, they enjoy a final round of drinks over the corpses of their rivals before disappearing from the sector and into legend.
- If they lose, they become permanent fixtures of the bar's décor...
- This is the end for the gang, for good or for ill.

CREDITS

- N/A

EXPERIENCE

- Every participating attacker gains +1 XP.

REPUTATION

- Every attacker gains +1 Rep for participating.
- If the defender Bottled out, the attackers each gain +1 bonus Rep.

SCENARIO ARBITRATION

- If the attackers seem outgunned, the Arbitrator may grant them free Bounty Hunters or Hive Scum.
- Alternatively, an Enforcer patrol may show up to lend a hand, or a vengeful Guilder entourage might offer a temporary alliance for the fight.
- The Arbitrator may prefer to simply modify the attackers' crew size.
- If the defenders are looking a little weak, the bar itself may have defences – sentry guns, or a friendly Ogryn bouncer.
- To add to the chaos, the bar could be on fire – smoke applying a -2 modifier to hit with ranged weapons, and in each End Phase, D3 random fighters must test to see if they become affected by the Blaze condition!
- A true variation of the scenario could pit the Arbitrator against every Gang Leader in the campaign: each player begins with just their Gang Leader in the bar, while the Arbitrator takes on the role of attacker, throwing Enforcers, outlaws, plague zombies or whatever else they can think of against them.

3. GATEWAY TO HELL

INTRODUCTION

A gang tries to escape from the authorities by heading into the Ash Wastes... though the hive will not let them go so easily.

SCENARIO OBJECTIVE

In the shadow of one of the great Ash Gates ringing the base of the hive, the defender must hold out long enough for the mighty seal to open, allowing them to escape. The attackers seek to prevent this from happening.

ATTACKER & DEFENDER

- The defender is always the gang with the highest Gang Rating.
- Any other participating gang is an attacker.
- This scenario can be played one-on-one, but is designed for one powerful gang to face multiple, less-powerful opponents.

BATTLEFIELD

- Standard setup.
- Once setup is complete, the defender chooses one battlefield edge to represent the **Ash Gate**.

CREW SELECTION

- By default, attackers use Custom Selection (10).
 - ▶ *Three attackers: Custom Selection (7).*
 - ▶ *Four or more attackers: Custom Selection (5).*
- Defender may field their entire gang.
- Underdog rules are not used in this scenario.

GANG TACTICS & BONUSES

- Each side may choose two Gang Tactics cards specific to their gang.

GANG DEPLOYMENT

1. Defender deploys their entire crew within 6" of the battlefield's centre.
2. Attacker deploys their entire crew, placing fighters anywhere on the battlefield at least 9" from any defenders, and if possible, out of their line of sight.

ENDING THE BATTLE

The game ends at the end of round 9 – or when the defender has less than a third of their crew remaining (rounding down) – or when only one gang has fighters left on the battlefield.

CLAIMING VICTORY

- If at least a third of the defender's crew (rounding down) escaped via the Ash Gate, they win.
- Otherwise, the attackers win.

SCENARIO SPECIAL RULES

(1) THE ASH GATE OPENS

- As the Ash Gate slowly opens open, a howling gale of choking, blinding dust rolls into the hive.
- In each End Phase starting from the third, every fighter within 12" and line of sight of the Ash Gate must check Strength.
 - ▶ *If failed, they are blown D6" directly away, stopping if they hit terrain (they can be blown off an edge).*
 - ▶ *The affected fighter must then check Initiative – if failed, they become Pinned.*

(2) ASH STORMS

In each End Phase starting from the third, the ash storm reduces battlefield visibility:

Round	Max Visibility
3	36"
4	24"
5	18"
6	12"
7	9"
8+	Pitch Black rules in effect

(3) THE DEFENDER'S ESCAPE

- If a defender moves into base contact with the Ash Gate, they can attempt to escape – roll 2D6 and subtract the fighter's Strength.
- If the result is equal or less than the current round, the fighter escapes. Remove them from play.
- If the result is higher than the current round, the fighter suffers a Strength 4, AP 0, Damage 1 hit and is blown D6" directly away from the Ash Gate.

★ CAMPAIGN REWARDS

SPECIAL

- Win or lose, the defender's days are numbered.
- If they are victorious, they head out into the Ash Wastes, perhaps to start their own settlement or rise to rulership over a local tribe.
- If they lose, well, the gears of the mighty gate aren't greased by oil alone...
- This is the end for the gang, for good or for ill.

CREDITS

- N/A

EXPERIENCE

- Every participating attacker gains +1 XP.

REPUTATION

- Every attacker gains +1 Rep for participating.
- If the defender Bottled out, the attackers each gain +1 bonus Rep.

4. THE LONG NIGHT

INTRODUCTION

Gangs must fight to survive a sector-wide shutdown, battling darkness, cold, horrors, and each other, hoping to see the artificial dawn.

SCENARIO OBJECTIVE

In the shadow of one of the great Ash Gates ringing the base of the hive, the defender must hold out long enough for the mighty seal to open, allowing them to escape. The attackers seek to prevent this from happening.

BATTLEFIELD

- Standard setup.

CREW SELECTION

- The gang with the highest Gang Rating may field their entire gang.
- Every other gang uses Custom Selection (10).
 - ▶ *Four other gangs: Custom Selection (7).*
 - ▶ *Five other gangs: Custom Selection (5).*
- This scenario can be played one-on-one, but is designed for one powerful gang to face multiple, less-powerful opponents.
- Underdog rules are not used in this scenario.

GANG TACTICS & BONUSES

- Each side may choose two Gang Tactics cards specific to their gang.

GANG DEPLOYMENT

Standard deployment.

ENDING THE BATTLE

The game ends at the end of round 9 – or only one gang has fighters left on the battlefield.

CLAIMING VICTORY

- If at least a third of the defender's crew (rounding down) escaped via the Ash Gate, they win.
- Otherwise, the attackers win.

SCENARIO SPECIAL RULES

(1) DEEPEST DARKNESS

- Power to this entire sector has been shut down: darkness descends, lumens fail, cold sets in as thermal vents close, and critters gather as automated defences power down.
- The **Pitch Black** rules are in effect for this scenario.

(2) FREEZING COLD

- The plummeting temperatures leave the gangs in danger of succumbing to the numbing cold if they don't keep moving.
- If a fighter does not take at least one Move (Simple) or Charge (Double) action, they must check Toughness at the end of their activation – if failed, they suffer a Flesh Wound.
- Fighters that are subject to the Blaze condition do not need to make this check. Teach a ganger to create fire and he'll be warm for a day – set him on fire, and he'll be warm for the rest of his life.

(3) MONSTERS EVERYWHERE

- With darkness comes the monsters... and in the underhive, there are a lot of those.
- Any time a fighter is activated, roll two D6s, choose the higher score, and apply it to the below table:

Round	Result
1	The fighter suffers a Strength 6, AP -1, Damage 2 hit. If this leaves them Seriously Injured, they are dragged into the dark and go Out of Action.
2-3	A nightmarish creature emerges from the shadows, seeking prey. The fighter cannot activate this round as they desperately ward off this horror.
4-5	The fighter hesitates, hearing a noise. They can only make one action this round.
6	The fighter goes unnoticed and can act normally.

(4) EXTREME DANGER

- In each End Phase, after resolving Recovery, roll D6 for each Seriously Injured fighter – on 4+, that unfortunate is dragged into the dark and goes Out of Action.

★ CAMPAIGN REWARDS

SPECIAL

- Win or lose, the Long Night can mark the passing of a famed gang into legend.
- If the gang with the highest Gang is victorious, they disappear into the dark of the underhive, leaving only whispered, ever-taller tales in their wake.
- If they lose, they will learn that their bones look the same as everyone else's!
- This is the end for the gang, for good or for ill.

CREDITS

- N/A

EXPERIENCE

- Every participating attacker gains +1 XP.

REPUTATION

- Every attacker gains +1 Rep for participating.
- If the defender Bottled out, the attackers each gain +1 bonus Rep.

1. DAYLIGHT ROBBERY

INTRODUCTION

A small group of gangers comes across a lightly-defended warehouse and attempt to loot it before they're caught!

SCENARIO OBJECTIVE

The attacker aims to escape with their pilfered loot. The defender seeks to prevent this.

★ GANG RAID SCENARIO

The relatively small size of gang raids means that the following rule modifications apply:

BOTTLE THRESHOLD

- Take Bottle Tests on D3 instead of the usual D6.

BENEATH NOTICE

- Gang higher-ups rarely lead small-scale operations, passing these to trusted underlings:
 - Gang Leaders never participate in Gang Raids.*
 - Only one Champion can be included in the crew (make this choice prior to Random Selection).*
 - Hangers-On, Brutes, and Hired Guns cannot be included in the crew.*

MINOR AFFAIR

- Gang raids are low-level operations:
 - In campaign play, Territories, Rackets, and similar are not staked on the battle.*
 - The Infiltrate skill cannot be used.*
 - By default, gangs may not place loot caskets.*

ATTACKER & DEFENDER

- Campaign:** The gang that selected this scenario is the attacker.
- Skirmish:** Players roll off, with the winner deciding to attack or defend.

BATTLEFIELD

- Starting with the defender, take turns arranging six Zone Mortalis tiles in a 3x2 grid.
- Defender places a seventh tile adjacent to any existing short-edge tile. This is the **vault**.
- The short edge opposite the vault is the **escape route**.
- Defender places all barricades.

CREW SELECTION

- Attacker uses Custom Selection (3).
- Defender uses Random Selection (6) for their starting crew. Of these, randomly select three fighters to be Reinforcements.
- The gang with the lowest Crew Rating is the underdog.

GANG TACTICS & BONUSES

- Attacker may choose two Gang Tactics cards.
- Defender randomly draws two Gang Tactics cards.
- The underdog may spend the credit difference in Crew Ratings to purchase Underdog Bonuses:

MAX	UNDERDOG BONUS	COST
0-5	Draw a random Gang Tactics card	100
0-2	Choose a Gang Tactics card	200
0-5	Draw a random Underdog Tactics Card	200
0-2	Choose a Underdog Tactics card	400
0-1	Hire a Dramatis Personae	As stated
0-1	Hire a Bounty Hunter	As stated
0-5	Hire a Hive Scum	As stated

GANG DEPLOYMENT

- Attacker deploys their full crew within the vault.
- Attacker gives one of their fighters the **Stash** marker.
- Defender deploys their fighters anywhere on the battlefield at least 6" from any enemies.

ENDING THE BATTLE

The game ends when only one gang has fighters left on the battlefield.

SCENARIO SPECIAL RULES

(1) HOME TURF ADVANTAGE

- Defending fighters gain a +1 modifier when attempting to Rally.

(2) TAKE FLIGHT

- In the End Phase, any attacker within 1" of the escape route can Take Flight (even if Seriously Injured) – remove them from play.
- They count as being Out of Action for Bottle Tests.

(3) CLAIMING THE STASH

- If the attacker Takes Flight with the Stash marker, it is successfully claimed.

(4) GO THROUGH THEM

- The only way out for the attackers is through the defenders.
- The attacker does not take Bottle Tests and cannot voluntarily flee the battlefield.

(5) REINFORCEMENTS

- In the fourth End Phase, all of the defender's fighters arrive.
- They are deployed anywhere within 1" of the escape route, and at least 2" from any enemies.

CLAIMING VICTORY

- The attacker wins if at least one of their fighters has Taken Flight and the Stash marker has been claimed.
- If the defender Bottled out, the attacker wins automatically and claims the Stash marker.
- Otherwise, the defender wins.

★ CAMPAIGN REWARDS

CREDITS

- If the attacker claimed the Stash marker, they gain D6x10 credits.

EXPERIENCE

- Every participating fighter gains +1 XP.
- The Gang Leader of the winning gang gains +1 XP, despite not participating.

REPUTATION

- If the attacker wins, they gain +2 Rep.
- If the defender wins, they gain +D3+1 Rep.

2. MERCATOR STOREHOUSE HEIST

INTRODUCTION

Two gangs send infiltrators into an abandoned Guilder storehouse, intent on claiming something valuable.

SCENARIO OBJECTIVE

Both gangs seek to escape with the auction item.

★ GANG RAID SCENARIO

The relatively small size of gang raids means that the following rule modifications apply:

BOTTLE THRESHOLD

- Take Bottle Tests on D3 instead of the usual D6.

BENEATH NOTICE

- Gang higher-ups rarely lead small-scale operations, passing these to trusted underlings:
 - Gang Leaders never participate in Gang Raids.*
 - Only one Champion can be included in the crew (make this choice prior to Random Selection).*
 - Hangers-On, Brutes, and Hired Guns cannot be included in the crew.*

MINOR AFFAIR

- Gang raids are low-level operations:
 - In campaign play, Territories, Rackets, and similar are not staked on the battle.*
 - The Infiltrate skill cannot be used.*
 - By default, gangs may not place loot caskets.*

BATTLEFIELD

- Roll off – the winner places a Zone Mortalis tile as the battlefield's centre.
- Take turns placing four more tiles adjacent to the centre, forming a cross.
- There must be a clear route from the centre tile to the furthest four edges.
- Place a token in the middle of the central tile – this is the **auction item**.

CREW SELECTION

- Custom Selection (4).
- The gang with the lowest Crew Rating is the underdog.

GANG TACTICS & BONUSES

- Gang Tactics cards are not used in this scenario.
- The underdog may spend the credit difference in Crew Ratings to purchase Underdog Bonuses:

MAX	UNDERDOG BONUS	COST
0-5	Draw a random Gang Tactics card	100
0-2	Choose a Gang Tactics card	200
0-5	Draw a random Underdog Tactics Card	200
0-2	Choose a Underdog Tactics card	400
0-1	Hire a Dramatis Personae	As stated
0-1	Hire a Bounty Hunter	As stated
0-5	Hire a Hive Scum	As stated

GANG DEPLOYMENT

- Roll off – the winner deploys a defence servitor within 1" of the auction item.
- Roll off – the winner chooses one of the four outlying tiles and deploys their crew within 3" of its far edge.
- The other player deploys likewise on the tile directly opposite.
- The far edges of the remaining two tiles become the **escape routes**.

ENDING THE BATTLE

The game ends when the defence servitor is destroyed – or there are no gangs left on the battlefield.

If only one gang is left on the battlefield, they may continue the game to try and destroy the servitor, claiming the win.

SCENARIO SPECIAL RULES

(1) HOLE IN THE WALL

- Once per game, instead of activating a fighter, a gang can place a Ductway.

(2) THE AUCTION ITEM

- Whatever it is, it's valuable. Once the servitor is destroyed (and not before), a fighter within 1" of the item can take the following action:
 - **CARRY (Simple):** *Very carefully pick up the item. Place the auction item marker beside the fighter.*
 - While carrying, a fighter can only use an Unwieldy weapon if they have the Bulging Biceps skill.*
- A fighter drops the item if they go Out of Action – leave the marker in their final position.

(3) THE GETAWAY

- In the End Phase, a fighter within 1" of an escape route can flee (even if Seriously Injured) – remove them from play.
- They count as being Out of Action for Bottle Tests.
- If the fighter was carrying the auction item, their gang successfully claims it and rolls on the **Rare Item table** (see over).

THE DEFENCE SERVITOR

The servitor has the following profile and rules:

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

	Rng		Acc		Str	AP	D	Am	T	
	S	L	S	L						
Grav-Gun	9"	18"	+1	-	*	-1	2	5+		Blast (3"), Grav Pulse, Concussion
Servo-Claw	-	E	-	-	+2	-	2	-		Melee
Light Carapace	4+ Armour Save									

(1) HARD-WIRED

- The servitor cannot move, cannot be Pinned, automatically passes Cool checks, and has a 360° vision arc.

(2) MINDLESS AUTOMATON

- Instead of rolling for Injury, the servitor simply loses -1 Toughness. At zero, it goes Out of Action.

(3) OVERWATCH ROUTINE (NOT ENGAGED)

- If the servitor is not Engaged, it checks Initiative any time a fighter ends their activation within its line of sight:
 - *The first check in a round is automatically passed.*
 - *If the fighter attacked the servitor in this round, the check is automatically passed.*
- If passed, the servitor makes a *Shoot (Basic)* action against the targeted fighter.

(4) RETALIATION ROUTINE (ENGAGED)

- If the servitor is Engaged, it only ever makes Reaction attacks – it will never be first to attack.

CLAIMING VICTORY

- The gang that claims the auction item is the winner.
- If one gang voluntarily Bottles, the other wins automatically and claims the auction item – if they first destroy the servitor.

★ CAMPAIGN REWARDS

SPECIAL

- If a gang successfully escaped with the auction item, they roll D66 to see what they've scored:

RARE ITEM TABLE	
D66	RESULT
11	USELESS TAT: Gain D3x10 credits.
12-46	VALUABLE TO SOMEONE: Gain D6x15 credits.
51-53	ARMS TRADE: Gain one free weapon from the Trading Post or Black Market. It must cost less than 100 credits and have a Rarity/Legality of (10) or less.
54-56	EXOTIC GEAR: Gain one free piece of equipment from the Trading Post or Black Market. It must cost less than 100 credits, have a Rarity/Legality of (10) or less, and cannot be a Status Item or Exotic Beast.
61-63	VALUABLE HAUL: Gain one free weapon or piece of equipment from the Trading Post or Black Market. It must cost less than 125 credits, have a Rarity/Legality of (11) or less, and cannot be a Status Item or Exotic Beast.
64-66	RARE FIND: Gain one free weapon or piece of equipment from the Trading Post or Black Market. It must cost less than 150 credits, have a Rarity/Legality of (12) or less, and cannot be a Status Item or Exotic Beast.

EXPERIENCE

- Every participating fighter gains +1 XP.
- The Gang Leader of the winning gang gains +1 XP, despite not participating.

REPUTATION

- If a gang claims the auction item, they gain +2 Rep.
- If this was the first battle between these two gangs, they both gain +1 Rep.
- If either gang bottled out, they lose -1 Rep.

3. CLANDESTINE RENDEZVOUS

INTRODUCTION

Rivals interrupt a surreptitious meeting between a gang and a corrupt official.

SCENARIO OBJECTIVE

The attacker aims to kill the corrupt enforcer, and maybe even wipe their enemies out in the process – the defenders seek to escort the enforcer to safety, very aware that saving their life will aid them in the future!

★ GANG RAID SCENARIO

The relatively small size of gang raids means that the following rule modifications apply:

BOTTLE THRESHOLD

- Take Bottle Tests on D3 instead of the usual D6.

BENEATH NOTICE

- Gang higher-ups rarely lead small-scale operations, passing these to trusted underlings:
 - Gang Leaders never participate in Gang Raids.*
 - Only one Champion can be included in the crew (make this choice prior to Random Selection).*
 - Hangers-On, Brutes, and Hired Guns cannot be included in the crew.*

MINOR AFFAIR

- Gang raids are low-level operations:
 - In campaign play, Territories, Rackets, and similar are not staked on the battle.*
 - The Infiltrate skill cannot be used.*
 - By default, gangs may not place loot caskets.*

ATTACKER & DEFENDER

- Campaign:** The gang that selected this scenario is the attacker.
- Skirmish:** Players roll off, with the winner deciding to attack or defend.

BATTLEFIELD

- Starting with the defender, take turns arranging six Zone Mortalis tiles in a 3x2 grid.
- Defender places a seventh tile adjacent to any existing short-edge tile. This is the **vault**.
- The short edge opposite the vault is the **escape route**.
- Defender places all barricades.

CREW SELECTION

- Attacker uses Custom Selection (5).
- Defender uses Custom Selection (4), plus the Corrupt Enforcer (who raises their Gang Rating by 160 points).
- The gang with the lowest Crew Rating is the underdog.

GANG TACTICS & BONUSES

- Attacker may choose two Gang Tactics cards.
- Defender randomly draws two Gang Tactics cards.
- The underdog may spend the credit difference in Crew Ratings to purchase Underdog Bonuses:

MAX	UNDERDOG BONUS	COST
0-5	Draw a random Gang Tactics card	100
0-2	Choose a Gang Tactics card	200
0-5	Draw a random Underdog Tactics Card	200
0-2	Choose a Underdog Tactics card	400
0-1	Hire a Dramatis Personae	As stated
0-1	Hire a Bounty Hunter	As stated
0-5	Hire a Hive Scum	As stated

GANG DEPLOYMENT

- Defender deploys the **Corrupt Enforcer** in the battlefield's centre.
- Defender deploys within 4" of the Corrupt Enforcer.
- Attacker deploys their fighters anywhere on the battlefield at least 4" from any enemies.

ENDING THE BATTLE

The game ends when the Corrupt Enforcer escapes the battlefield – or when only one gang has fighters left.

SCENARIO SPECIAL RULES

(1) CORRUPT ENFORCER

- The Corrupt Enforcer is considered part of the defender's gang, who can be activate them just like any other fighter.
- The enforcer cannot be included in a Group Activation.

(2) AMBUSH!

- The attackers take Priority in the first round.

(3) CAUGHT FLAT-FOOTED

- In the first round, the defenders must check Cool
- when activating – if failed, they can only take one action, rather than two.

(4) TO SAFETY

- In the End Phase, if the Corrupt Enforcer is within 1" of a battlefield edge and not Engaged, they can slip away and escape – remove them from play.

CLAIMING VICTORY

- If the Corrupt Enforcer escapes, or there are no attackers left on the battlefield, the defender wins.
- The attacker can only win by killing the Corrupt Enforcer.
- On any other result, the game is a draw.

THE CORRUPT ENFORCER

The enforcer has the following profile:

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

	Rng		Acc		Str	AP	D	Am	T
	S	L	S	L					
Enforcer Shotgun									
– Salvo	4"	12"	+1	-	4	-	2	4+	Rapid Fire (1), Knockback
– Shredder	-	T	-	-	2	-	1	4+	Scattershot, Template
Stub Gun	6"	12"	+2	-	3	-	1	4+	Plentiful, Sidearm
Shock Stave	E	2"	-	-	S+1	-	2	-	Shock, Versatile, Melee
Layered Flak Armour	5+ Armour Save, 4+ vs Blast or Flame								
Armoured Undersuit	Increase existing armour save by +1								

★ CAMPAIGN REWARDS

CREDITS

- N/A

EXPERIENCE

- Every participating fighter gains +1 XP.
- An attacker who kills the Corrupt Enforcer gains +1 bonus XP.
- The Gang Leader of the winning gang gains +1 XP, despite not participating.

REPUTATION

- If the attacker wins, they gain +D3 Rep.
- If the defender wins, they gain +1 Rep.
- If either gang bottled out, they lose -1 Rep.

4. BAR BRAWL

INTRODUCTION

Naturally, gangers and hivers alike regularly seek out drinking holes... even as tensions run hot, and things get tense.

SCENARIO OBJECTIVE

When a bar brawl breaks out, there is only one objective – be the last one standing!

★ GANG RAID SCENARIO

The relatively small size of gang raids means that the following rule modifications apply:

BOTTLE THRESHOLD

- Take Bottle Tests on D3 instead of the usual D6.

BENEATH NOTICE

- Gang higher-ups rarely lead small-scale operations, passing these to trusted underlings:
 - ▶ *Gang Leaders never participate in Gang Raids.*
 - ▶ *Only one Champion can be included in the crew (make this choice prior to Random Selection).*
 - ▶ *Hangers-On, Brutes, and Hired Guns cannot be included in the crew.*

MINOR AFFAIR

- Gang raids are low-level operations:
 - ▶ *In campaign play, Territories, Rackets, and similar are not staked on the battle.*
 - ▶ *The Infiltrate skill cannot be used.*
 - ▶ *By default, gangs may not place loot caskets.*

BATTLEFIELD

1. Set up a small area to represent the bar.
2. This can be two Zone Mortalis tiles, the playmat from Necromunda: Dark Uprising, or game box's lid.

CREW SELECTION

- Custom Selection (4).
- Underdog rules are not used in this scenario.

GANG TACTICS & BONUSES

- Gang Tactics cards are not used in this scenario.

GANG DEPLOYMENT

1. Roll off – the winner chooses to deploy first or last.
2. If they choose last, the next highest score is first to deploy.
3. Alternate deploying one fighter at a time, anywhere in the bar at least 3" from another fighter.
4. Roll off – take turns placing D3+3 **Bar Patrons** (represented by appropriate models – see over), anywhere in the bar at least 1" from any gang fighters.

ENDING THE BATTLE

The game ends when only one gang has fighters in the bar.

CLAIMING VICTORY

- The last gang with fighters left in the bar is the winner.

SCENARIO SPECIAL RULES

(1) CHECK YOUR GUNS AT THE DOOR

- Any Necromundan saloon owner with half a brain enforces a 'no guns' policy.
- In this scenario, ranged weapons, grenades, and close combat weapons worth more than 20 credits cannot be used.
- If this leaves a fighter weaponless, they are armed with a broken stool or table, which counts as a maul.

(2) HAZY AWARENESS

- The gangs are several drinks deep when the trouble starts. Group Activations cannot be used.

(3) A NIGHT OF REVELRY

- Every fighter is subject to the Intoxicated condition in this scenario:
 - ▶ **INTOXICATED:** *The fighter has -1 Movement, Weapon Skill, and Ballistic Skill.*

They automatically pass Cool checks.

Roll D6 when the fighter activates – they lose the Intoxicated condition on a 6 in the first round, or 4+ from the second round onwards.

BAR PATRONS

Bar patrons all have the following profile, and are armed with either a **barstool** or **fighting knife**.

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

	Rng		Acc		Str	AP	D	Am	T
	S	L	S	L					
Barstool	-	E	-	-	S	+1	2	-	Melee
Fighting Knife	-	E	-	-	S	-1	1	-	Backstab, Melee

(1) LOCAL SCUMMERS

- Bar Patrons are treated as fighters in all respects, except that they automatically go Out of Action when they reach zero Wounds.

(2) ACTIVATION

- A Bar Patron activates when one of the following occurs:
 - A fighter takes the *Fight (Basic)* action within 3" of them.
 - A fighter ends a *Move (Simple)* or *Charge (Double)* action within 2" of them.
- Note that a single action can activate multiple Bar Patrons. However, each Bar Patron can only activate a maximum of once per round.

(3) BEHAVIOUR

- When a Bar Patron activates, roll D6 on the below table to see what they do:

D6	RESULT
1-2	COME 'ERE AN' SAY THAT! Roll D6: <ul style="list-style-type: none"> 1-3: The Bar Patron flings a piece of furniture at a nearby head. They take a <i>Shoot (Basic)</i> action at the nearest fighter (even if it was not the one who triggered them). The attack is Strength 2, AP 0, Damage 1. 4-6: The Bar Patron takes a <i>Charge (Double)</i> action, targeting the nearest fighter (even if it was not the one who triggered them). They attack with a maul or fighting knife – alternate between them for each Bar Patron attack.
3-4	WHERE'S MY DRINK? They sway drunkenly in place, taking no action.
5-6	I'M GETTING OUT OF HERE – URRP: They flee the bar – remove them from play.

★ CAMPAIGN REWARDS

SPECIAL

- To the Victor:** The winner gains 2D3 bottles of Wildsnake and/or Second Best – their choice.
- To the Losers:** Each losing gang must randomly select one of their participating fighters – all are locked up for disturbing the peace!
- They count as having a Grievous Injury (in addition to any actual Lasting Injuries they suffered).
- On the plus side, if a locked-up fighter suffered a Critical Injury in the brawl, they automatically survive.

CREDITS

- N/A

EXPERIENCE

- Every participating fighter gains +1 XP.
- The Gang Leader of the winning gang gains +1 XP, despite not participating.

REPUTATION

- The winner gains +2 Rep.
- If this was the first encounter between two participating gangs, they both gain +1 Rep.

1. MERCY MISSION

INTRODUCTION

In the aftermath of a brutal gang battle, both sides try to get their fallen fighters to safety.

SCENARIO OBJECTIVE

Each gang aims to have their Rogue Docs help their Seriously Injured fighters Recover and escape the area.

BATTLEFIELD

- Standard set up.

CREW SELECTION

- Random Selection (5).
- Each gang also adds a Rogue Doc, and a Hive Scum armed with a Stub Gun to their crew.
- Underdog rules are not used in this scenario.

GANG TACTICS & BONUSES

- Gang Tactics cards are not used in this scenario.

GANG DEPLOYMENT

1. Roll off – the winner deploys one of their opponent's fighters (except for their Rogue Doc or Hive Scum) anywhere on the battlefield.
2. Alternate in this manner until all regular fighters are deployed. Note that these fighters begin the game **Seriously Injured**.
3. Randomly determine two opposite battlefield edges. These are the **exit points**.
4. The winner of the above roll off places their Rogue Doc and Hive Scum in base contact with one of the exit points, and each other.
5. The opponent then does the same, deploying their Rogue Doc and Hive Scum on the opposite exit point.

SCENARIO SPECIAL RULES

(1) THE AFTERMATH

- In this scenario, every fighter except for the Rogue Docs and Hive Scum begin the battle Prone, Seriously Injured, universally Out of Ammo, and on 1 Wound.
- Fighters can attempt Recovery as normal.

(2) MISSION OF MERCY

- Neither the Rogue Doc nor their attendant Hive Scum can take the *Coup de Grace (Simple)* action in this battle.

(3) HEALTH INSURANCE

- Neither side is willing to kill the docs, so if a Rogue Doc is hit by an attack, they are Pinned but otherwise unaffected.

(4) STABILISED

- The presence of the docs means that any fighters who go Out of Action do not need to roll for Lasting Injury.

ENDING THE BATTLE

The game ends in the End Phase if a gang has at least three fighters (not counting the Rogue Doc or Hive Scum) in contact with their battlefield edge – or when only one gang has fighters left on the battlefield.

CLAIMING VICTORY

- If a gang has three fighters in contact with their battlefield edge, they win.
- On any other result, the game is a draw.

★ CAMPAIGN REWARDS

CREDITS

- N/A

EXPERIENCE

- Every participating fighter gains +1 XP.
- If a fighter made it back to their battlefield edge, they gain +1 bonus XP.

REPUTATION

- The winner gains +D3 Rep.

Hanger-On Scenario:

2. DOME RUSH

INTRODUCTION

Two gangs follow a Dome Runner into dangerous territory, looking for loot.

SCENARIO OBJECTIVE

Both gangs must pursue the Dome Runner and seize the loot caskets he uncovers along the way.

BATTLEFIELD

- Standard set up.

CREW SELECTION

- Custom Selection (10).
- Underdog rules are not used in this scenario.

GANG TACTICS & BONUSES

- Gang Tactics cards are not used in this scenario.

GANG DEPLOYMENT

1. Roll off – the winner chooses a battlefield corner and deploys their entire crew within 6" of it.
2. Their opponent deploys their entire crew within 6" of the opposite corner.
3. A **Dome Runner** is deployed in the battlefield's centre.

SCENARIO SPECIAL RULES

(1) DOME RUN

- In each End Phase, the player with Priority activates the Dome Runner.
- The Dome Runner must move their maximum distance, and end their move at least 5" from where they started.
- After completing the Dome Runner's activation, the controlling player places a loot casket or trap (their choice) anywhere within 6".
- Alternatively, they may remove one trap within 6".

(2) FOLLOW HIM!

- Both sides are trying to follow the scout's trail and don't want to kill him, so if the Dome Runner is hit by an attack, they are Pinned but otherwise unaffected.

ENDING THE BATTLE

The game ends when a gang has opened three loot caskets – or when only one gang has fighters left on the battlefield.

CLAIMING VICTORY

- If a gang opened three loot caskets, or is the only gang remaining on the battlefield, they win.
- On any other result, the game is a draw.

★ CAMPAIGN REWARDS

CREDITS

- The winner gains 2D6x10 credits.
- Every loot casket a gang opened grants D6x10 credits.

EXPERIENCE

- Every participating fighter gains +1 XP.

REPUTATION

- The winner gains +D3 Rep.
- If either gang Bottled out, they lose -1 Rep.

3. TARGET PRACTICE

INTRODUCTION

Seeking bragging rights at the local watering hole, two gangs test their aim in an ammo-jack's bullet emporium.

SCENARIO OBJECTIVE

Each seeks to hit targets in the flashiest way and be first to 50 points.

BATTLEFIELD

- Standard set up.
- The battlefield should include a number of large open areas, and numerous long-range firing lines wherever possible.

CREW SELECTION

- Custom Selection (5).
- Underdog rules are not used in this scenario.

GANG TACTICS & BONUSES

- Gang Tactics cards are not used in this scenario.

GANG DEPLOYMENT

1. Roll off – the winner lines up their fighters within 6" of the battlefield centre of the battlefield.
2. The opponent lines up their fighters in the same way, opposite the enemy crew and also within 6" of the battlefield centre.
3. The fighters for each gang must be positioned within 2" of an ally.
4. An **Ammo-Jack** is deployed between the two sides.

ENDING THE BATTLE

The game ends when one gang reaches 50 points – or when only one gang has fighters left on the battlefield.

CLAIMING VICTORY

- The first gang to 50 points is the winner.
- On any other result, the game is a draw.

SCENARIO SPECIAL RULES

(1) HOME ON THE RANGE

- At the start of each round, before activating fighters and starting with whoever has Priority, both gangs alternate placing three **targets** on the battlefield.
- Use tokens to represent them. Targets must be placed within line of sight and weapon range of at least one enemy fighter (they can be placed in cover).

(2) AMBULLSEYE

- Targets can be attacked just as if they were fighters, applying range and cover modifiers as normal. If a target is hit, remove it from play.
- Each target is worth points as follows:
 - ▶ *Target hit at Long range:* +2 points
 - ▶ *Target hit in partial cover:* +2 points
 - ▶ *Target hit in full cover:* +3 points
 - ▶ *Target hit from over 24" away:* +4 points
 - ▶ *Shooting at the target risked hitting a friendly fighter:* +2 points per fighter at risk
- Record both a gang's total points, and individual points scored by each fighter.

(3) POINTS TALLY

- In the End Phase, the gang with the most points transfers the Ammo-Jack to their crew.
- If one fighter attacks another, the Ammo-Jack immediately moves within 6" of the offender and resolves a ranged attack against them.
- If the Ammo-Jack is attacked, the offending gang immediately loses the scenario.

★ CAMPAIGN REWARDS

CREDITS

- The winner gains 3D6x10 credits.

EXPERIENCE

- Every participating fighter gains +1 XP.
- If a fighter scored 20+ points, they gain +1 bonus XP.

REPUTATION

- The winner gains +D3 Rep.

1. THE BEATDOWN

INTRODUCTION

Two gangs have chanced upon each other in the underhive, and may well have gone on their way... if a couple of fighters didn't like the way their rivals looked at them.

SCENARIO OBJECTIVE

Each gang aims to drive away their rivals in a show of brawn and intimidation.

◆ HOUSE SCENARIO – GOLIATH

House scenarios are specifically designed for certain gangs. Any gang can play them, but an Arbitrator may need to adjust some elements to make narrative sense.

BATTLEFIELD

- Standard set-up.

CREW SELECTION

- Random Selection (D3+4).
- The gang with the lowest Crew Rating is the underdog.

GANG TACTICS & BONUSES

- Each gang may choose two Gang Tactics cards.
- The underdog may spend the credit difference in Crew Ratings to purchase Underdog Bonuses:

MAX	UNDERDOG BONUS	COST
0-5	Draw a random Gang Tactics card	100
0-2	Choose a Gang Tactics card	200
0-5	Draw a random Underdog Tactics Card	200
0-2	Choose a Underdog Tactics card	400
0-1	Hire a Dramatis Personae	As stated
0-1	Hire a Bounty Hunter	As stated
0-5	Hire a Hive Scum	As stated

CLAIMING VICTORY

- Whichever gang has at least one fighter with a Ready marker at the end of the game is the winner.

ENDING THE BATTLE

- The game ends in the Priority Phase if only one gang has fighters with Ready markers remaining on the battlefield.

GANG DEPLOYMENT

1. Roll off – whoever scores highest places the first fighter anywhere on the battlefield.
2. Alternate placing fighters within 12" of this first one.
3. If this is not possible (due to a lack of space or something similar), a fighter can be deployed further away, but only by the smallest distance possible.
4. The gangs select one random fighter each, issuing them with a Ready marker – these are the ones who looked at each other funny.

SCENARIO SPECIAL RULES

(1) YOU LOOKING AT ME?

- In each Priority Phase from the second onwards, each gang gains a number of Ready markers equal to the current round.
- These markers are immediately issued to any fighters.
- A fighter is never required to be given a Ready marker – even if they had one in a previous round.
- Note that the more fighters a gang activates within a round, the less reward they get when the game ends.

(2) NON-READY FIGHTERS

- Any fighter without a Ready marker becomes a spectator and does not participate in this game round.
 - ▶ *The 1" rule still applies to these fighters.*
 - ▶ *They confer no bonuses (such as Leading by Example).*
 - ▶ *They cannot be targeted by attacks or damaged by Blast or Template weapons.*
 - ▶ *They do count towards Bottle Tests.*

(3) CONCEDED

- From the second Priority Phase onwards, instead of issuing Ready markers, a gang can choose to concede defeat, ending the game.

★ CAMPAIGN REWARDS

CREDITS

- N/A

EXPERIENCE

- Every participating fighter gains +1 XP.
- If only one fighter was Readied during the game, they gain +D3 bonus XP.
- If only two fighters were Readied during the game, they both gain +1 bonus XP.

REPUTATION

- The winning gang gains:
 - ▶ +2D3 Rep if they did not Ready more than one fighter in each round; or
 - ▶ +D6 Rep if they did not Ready more than two fighters in each round; or
 - ▶ +D3 Rep if they Readied three or more fighters in each round.

2. SOMETHING TO PROVE

INTRODUCTION

A newly minted gang must learn fast – or die!

SCENARIO OBJECTIVE

The attacker is an underdog with something to prove, hoping to bloody the nose of the stronger defenders.

◆ HOUSE SCENARIO – GOLIATH

House scenarios are specifically designed for certain gangs. Any gang can play them, but an Arbitrator may need to adjust some elements to make narrative sense.

ATTACKER & DEFENDER

- **Campaign:** The gang with the lower Gang Rating is the attacker. If the gangs are tied on Rating, roll off – the winner decides to attack or defend.
- **Skirmish:** Players roll off, with the winner deciding to attack or defend.

BATTLEFIELD

- Standard set-up.

CREW SELECTION

- Attacker uses Custom Selection (D3+7).
- Defender uses Random Selection (D3+7).
- The gang with the lowest Crew Rating is the underdog.

GANG TACTICS & BONUSES

- Each gang may choose two Gang Tactics cards.
- The underdog may spend the credit difference in Crew Ratings to purchase Underdog Bonuses:

MAX	UNDERDOG BONUS	COST
0-5	Draw a random Gang Tactics card	100
0-2	Choose a Gang Tactics card	200
0-5	Draw a random Underdog Tactics Card	200
0-2	Choose a Underdog Tactics card	400
0-1	Hire a Dramatis Personae	As stated
0-1	Hire a Bounty Hunter	As stated
0-5	Hire a Hive Scum	As stated

GANG DEPLOYMENT

Standard deployment.

ENDING THE BATTLE

The game ends when only one gang has fighters left on the battlefield.

SCENARIO SPECIAL RULES

(1) GIANT KILLERS

- The defenders are fighting even more recklessly than usual.
- Calculate the difference in Gang Ratings (that is, how much more the defender's gang is worth compared to the attacker's) and consult the Giant Killer table.
- * Note that all results on the table are cumulative.

GANG RATING DIFFERENCE	CUMULATIVE EFFECTS
0-100	Attackers are immune to Bottle Tests.
101-250	On the Injury die, the attacker's Gang Leader counts Flesh Wounds as "No Effect." However, when the Gang Leader is activated from the second round onwards, if they are unable to make a <i>Shoot (Basic)</i> or <i>Fight (Basic)</i> action, they are restricted to making a single action on their turn.
251-500	When the attacker rolls to Injure an enemy, they may re-roll one Injury die. However, whenever they attempt Recovery, all attackers must roll an extra Injury die and choose an Out of Action result if one is rolled.
501+	Attackers automatically pass Cool checks.

CLAIMING VICTORY

- The gang with the most fighters left on the battlefield is the winner.

★ CAMPAIGN REWARDS

CREDITS

- Attacker gains D6x10 credits for every defender they take Out of Action.
- Defender gains D3x10 credits for every fighter they have left on the battlefield at the end of the game.

EXPERIENCE

- Every participating fighter gains +1 XP.
- Each defender still on the battlefield at the end of the game gains +1 bonus XP.

REPUTATION

- If the attacker wins, they gain +D3 Rep.
- If either gang bottled out, they lose -1 Rep.

3. FEAST OF THE FALLEN

INTRODUCTION

Awaken the ancestors!

SCENARIO OBJECTIVE

Two gangs honour the hardest fighters to ever walk the underhive, making offerings of violence to invite these legendary ancestors to empower them.

... and when one does, their opponents seek to bring them down, because while becoming a god is glorious, killing one is even better!

◆ HOUSE SCENARIO – GOLIATH

House scenarios are specifically designed for certain gangs. Any gang can play them, but an Arbitrator may need to adjust some elements to make narrative sense.

BATTLEFIELD

- Standard set-up.

CREW SELECTION

- Custom Selection (D3+7).
- The gang with the lowest Crew Rating is the underdog.

GANG TACTICS & BONUSES

- Each gang may choose two Gang Tactics cards.
- The underdog may spend the credit difference in Crew Ratings to purchase Underdog Bonuses:

MAX	UNDERDOG BONUS	COST
0-5	Draw a random Gang Tactics card	100
0-2	Choose a Gang Tactics card	200
0-5	Draw a random Underdog Tactics Card	200
0-2	Choose a Underdog Tactics card	400
0-1	Hire a Dramatis Personae	As stated
0-1	Hire a Bounty Hunter	As stated
0-5	Hire a Hive Scum	As stated

GANG DEPLOYMENT

Standard deployment.

ENDING THE BATTLE

The game ends when only one gang has fighters left on the battlefield.

SCENARIO SPECIAL RULES

(1) AN OFFERING OF VIOLENCE

- If a fighter suffers an unsaved wound from a weapon with the *Blast*, *Blaze*, *Gas*, *Toxin*, *Melee*, *Shock* or *Versatile* trait, check to see if they become empowered by their ancestors (prior to rolling Injury).
- Roll D6 – on 4+, they become **empowered**. Disregard “An Offering of Violence” for the rest of the battle.

(2) EMPOWERMENT

- The empowered fighter is immediately restored to full Wounds.
- Any conditions or effects inflicted by the attack they suffered are disregarded.
- They then gain the following abilities:
 - ▶ *Immune to Pinning.*
 - ▶ *Counts Flesh Wounds as “No Effect.”*
 - ▶ *Count Serious Injuries inflicted by ranged weapons as Flesh Wounds.*

(3) GODS OF THE UNDERHIVE

- The fighter’s empowering depends on what kind of wound triggered it:
 - ▶ **Melee or Versatile:** *The fighter becomes the God of Blood. Their unarmed attacks become Damage 5.*
 - ▶ **Blaze:** *The fighter becomes the God of Fire. They are immune to the effects of the Blaze trait, and their unarmed attacks gain the Blaze trait.*
 - ▶ **Toxin or Gas:** *The fighter becomes the God of Poison. Their unarmed attacks gain the Toxin trait.*
 - ▶ **Shock:** *The fighter becomes the God of Pain. Their unarmed attacks gain the Shock and Versatile traits (with a Long range of 6”).*
 - ▶ **Blast:** *The fighter becomes the God of Fury. They become immune to attacks with the Blast (3”) trait, and their unarmed attacks gain the Blast (3”) trait.*

CLAIMING VICTORY

- If an empowered fighter remains on the battlefield at the end of the game, that gang is the winner.
- Otherwise, their opponent wins.

★ CAMPAIGN REWARDS

CREDITS

- N/A

EXPERIENCE

- Every participating fighter gains +1 XP.
- If a fighter takes the empowered fighter Out of Action, they gain +D3 bonus XP.
- If the empowered fighter remains on the battlefield at the end of the game, they gain +D3+1 bonus XP.

REPUTATION

- The winner gains +D3 Rep.
- If either gang bottled out, they lose -1 Rep.

4. KHIMERIX HUNT

INTRODUCTION

Something's stalking the gang's turf...

SCENARIO OBJECTIVE

There's a Khimerix loose in this section of the underhive – perhaps one of the gangs is trying to tame it, or perhaps the rivals are simply in the wrong place at the wrong time.

◆ HOUSE SCENARIO – ESCHER

House scenarios are specifically designed for certain gangs. Any gang can play them, but an Arbitrator may need to adjust some elements to make narrative sense.

BATTLEFIELD

- Standard set-up.

CREW SELECTION

- Custom Selection (D3+7).
- The gang with the lowest Crew Rating is the underdog.

GANG TACTICS & BONUSES

- Each gang may choose two Gang Tactics cards.
- The underdog may spend the credit difference in Crew Ratings to purchase Underdog Bonuses:

MAX	UNDERDOG BONUS	COST
0-5	Draw a random Gang Tactics card	100
0-2	Choose a Gang Tactics card	200
0-5	Draw a random Underdog Tactics Card	200
0-2	Choose a Underdog Tactics card	400
0-1	Hire a Dramatis Personae	As stated
0-1	Hire a Bounty Hunter	As stated
0-5	Hire a Hive Scum	As stated

GANG DEPLOYMENT

Standard deployment.

ENDING THE BATTLE

The game ends when the Khimerix is taken Out of Action – or when only one gang has fighters left on the battlefield.

SCENARIO SPECIAL RULES

(1) THE PREDATOR PROWLs

- The Khimerix does not begin the game in play – place it to one side. It uses the following profile:

M	WS	BS	S	T	W	I	A	Ld	CI	WP	Int
6"	4+	4+	4	5	3	3+	3	8+	7+	7+	8+

(2) SCENT OF BLOOD

- Each time a fighter suffers a Flesh Wound, Serious Injury, or is taken Out of Action, they must roll D6 – on 5+, the Khimerix shows itself.
- Each subsequent roll in the same round gains a cumulative +1 modifier.
- The Khimerix is placed by the player who rolled – either in base contact with the injured fighter, or else on the point where they went Out of Action.
- The Khimerix then immediately **resolves behaviour**, as described below.
- Once the Khimerix appears, disregard the “Scent of Blood” rule until it vanishes again.

(3) KHIMERIX BEHAVIOUR

- When the Khimerix activates, go down its list of Triggers and resolve the first one that applies:
 - ▶ **A fighter is in base contact:** *The Khimerix resolves a Fight (Basic) action.*
 - *The Khimerix attacks with Razor-Sharp Talons (Strength 5, AP -1, Damage 3, with the Rending trait).*
 - ▶ **A fighter is located within 9”:** *The Khimerix resolves a Charge (Double) action against that target.*
 - ▶ **A fighter is located within 12”:** *The Khimerix resolves a Move (Simple) action, advancing its full distance, and then resolves a Shoot (Basic) action against that target.*
 - *The Khimerix uses Gaseous Eruption Breath (Template, Gas).*
 - ▶ **Khimerix has suffered at least one wound:** *It resolves a Regenerate (Simple) action.*
 - ▶ **None of the above:** *The Khimerix returns to the shadows and is removed from play.*

(4) BIGGER PROBLEMS

- If the Khimerix is within 12" of an activated fighter, that fighter can only target the Khimerix if they wish to attack.

(5) EVASION INSTINCTS

- The Khimerix has **Scaly Hide** (armour save of 5+).
- If the Khimerix suffers an unsaved wound, check Initiative before applying Damage – if passed, the Khimerix only loses one Wound and ignores the effects of any Weapon Traits.
- The Khimerix then flees into the shadows and is removed from play.
- It will not reappear again this round, but may do so in future.

(6) CLAIMING PREY

- In each End Phase, if the Khimerix is in base contact with a Seriously Injured fighter, and there are no other fighters within 6", it savagely drags this prey off into the shadows.
- The victim goes Out of Action, and the Khimerix vanishes into the shadows.
- It will not reappear this round, but may do so in future.

CLAIMING VICTORY

- If a gang takes the Khimerix Out of Action, they win.
- If only one gang has fighters left on the battlefield, and the Khimerix is still in play, the result is a draw.

★ CAMPAIGN REWARDS

CREDITS

- The gang that took the Khimerix Out of Action gains 2D6x10 credits.

EXPERIENCE

- Every participating fighter gains +1 XP.
- If a fighter takes the Khimerix Out of Action, they gain +D3 bonus XP.

REPUTATION

- The winner gains +D3 Rep.
- If either gang bottled out, they lose -1 Rep.

5. BACK FROM THE DEAD

INTRODUCTION

In the aftermath of a corpse-strewn battle, a Death-Maiden is born!

SCENARIO OBJECTIVE

There's a Khimerix loose in this section of the underhive – perhaps one of the gangs is trying to tame it, or perhaps the rivals are simply in the wrong place at the wrong time.

◆ HOUSE SCENARIO – ESCHER

House scenarios are specifically designed for certain gangs. Any gang can play them, but an Arbitrator may need to adjust some elements to make narrative sense.

ATTACKER & DEFENDER

- **Campaign:** If only one player has an Escher gang, they automatically become the defender. Otherwise, roll off – the winner decides whether to attack or defend.
- **Skirmish:** Players roll off, with the winner deciding to attack or defend.

BATTLEFIELD

- Standard set-up.

CREW SELECTION

- Attacker uses Random Selection (10). Once chosen, the crew is divided into two groups of five – the first is the starting crew, and the second becomes Reinforcements.
- Defender uses Random Selection (1).
- The gang with the lowest Crew Rating is the underdog.

GANG TACTICS & BONUSES

- Each gang may choose two Gang Tactics cards.
- The defender randomly draws +1 additional card if their chosen fighter has the *Gang Heirarchy (X)* rule, or +2 if they have the *Gang Fighter (X)* rule.
- The underdog may spend the credit difference in Crew Ratings to purchase Underdog Bonuses:

MAX	UNDERDOG BONUS	COST
0-5	Draw a random Gang Tactics card	100
0-2	Choose a Gang Tactics card	200
0-5	Draw a random Underdog Tactics Card	200
0-2	Choose a Underdog Tactics card	400
0-1	Hire a Dramatis Personae	As stated
0-1	Hire a Bounty Hunter	As stated
0-5	Hire a Hive Scum	As stated

GANG DEPLOYMENT

1. Attacker deploys their first team of five within 2" of any battlefield edge.
2. Defender deploys their sole fighter within 6" of the battlefield's centre.
3. Starting with the defender, alternate placing six markers anywhere within 12" of the battlefield's centre, and at least 4" from another marker. These markers represent **corpses**.

ENDING THE BATTLE

The game ends when only one gang has fighters left on the battlefield.

SCENARIO SPECIAL RULES

(1) SNEAK ATTACK

- The scenario uses this ruleset.

(2) FIELD OF CORPSES

- A fighter within 1" of a corpse marker can take the following action:
 - ▶ **SCAVENGE (Basic):** Remove the corpse marker and Roll D6 on the below table. The fighter is now armed with that weapon.

D6	SCAVENGED WEAPON
1	Fighting Knife
2	Laspistol
3	Stub Gun (Dum Dum Rounds)
4	Shotgun (Solid & Scatter Ammo)
5	Lasgun
6	Bolt Pistol

- A fighter can only carry one scavenged weapon at a time – if they collect a new one, they must discard the old one.
- All scavenged weapons are automatically discarded at the end of the game.

(3) DISORIENTED RAGE

- The newly-risen Death-Maiden is only just coming to her senses – as time goes on, she will become more deadly.
- In this scenario, the defender's sole fighter can take a number of activations equal to the current round – so two in the second, three in the third, and so on.
- They still take two actions per activation, as normal.

- Regardless of how many activations the defender is able to take, play still alternates to the opponent in between each one.

(4) DEAD ON ARRIVAL

- When the defender's fighter attempts Recovery, they automatically count as rolling a Flesh Wound.

(5) REINFORCEMENTS

- Once the alarm has been raised, 2 random attackers arrive in each End Phase.
- Roll D6 for each – on 3+, the attacker deploys them, otherwise the defender does.
- Deployment must be within 1" of any battlefield edge and at least 12" from any enemies.

CLAIMING VICTORY

- If the defender's fighter remains on the battlefield at the end of the game, they win.
- Otherwise, the attacker wins.

★ CAMPAIGN REWARDS

CREDITS

- N/A

EXPERIENCE

- Every participating fighter gains +1 XP.
- An attacker who takes the sole defender Out of Action gains +D3 bonus XP.

REPUTATION

- The winner gains +D3 Rep.

6. ROAD BLOCK

INTRODUCTION

A bloody road to victory.

SCENARIO OBJECTIVE

The attacker assaults the defender's trade road, aiming to breach their road blocks and plunder the cargo beyond.

◆ HOUSE SCENARIO – ORLOCK

House scenarios are specifically designed for certain gangs. Any gang can play them, but an Arbitrator may need to adjust some elements to make narrative sense.

ATTACKER & DEFENDER

- **Campaign:** The player with the lower Gang Rating is the attacker. If the gangs are equal, roll off – the winner decides whether to attack or defend.
- **Skirmish:** Players roll off, with the winner deciding to attack or defend.

BATTLEFIELD

- Defender arranges the battlefield to create a road running from one side to the other.
- The road can twist and turn, and may include doors and other obstacles, but must be fully traversable.
- Defender designates one end as the entrance, and the other as the exit.
- The rest of the battlefield is impassable terrain.

CREW SELECTION

- Attacker uses Custom Selection (10).
- Defender uses Random Selection (10).
- The gang with the lowest Crew Rating is the underdog.

GANG TACTICS & BONUSES

- Each gang may choose two Gang Tactics cards.
- The defender randomly draws +1 additional card if their chosen fighter has the *Gang Heirarchy (X)* rule, or +2 if they have the *Gang Fighter (X)* rule.
- The underdog may spend the credit difference in Crew Ratings to purchase Underdog Bonuses:

MAX	UNDERDOG BONUS	COST
0-5	Draw a random Gang Tactics card	100
0-2	Choose a Gang Tactics card	200
0-5	Draw a random Underdog Tactics Card	200
0-2	Choose a Underdog Tactics card	400
0-1	Hire a Dramatis Personae	As stated
0-1	Hire a Bounty Hunter	As stated
0-5	Hire a Hive Scum	As stated

GANG DEPLOYMENT

1. Defender places three **Road Blocks** along the length of the road. These can be barricades, crates, or anything else granting cover, and should completely block a section of the road.
2. Defender deploys their whole crew, positioning each fighter within 6" of a Road Block. Each Road Block must have at least one fighter placed within range.
3. Attacker deploys their whole crew within 6" of the road entrance.

ENDING THE BATTLE

The game ends when only one gang has fighters left on the battlefield.

SCENARIO SPECIAL RULES

(1) ROAD BLOCKS

- A Road Block acts as full cover.
- Road Blocks can be targeted by ranged or close combat attacks – they are Toughness 5, Wounds 5.
- A fighter in base contact with a Road Block can take the following action:
 - ▶ **TEAR DOWN (Basic):** Roll D6 and add Strength, with a +2 modifier for each additional friendly fighter also in base contact with the Road Block – on 9+, the Road Block is destroyed and removed from play.

(2) HOME RUN

- If an attacker moves into base contact with the road exit, they may immediately be removed from play.
- They do not count as Out of Action for Bottle Tests.

CLAIMING VICTORY

- If the attacker gets three fighters off the battlefield via the road exit, they win.
- Otherwise, the defender wins.

★ CAMPAIGN REWARDS

CREDITS

- Attacker gains D6x10 credits for each fighter who leaves the battlefield via the road exit.
- Defender gains D6x10 credits if they win the battle.

EXPERIENCE

- Every participating fighter gains +1 XP.
- Each fighter who leaves the battlefield via the road exit gains +1 XP.

REPUTATION

- If the attacker wins, they gain +D3 Rep.
- If either gang bottled out, they lose -1 Rep.

7. BIG BAR BRAWL

INTRODUCTION

A drunken insult leads to a wild and two-fisted free-for-all in and around the local drinking hole!

SCENARIO OBJECTIVE

There is only one objective in a bar brawl – be the toughest, meanest, and last-est fighter standing... urrrrp.

◆ HOUSE SCENARIO – ORLOCK

House scenarios are specifically designed for certain gangs. Any gang can play them, but an Arbitrator may need to adjust some elements to make narrative sense.

BATTLEFIELD

- Standard setup.
- Ideally, the battlefield should represent a bar – either a full interior, or the exterior around it... or both!

CREW SELECTION

- Random Selection (7).
- Underdog rules are not used in this scenario.

GANG TACTICS & BONUSES

- Gang Tactics cards are not used in this scenario.

GANG DEPLOYMENT

1. Roll off – the highest score places the first fighter within 12" of the bar's centre.
2. Alternate placing fighters within 12" of the bar's centre, at least 1" from an already deployed fighter.

ENDING THE BATTLE

The game ends at the conclusion of any End Phase where only one gang has Standing fighters left inside the bar.

CLAIMING VICTORY

- The gang with at least one fighter still Standing at the end of the battle is the winner.

SCENARIO SPECIAL RULES

(1) CHECK YOUR GUNS AT THE DOOR

- The fighters are carousing when the trouble starts, and they are not armed for a gang fight.
- In this scenario, all participating fighters count as being unarmed and unarmoured, and they cannot use any of their equipment (including Exotic Beasts and Familiars).
- Fighters may still use skills that improve their combat capability, or grant special save rolls.

(2) DRINKING & FIGHTING

This scenario changes the game round to the following:

(1) PRIORITY PHASE

- As normal.

(2) DRINKING PHASE

- In Priority order, gangs alternate activating fighters.
- When a fighter activates, they must choose one of the following:
 - ▶ **Drink:** Gain +1 Intoxicated token.
 - ▶ **Stagger:** Move D6" in any direction.

(3) FIGHTING PHASE

- In Priority order, gangs alternate activating fighters – however, every action counts as *(Double)*.

(4) END PHASE

- All fighters who are currently Engaged move 1" directly away from their former opponent.
- These fighters then check Initiative, with a -1 modifier for each Intoxicated token they have – if failed, they become Pinned.
- The rest of the End Phase proceeds as normal.

(3) DRUNKEN OUTRAGE

- When a fighter takes the *Charge (Double)* action, they roll D6 for distance, instead of the usual D3.

(4) INTOXICATED TOKENS

- Every Intoxicated token that a fighter has grants +1 Toughness, but also applies an additional -1 modifier to hit.

★ CAMPAIGN REWARDS

CREDITS

- The winner gains D3x10 credits.

EXPERIENCE

- Every participating fighter gains +1 XP.
- If a fighter ends the game with four or more Intoxicated tokens, and they are still Standing, they gain +1 bonus XP.

REPUTATION

- The winner gains +1 Rep.

8. DEUS EX MACHINA

INTRODUCTION

A fighter has picked up a tech-curiosity from the local bazaar – and has been possessed by the fragmented consciousness of the Abominable Intelligence occupying it! Though this grants them strange boons, the fighter becomes a target for hunters determined to capture the malign machine spirit and learn its many secrets...

SCENARIO OBJECTIVE

The attackers seek to take the possessed fighter Out of Action to capture the Abominable Intelligence – while the unwitting defenders know only that if the tech-trinket is so sought-after, they need to keep it for themselves.

◆ HOUSE SCENARIO – VAN SAAR

House scenarios are specifically designed for certain gangs. Any gang can play them, but an Arbitrator may need to adjust some elements to make narrative sense.

ATTACKER & DEFENDER

- **Campaign:** If only one player has a Van Saar gang, they automatically become the attacker. Otherwise, the gang with the lower Gang Rating is the attacker. If the gangs are equal, roll off – the winner decides whether to attack or defend.
- **Skirmish:** Players roll off, with the winner deciding to attack or defend.

BATTLEFIELD

- Standard setup.

CREW SELECTION

- Attacker uses Custom Selection (10).
- Defender uses Random Selection (10). Once the starting crew has been created, randomly select one fighter – this individual is harbouring the Abominable Intelligence.
- The gang with the lowest Crew Rating is the underdog.

GANG TACTICS & BONUSES

- Each gang may choose two Gang Tactics cards.
- The defender randomly draws +1 additional card if their chosen fighter has the *Gang Heirarchy (X)* rule, or +2 if they have the *Gang Fighter (X)* rule.
- The underdog may spend the credit difference in Crew Ratings to purchase Underdog Bonuses:

MAX	UNDERDOG BONUS	COST
0-5	Draw a random Gang Tactics card	100
0-2	Choose a Gang Tactics card	200
0-5	Draw a random Underdog Tactics Card	200
0-2	Choose a Underdog Tactics card	400
0-1	Hire a Dramatis Personae	As stated
0-1	Hire a Bounty Hunter	As stated
0-5	Hire a Hive Scum	As stated

GANG DEPLOYMENT

- Standard rules.

ENDING THE BATTLE

The game ends when the Abominable Intelligence is captured (by taking fighter harbouring it Out of Action) – or when only one gang has fighters left on the battlefield.

CLAIMING VICTORY

- If the Abominable Intelligence is captured at the end of the battle, the attacker wins.
- If the attacker has no fighters left on the battlefield and the Abominable Intelligence has not been captured, the defender wins.
- On any other result, the game is a draw.

SCENARIO SPECIAL RULES

(1) GHOST OF THE MACHINE SPIRIT

- Place a token or marker beside the possessed fighter, representing the tech-cursed trinket.
- The malign machine spirit improves all of the possessed fighter's characteristics by +1 for this battle (to a maximum of 1+ or 10, as appropriate).
- The possessed fighter gains a special 5+ armour save that cannot be modified by a weapon's Armour Piercing. This can be made instead of an alternative armour save, not in addition to it.

(2) CAPTURING THE ABOMINABLE INTELLIGENCE

- If the possessed fighter is taken Out of Action, remove them from play but leave the tech-trinket marker behind.
- An attacker within 1" of the tech-trinket can take the following action:
 - ▶ **OPERATE CONTAINMENT DEVICE (Double):** *Check Intelligence with a -2 modifier – if passed, the fighter captures the Abominable Intelligence!*

(3) HANDS OFF!

- A defender within 1" of the marker can take the following action:
 - ▶ **COLLECT TECH-TRINKET (Simple):** *The fighter is immediately possessed by the Abominable Intelligence – place the tech-trinket marker beside them. They immediately gain the abilities stated in the "Ghost of the Machine Spirit" rule.*

★ CAMPAIGN REWARDS

CREDITS

- The winner gains D6x10 credits.

EXPERIENCE

- Every participating fighter gains +1 XP.
- The fighter who captures the Abominable Intelligence gains +D3 bonus XP.

REPUTATION

- The winner gains +D3 Rep.
- If either gang bottled out, they lose -1 Rep.

9. LAST RITES FOR THE MACHINE

INTRODUCTION

An ancient legend faces their final fight.

SCENARIO OBJECTIVE

The defenders are seeking to drive off the enemy before their Fading Legend succumbs, while the attackers aim to deny this individual their blaze-of-glory exit.

◆ HOUSE SCENARIO – VAN SAAR

House scenarios are specifically designed for certain gangs. Any gang can play them, but an Arbitrator may need to adjust some elements to make narrative sense.

ATTACKER & DEFENDER

- **Campaign:** If only one player has a Van Saar gang, they automatically become the defender. Otherwise, the gang with the lower Gang Rating is the defender. If the gangs are equal, roll off – the winner decides whether to attack or defend.
- **Skirmish:** Players roll off, with the winner deciding to attack or defend.

BATTLEFIELD

- Standard setup.

CREW SELECTION

- Both gangs use Custom Selection (D3+7).
- The defender's crew also includes the **Fading Legend**.
- The gang with the lowest Crew Rating is the underdog.

GANG TACTICS & BONUSES

- Each gang may choose two Gang Tactics cards.
- The defender randomly draws +1 additional card if their chosen fighter has the *Gang Heirarchy (X)* rule, or +2 if they have the *Gang Fighter (X)* rule.
- The underdog may spend the credit difference in Crew Ratings to purchase Underdog Bonuses:

MAX	UNDERDOG BONUS	COST
0-5	Draw a random Gang Tactics card	100
0-2	Choose a Gang Tactics card	200
0-5	Draw a random Underdog Tactics Card	200
0-2	Choose a Underdog Tactics card	400
0-1	Hire a Dramatis Personae	As stated
0-1	Hire a Bounty Hunter	As stated
0-5	Hire a Hive Scum	As stated

GANG DEPLOYMENT

- Standard rules.

ENDING THE BATTLE

The game ends when only one gang has fighters left on the battlefield.

CLAIMING VICTORY

- If the Fading Legend was not taken Out of Action, the defender wins.
- If the Fading Legend succumbs to the "I'm Not Getting Any Younger" rule, the attacker wins.
- On any other result, the game is a draw.

SCENARIO SPECIAL RULES

(1) "GOING OUT ON MY TERMS"

- The Fading Legend is an illustrious House fighter rapidly approaching the end of their fighting career – very few underhive gangers die of old age.
- The Fading Legend has one goal: to secure their legacy in a blaze of glory, facing their foes one last time before permanently checking out.
 - ▶ *If the defenders are Van Saar, the Fading Legend is a House Agent with 400 credits' worth of weapons, equipment, and Cyberteknika.*
 - ▶ *For any other gang, the Fading Legend is either a House Agent or Bounty Hunter, equipped with up to 300 credits worth of weapons and equipment.*
- In either case, the Fading Legend's gear can be drawn from the Gang Leader's *Equipment List*, the Trading Post, or the Black Market.

(2) "I'M NOT GETTING ANY YOUNGER"

- The Fading Legend weakens over the course of their final battle – and may even succumb mid-fight.
- In the first three End Phases, there is no effect.
- In each End Phase from the fourth onwards, the Fading Legend loses -1 Movement, Weapon Skill, Ballistic Skill, and Wound.
 - ▶ *Movement has a minimum of 1", Weapon Skill and Ballistic Skill have a minimum of 6+.*
- If the Fading Legend is reduced to zero Wounds as a result of this rule, they succumb to their failing health and go Out of Action.

(3) LEGENDARY INSPIRATION

- The Fading Legend provides huge inspiration to their fellow gangers, and to be able to fight with them one last time is a tremendous honour.
- The defenders automatically pass Bottle Tests while the Fading Legend is present on the battlefield.

(4) HATED ENEMY

- To the attackers, the Fading Legend is a timeless, hated foe and the subject of innumerable grudges – the chance to permanently end their career is not one to be missed.
- The attackers can ignore the Target Priority rules in order to attack the Fading Legend.

★ CAMPAIGN REWARDS

CREDITS

- The winner gains D6x10 credits.

EXPERIENCE

- Every participating fighter gains +1 XP. This increases to +2 XP for the winning gang.

REPUTATION

- The winner gains +D3 Rep.
- If either gang bottled out, they lose -1 Rep.

10. RIGHTEOUS CRUSADE

INTRODUCTION

A gang brings the fire of the Redemption to the underhive.

SCENARIO OBJECTIVE

The attackers seek to cleanse all four sectors of the defenders' territory – the defenders aim to prevent them.

◆ HOUSE SCENARIO – CAWDOR

House scenarios are specifically designed for certain gangs. Any gang can play them, but an Arbitrator may need to adjust some elements to make narrative sense.

ATTACKER & DEFENDER

- **Campaign:** If only one player has a Cawdor gang, they automatically become the attacker. Otherwise, the gang with the lower Gang Rating is the attacker. If the gangs are equal, roll off – the winner decides whether to attack or defend.
- **Skirmish:** Players roll off, with the winner deciding to attack or defend.

BATTLEFIELD

- Standard setup.

CREW SELECTION

- Attacker uses Custom Selection (10).
- Defender uses Random Selection (10).
- The gang with the lowest Crew Rating is the underdog.

GANG TACTICS & BONUSES

- Each gang may choose two Gang Tactics cards.
- The defender randomly draws +1 additional card if their chosen fighter has the *Gang Heirarchy (X)* rule, or +2 if they have the *Gang Fighter (X)* rule.
- The underdog may spend the credit difference in Crew Ratings to purchase Underdog Bonuses:

MAX	UNDERDOG BONUS	COST
0-5	Draw a random Gang Tactics card	100
0-2	Choose a Gang Tactics card	200
0-5	Draw a random Underdog Tactics Card	200
0-2	Choose a Underdog Tactics card	400
0-1	Hire a Dramatis Personae	As stated
0-1	Hire a Bounty Hunter	As stated
0-5	Hire a Hive Scum	As stated

GANG DEPLOYMENT

1. Divide the battlefield into four quarters, referred to as “sectors.”
2. Defender deploys their whole crew, placing at least one fighter in each quarter, if possible.
3. Attacker deploys their entire crew, placing each fighter within 2” of a battlefield edge, 6” from any enemies, and (if possible), 12” from any friendly fighters.

ENDING THE BATTLE

The game ends when the attacker has cleansed all four sectors – or when only one gang has fighters left on the battlefield.

CLAIMING VICTORY

- The attacker wins if they cleanse all four sectors.
- Otherwise, whichever gang has fighters left on the battlefield at the end of the game is the winner.

SCENARIO SPECIAL RULES

(1) CLEANSING THE UNDERHIVE

- The attacker is attempting to cleanse an area of the underhive and to drive out the faithless. To do this, they must chase them from the battlefield.
- The attacker can start declaring sectors “**cleansed**” from the third End Phase onwards.
- A sector is cleansed if the attackers have at least one Standing fighter within 2” of its centre, and there are no defenders there (even Seriously Injured).
- Once a sector is cleansed, the defenders cannot voluntarily enter it.
- If a defender is in a cleansed sector during the End Phase, they automatically go Out of Action.

(2) THE FINAL SECTOR

- Once three sectors have been cleansed, the attackers can cleanse the fourth even if there are still enemies within its boundaries.
- The attacker can cleanse the fourth sector if they have at least one Standing fighter within 2” of its centre, and there are no defenders (even Seriously Injured) within 3” of the centre.
- Cleansing the fourth sector ends the battle, though it does not cause defenders to go Out of Action.

★ CAMPAIGN REWARDS

CREDITS

- If the attacker claims all four corners of the battlefield, they gain 2D6x10 credits.
- If the defender has any fighters left on the battlefield at the end of the game, they gain D6x10 credits.

EXPERIENCE

- Every participating fighter gains +1 XP.
- Every defender still present on the battlefield when the game ends gains +1 XP.

REPUTATION

- The winner gains +D3 Rep.
- If either gang bottled out, they lose -1 Rep.

11. TEST OF FAITH

INTRODUCTION

The gang tests the faith of its newest members.

SCENARIO OBJECTIVE

The attackers seek to have their Unworthy prove themselves by completing six trials of faith – while the defenders aim to shake this faith by crushing them.

◆ HOUSE SCENARIO – CAWDOR

House scenarios are specifically designed for certain gangs. Any gang can play them, but an Arbitrator may need to adjust some elements to make narrative sense.

ATTACKER & DEFENDER

- **Campaign:** If only one player has a Cawdor gang, they automatically become the attacker. Otherwise, the gang with the lower Gang Rating is the attacker. If the gangs are equal, roll off – the winner decides whether to attack or defend.
- **Skirmish:** Players roll off, with the winner deciding to attack or defend.

BATTLEFIELD

- Standard setup.

CREW SELECTION

- Both gangs use Custom Selection (10).
- The three attackers with the lowest credit value (not including the Gang Leader or Champions) are the **Unworthy**.
- The gang with the lowest Crew Rating is the underdog.

GANG TACTICS & BONUSES

- Each gang may choose two Gang Tactics cards.
- The defender randomly draws +1 additional card if their chosen fighter has the *Gang Heirarchy (X)* rule, or +2 if they have the *Gang Fighter (X)* rule.
- The underdog may spend the credit difference in Crew Ratings to purchase Underdog Bonuses:

MAX	UNDERDOG BONUS	COST
0-5	Draw a random Gang Tactics card	100
0-2	Choose a Gang Tactics card	200
0-5	Draw a random Underdog Tactics Card	200
0-2	Choose a Underdog Tactics card	400
0-1	Hire a Dramatis Personae	As stated
0-1	Hire a Bounty Hunter	As stated
0-5	Hire a Hive Scum	As stated

GANG DEPLOYMENT

- Standard deployment.

ENDING THE BATTLE

The game ends when the Unworthy have completed six trials – or when there are no Unworthy left on the battlefield – or when only one gang has fighters left on the battlefield.

CLAIMING VICTORY

- If the Unworthy completed six trials, the attacker wins.
- Otherwise, the defender wins.

SCENARIO SPECIAL RULES

(1) TRIALS OF FAITH

- The Unworthy are under pressure to prove themselves by completing six trials during the battle.
- Each trial can be completed more than once (this will likely be necessary, as in some battles some trials will simply not be possible).
- The six trials are as follows:
 - (1) **TRIAL OF MERCY:** *Perform a Coup de Grace (Simple) action against an enemy fighter.*
 - (2) **TRIAL OF RESILIENCE:** *Recover from being Seriously Injured.*
 - (3) **TRIAL OF RIGHTEOUSNESS:** *Inflict a wound on an enemy Gang Leader or Champion.*
 - (4) **TRIAL OF INTOLERANCE:** *Inflict a Serious Injury or Out of Action result on an enemy psyker.*
 - (5) **TRIAL OF BELIEF:** *Inflict a Serious Injury or Out of Action result on an enemy Brute.*
 - (6) **TRIAL OF PURGATION:** *Become subject to the Blaze condition and do not go Out of Action for three consecutive rounds.*

★ CAMPAIGN REWARDS

CREDITS

- N/A

EXPERIENCE

- Every participating fighter gains +1 XP.
- Each Unworthy who completed one or more trials gains +D3 XP.

REPUTATION

- The winner gains +D3 Rep.
- If the Unworthy completed all six of the listed trials, their gang gains +D3+1 Rep.
- If either gang bottled out, they lose -1 Rep.

12. INTELLIGENCE GATHERING

INTRODUCTION

The gang must stay alive long enough to get some vital info.

SCENARIO OBJECTIVE

The attackers aim to plant hidden pict-recorders, vox-thieves, and other spying devices within the defender's turf.

◆ HOUSE SCENARIO – DELAQUE

House scenarios are specifically designed for certain gangs. Any gang can play them, but an Arbitrator may need to adjust some elements to make narrative sense.

ATTACKER & DEFENDER

- **Campaign:** If only one player has a Delaque gang, they automatically become the attacker. Otherwise, the gang with the lower Gang Rating is the attacker. If the gangs are equal, roll off – the winner decides whether to attack or defend.
- **Skirmish:** Players roll off, with the winner deciding to attack or defend.

BATTLEFIELD

- Standard setup.

CREW SELECTION

- Attacker uses Custom Selection (10).
- Defender uses Random Selection (10).
- The gang with the lowest Crew Rating is the underdog.

GANG TACTICS & BONUSES

- Each gang may choose two Gang Tactics cards.
- The defender randomly draws +1 additional card if their chosen fighter has the *Gang Heirarchy (X)* rule, or +2 if they have the *Gang Fighter (X)* rule.
- The underdog may spend the credit difference in Crew Ratings to purchase Underdog Bonuses:

MAX	UNDERDOG BONUS	COST
0-5	Draw a random Gang Tactics card	100
0-2	Choose a Gang Tactics card	200
0-5	Draw a random Underdog Tactics Card	200
0-2	Choose a Underdog Tactics card	400
0-1	Hire a Dramatis Personae	As stated
0-1	Hire a Bounty Hunter	As stated
0-5	Hire a Hive Scum	As stated

GANG DEPLOYMENT

1. Divide the battlefield into four quarters, referred to as “sectors.”
2. Defender deploys their whole crew, placing at least one fighter in each quarter, if possible.
3. Attacker deploys their entire crew, placing each fighter within 2” of a battlefield edge, 6” from any enemies, and (if possible), 12” from any friendly fighters.

ENDING THE BATTLE

The game ends when all five spy devices have been placed – or when only one gang has fighters left on the battlefield.

CLAIMING VICTORY

- The attacker wins if they placed a total of five spy devices on the battlefield: one within 6” of each corner of the battlefield, and one within 6” of its centre.
 - Allow for this to be “as close as possible” if terrain is in the way.
- The defender wins if the attacker voluntarily Bottled, or if they are the only gang with fighters remaining.
- On any other result, the game is a draw.

SCENARIO SPECIAL RULES

(1) UNDERHIVE SPIES

- In this scenario, every attacker counts as carrying a miniature recording device.
- An attacker can take the following action, if they are not in enemy line of sight and are positioned within 6" of either a battlefield corner or its centre:
 - ▶ **PLANT SPYING DEVICE (Double):** *Place a marker on this location to represent a surreptitiously-installed pict-recorder or vox-thief.*

★ CAMPAIGN REWARDS

CREDITS

- If the attacker won, they gain 2D6x10 credits.
- If the defender won, they gain D6x10 credits.

EXPERIENCE

- Every participating fighter gains +1 XP.
- A fighter who successfully placed one or more spy devices gains +1 bonus XP.

REPUTATION

- If the attacker wins, they gain +D3 Rep.
- If either gang bottled out, they lose -1 Rep.

13. CAULDRON OF LIES

INTRODUCTION

Victory is forever moving just out of reach.

SCENARIO OBJECTIVE

The true motives of the gangs are hidden – simple confrontation may not be the aim. Gangs will draw secret agendas and try to fulfil them... before they change.

◆ HOUSE SCENARIO – DELAQUE

House scenarios are specifically designed for certain gangs. Any gang can play them, but an Arbitrator may need to adjust some elements to make narrative sense.

BATTLEFIELD

- Standard setup.
- Once setup is complete, each player may place five loot caskets anywhere on the battlefield at least 8" from its edges.

CREW SELECTION

- Attacker uses Custom Selection (10).
- Defender uses Random Selection (10).
- The gang with the lowest Crew Rating is the underdog.

GANG TACTICS & BONUSES

- Each gang may choose two Gang Tactics cards.
- The defender randomly draws +1 additional card if their chosen fighter has the *Gang Heirarchy (X)* rule, or +2 if they have the *Gang Fighter (X)* rule.
- The underdog may spend the credit difference in Crew Ratings to purchase Underdog Bonuses:

MAX	UNDERDOG BONUS	COST
0-5	Draw a random Gang Tactics card	100
0-2	Choose a Gang Tactics card	200
0-5	Draw a random Underdog Tactics Card	200
0-2	Choose a Underdog Tactics card	400
0-1	Hire a Dramatis Personae	As stated
0-1	Hire a Bounty Hunter	As stated
0-5	Hire a Hive Scum	As stated

GANG DEPLOYMENT

- Standard deployment rules.

ENDING THE BATTLE

The game ends when one gang meets its victory conditions – or when only one gang has fighters left on the battlefield.

CLAIMING VICTORY

- The gang who completed its victory conditions is the winner.

SCENARIO SPECIAL RULES

(1) HIDDEN TRUTHS

- After deployment, each gang secretly chooses one of the following Agendas:

- ▶ **KILL THEM ALL:** *The gang is looking to inflict as much pain on their rivals as possible.*

This Agenda is achieved once the gang directly takes five enemies Out of Action.

- ▶ **ESCAPE THE UNDERHIVE:** *The gang wants to get its fighters to safety as swiftly as possible.*

This Agenda is achieved once the gang moves five fighters into base contact with the battlefield edge opposite their deployment zone.

- ▶ **HIDDEN TREASURES:** *The gang is searching for a lost artefact.*

This Agenda is achieved once the gang brings five loot caskets back into its deployment zone.

(2) UNSEEN INFLUENCE

- During the battle, victory conditions can be influenced by the gangs themselves.
- At the beginning of each round from the second onwards, each gang chooses one Agenda to **negate** – this means that their opponent cannot achieve that Agenda this round.
- A gang cannot negate the same Agenda two rounds in a row.

In a multi-player game, at the beginning of each round the gangs secretly vote on one Agenda that will be negated for all participants (on a tie, choose an Agenda randomly).

★ CAMPAIGN REWARDS

CREDITS

- N/A.

EXPERIENCE

- Every participating fighter gains +1 XP.
- The Gang Leader of the winning gang gains +1 bonus XP.

REPUTATION

- The winner gains +D3 Rep.
- If either gang bottled out, they lose -1 Rep.

Outcast Scenario:

1. SETTLEMENT RAID

INTRODUCTION

Man the walls!

SCENARIO OBJECTIVE

The attacker is trying to get fighters inside the enemy settlement to cause havoc and steal anything that is not nailed down. The defender aims to repel the raid.

ATTACKER & DEFENDER

- **General:** The gang with the higher rating is the attacker. If both gangs have the same rating, roll off – the winner decides to attack or defend.
- **Outlander Campaign:** The gang who made the challenge is the attacker.

BATTLEFIELD

- Defender chooses one half of the battlefield and sets up all terrain there, representing their settlement.
- The other half of the battlefield uses standard setup rules.

CREW SELECTION

- Attacker uses Custom Selection (10).
- Defender uses Random Selection (10).
- The gang with the lowest Gang Rating is the underdog.

GANG TACTICS & BONUSES

- Each gang may choose two Gang Tactics cards.
- The underdog may spend the credit difference in Crew Ratings to purchase Underdog Bonuses:

MAX	UNDERDOG BONUS	COST
0-5	Draw a random Gang Tactics card	100
0-2	Choose a Gang Tactics card	200
0-5	Draw a random Underdog Tactics Card	200
0-2	Choose a Underdog Tactics card	400
0-1	Hire a Dramatis Personae	As stated
0-1	Hire a Bounty Hunter	As stated
0-5	Hire a Hive Scum	As stated

GANG DEPLOYMENT

1. Defender deploys their full gang anywhere in the settlement half of the battlefield.
2. Attacker deploys their full gang within 2" of the opposite battlefield edge.

SCENARIO SPECIAL RULES

(1) HOME TURF ADVANTAGE

- Defenders gain a +1 modifier when attempting to Rally.
- When choosing crews, the defender must roll D6 for each Hanger-On in their gang – on 4+, that fighter must be included in the crew.

(2) REINFORCEMENTS

- Defender gains D3 random reinforcements in each End Phase.
- Roll D6 for each – on 3+, the defender deploys them, otherwise the attacker does.
- Deployment must be within 1" of any battlefield edge and at least 12" from any enemies.

(3) DEFENCES

- **General:** The defender may set up a Gang Stronghold in their half of the battlefield.
- **Outlander Campaign:** In addition to setting up the terrain, the defender can place any of their settlement defences (walls, towers, mines, etc) in their half of the battlefield.

(4) RANSACKING THE SETTLEMENT

- At the start of the End Phase, any attacker in base contact with the defender's battlefield edge may be removed from play.
- Each fighter who successfully enters the settlement in this way will earn loot rewards.

ENDING THE BATTLE

The game ends when only one gang has fighters left on the battlefield.

If the defender voluntarily Bottles, all remaining attackers count as having entered the settlement.

CLAIMING VICTORY

- The attacker wins if they loot at least 100 credits from the defender's settlement.
- Otherwise, the defender wins.

★ CAMPAIGN REWARDS

CREDITS

- The attacker gains D3x10 credits for every fighter who moved off the defender's battlefield edge.
- The defender gains D6x10 credits if they won.

EXPERIENCE

- Every participating fighter gains +1 XP.
- Each attacker who moved off the defender's battlefield edge gains +1 XP.

REPUTATION

- The winning gang gains +D3 Rep.
- If either gang bottled out, they lose -1 Rep.

❖ OUTLANDER CAMPAIGN BONUSES

- **Resources:** Each attacker who moves off the defender's battlefield edge gains +D6 Power, Salvage, or Sustenance.

2. MARKET MAYHEM

INTRODUCTION

You want the best gear? Hit one of the underhive's bustling markets. Of course, if you don't want to pay, you'd better hit it hard!

SCENARIO OBJECTIVE

The attackers have snuck into their rival's market to cause disruption – the defenders intend to fight off their attack.

ATTACKER & DEFENDER

- **General:** The gang with the lower rating is the attacker. If both gangs have the same rating, roll off – the winner decides to attack or defend.
- **Outlander Campaign:** The gang who made the challenge is the attacker.

BATTLEFIELD

- The area within 12" of the battlefield's centre is an **Underhive Market** (see *Expanded Terrain Rules*) – set up appropriate terrain to reflect this.
- The remainder of the battlefield uses standard setup rules.
- **Outlander Campaign:** The defender may additionally set up any defences they have – anywhere on the battlefield that is not within the market.

CREW SELECTION

- Attacker uses Custom Selection (10).
- Defender uses Random Selection (10).
- The gang with the lowest Gang Rating is the underdog.

GANG DEPLOYMENT

Starting with the defender, alternate deploying fighters within 12" of the battlefield's centre and at least 1" from any enemies.

GANG TACTICS & BONUSES

- Each gang may choose two Gang Tactics cards.
- The underdog may spend the credit difference in Crew Ratings to purchase Underdog Bonuses:

MAX	UNDERDOG BONUS	COST
0-5	Draw a random Gang Tactics card	100
0-2	Choose a Gang Tactics card	200
0-5	Draw a random Underdog Tactics Card	200
0-2	Choose a Underdog Tactics card	400
0-1	Hire a Dramatis Personae	As stated
0-1	Hire a Bounty Hunter	As stated
0-5	Hire a Hive Scum	As stated

SPECIAL RULES

(1) HOME TURF ADVANTAGE

- Defenders gain a +1 modifier when attempting to Rally.
- When choosing crews, the defender must roll D6 for each Hanger-On in their gang – on 4+, that fighter must be included in the crew.

(2) THE MARKET

- Neither side is packing heavy weaponry for this fight – the attacker has snuck into their rival's market packing only those weapons they can easily hide, while the defender doesn't want to shoot up their own settlement.
- While fighting inside the market, or when making ranged attacks against a target within it, the following rules apply:
 - ▶ *Heavy weapons cannot be used.*
 - ▶ *Ranged weapons with a Strength of 5+ cannot be used.*
 - ▶ *Weapons with the Blast or Template traits cannot be used.*
 - ▶ *Weapons with the Rapid Fire (X) trait can be used, but they lose this trait for the duration of the attack.*
 - ▶ *Fighters may not attack Seriously Injured fighters, or take the Coup de Grace (Simple) action.*

ENDING THE BATTLE

The game ends at the start of any round where every member of a gang's crew is either Seriously Injured, Out of Action, or has Bottled out and fled the battlefield.

CLAIMING VICTORY

- The attacker wins if the defender's entire gang is either Seriously Injured, Out of Action, or has Bottled out and fled the battlefield.
- Otherwise, the defender wins.

★ CAMPAIGN REWARDS

CREDITS

- The attacker gains 4D6x10 credits if they win.
- The defender gains 3D6x10 credits if they win.

EXPERIENCE

- Every participating fighter gains +1 XP.
- The Gang Leader of the winning gang gains +1 XP, regardless of whether they participated.

REPUTATION

- If the attacker wins, they gain +D3 Rep.
- If either gang bottled out, they lose -1 Rep.

❖ OUTLANDER CAMPAIGN BONUSES

- **Resources:** If the attacker wins, they can ransack the market – gaining +D6 Power, +D6 Salvage, and +D6 Sustenance.

Outcast Scenario:

3. STEALTH ATTACK

INTRODUCTION

Walk softly... and carry a primed frag grenade.

SCENARIO OBJECTIVE

The attackers are sneaking into the heart of the defenders' settlement to complete a covert mission – which the defenders intend to prevent.

ATTACKER & DEFENDER

- **General:** The gang with the lower rating is the attacker. If both gangs have the same rating, roll off – the winner decides to attack or defend.
- **Outlander Campaign:** The gang who made the challenge is the attacker.

BATTLEFIELD

- Standard setup rules.
- **Outlander Campaign:** The defender may additionally set up any defences they have.

CREW SELECTION

- Attacker uses Custom Selection (10).
- Defender uses Random Selection (5).
- The gang with the lowest Gang Rating is the underdog.

GANG TACTICS & BONUSES

- Each gang may choose two Gang Tactics cards.
- The underdog may spend the credit difference in Crew Ratings to purchase Underdog Bonuses:

MAX	UNDERDOG BONUS	COST
0-5	Draw a random Gang Tactics card	100
0-2	Choose a Gang Tactics card	200
0-5	Draw a random Underdog Tactics Card	200
0-2	Choose a Underdog Tactics card	400
0-1	Hire a Dramatis Personae	As stated
0-1	Hire a Bounty Hunter	As stated
0-5	Hire a Hive Scum	As stated

GANG DEPLOYMENT

1. Defender deploys Sentries anywhere on the battlefield.
2. Attacker deploys their entire crew anywhere within 2" of a single battlefield edge, within 12" of each other and at least 6" from any enemies.

SPECIAL RULES

(1) SNEAK ATTACK

- The scenario uses these rules.

(2) REINFORCEMENTS

- Once the alarm has been raised, the defender gains up to 2 random reinforcements in each End Phase.
- Roll D6 for each – on 3+, the defender deploys them, otherwise the attacker does.
- Deployment must be within 1" of any battlefield edge and at least 12" from any enemies.

(3) HOME TURF ADVANTAGE

- Defenders gain a +1 modifier when attempting to Rally.
- When choosing crews, the defender must roll D6 for each Hanger-On in their gang – on 4+, that fighter must be included in the crew.

(4) RAIDERS

- After deployment, the attacker secretly chooses and makes a note of one of the three below objectives:

(a) Assassination: Target a participating defender who is not deployed as a Sentry.

If this enemy goes Out of Action, the objective is completed.

(b) Ransack: If an attacker makes base contact with the battlefield edge opposite their deployment zone, remove them from play.

At the start of the next Action Phase, these fighters are returned to play at that same edge (in base contact but anywhere along it). Place a loot casket in base contact with them.

If the attacker returns one or more loot caskets to their deployment zone, the objective is complete.

- (c) **Sabotage:** Target three terrain features that are all within 12" of the battlefield centre. An attacker in base contact with these can take the following action:

- ▶ **SABOTAGE (Double):** Place a token beside the terrain feature.

Once a terrain feature has three tokens, it has successfully been sabotaged.

Once two terrain features have been sabotaged, the objective is complete.

ENDING THE BATTLE

The game ends when the attacker completes their chosen objective – or when only one gang has fighters left on the battlefield.

CLAIMING VICTORY

- The attacker wins if they complete their chosen objective.
- Otherwise, the defender wins.

★ CAMPAIGN REWARDS

CREDITS

- The attacker gains 2D6x10 credits if they win.
- The defender gains D6x10 credits if they win.

EXPERIENCE

- Every participating fighter gains +1 XP.
- If the attacker successfully carried out the "Assassination" objective, the attacker who eliminated the target gains +D6 bonus XP.

REPUTATION

- The attacker gains +1 Rep if they win. This increases to +D3 Rep if they chose and successfully carried out the "Sabotage" objective.
- If either gang bottled out, they lose -1 Rep.

❖ OUTLANDER CAMPAIGN BONUSES

- **Assassination:** If the attacker successfully carried out this objective they gain +D3 Power and +D3 Sustenance.
- **Sabotage:** If the attacker successfully carried out this objective, they gain +D6 Salvage.
- **Ransack:** If the attacker successfully carried out this objective, they may choose to gain either +D6 Power, Salvage, or Sustenance.

Outcast Scenario:

4. GUNK TANK

INTRODUCTION

Anything can be fixed with enough gunk!

SCENARIO OBJECTIVE

Both gangs are trying to siphon off as much precious gunk as they can while stopping their enemy from doing the same.

BATTLEFIELD

- Place a **Gunk Tank** (see *Expanded Terrain Rules*) in the battlefield's centre. Ideally, it should be a large container at least 3" in diameter.
- The remainder of the battlefield uses standard setup rules.

CREW SELECTION

- Random Selection (7).
- The gang with the lowest Gang Rating is the underdog.

GANG TACTICS & BONUSES

- Each gang may choose two Gang Tactics cards.
- The underdog may spend the credit difference in Crew Ratings to purchase Underdog Bonuses:

MAX	UNDERDOG BONUS	COST
0-5	Draw a random Gang Tactics card	100
0-2	Choose a Gang Tactics card	200
0-5	Draw a random Underdog Tactics Card	200
0-2	Choose a Underdog Tactics card	400
0-1	Hire a Dramatis Personae	As stated
0-1	Hire a Bounty Hunter	As stated
0-5	Hire a Hive Scum	As stated

GANG DEPLOYMENT

Standard rules for deployment.

SPECIAL RULES

(1) THE GUNK TANK

- The standard rules for a Gunk Tank (see *Expanded Terrain Rules*) are in place.
- In addition, a fighter in base contact with the tank can take the following action:
 - **SIPHON (Double):** Drain that precious gunk! The fighter gains a gunk token.

(2) LUGGING GUNK

- A fighter can carry a maximum of 1 gunk token.
- A fighter drops their gunk token in place if they are Seriously Injured or taken Out of Action.
- A gunk token can be picked up without spending an action, if a fighter moves onto or across it.
- If a fighter carrying a gunk token reaches any battlefield edge, they can be removed from play, taking the precious gunk with them. They do not count as being Out of Action for Bottle tests.

(3) THE DANGERS OF GUNK

- A fighter carrying a gunk token becomes highly flammable.
- If hit by a weapon with the *Blaze* trait, they are automatically set on fire (that is, no roll is necessary).
- This does **not** cause them to drop their gunk token.

ENDING THE BATTLE

The game ends when only one gang has fighters left on the battlefield.

When this happens, the remaining gang counts as having carried +D3 gunk tokens off the battlefield.

CLAIMING VICTORY

- The gang that escaped with the most gunk is the winner.
- Otherwise, the battle is a draw.

★ CAMPAIGN REWARDS

CREDITS

- Gain D6x10 credits for each gunk token carried from the battlefield.

EXPERIENCE

- Every participating fighter gains +1 XP.
- If a fighter escaped the battlefield with a gunk token, they gain +1 XP.

REPUTATION

- If either gang bottled out, they lose -1 Rep.

❖ OUTLANDER CAMPAIGN BONUSES

- **Resources:** Each gunk token successfully carried from the battlefield grants a reward of either +D6 Power, Salvage, or Sustenance.

5. MINING EXPEDITION

INTRODUCTION

You can't always just take stuff from other scummers – sometimes, you've got to go digging.

SCENARIO OBJECTIVE

Both gangs are trying to extract valuable scrap while stopping their enemy from doing the same.

BATTLEFIELD

- Standard setup rules.
- When setting up, designate four pieces of terrain as **Prospecting Sites**. These should be roughly 4" across and 8" from any battlefield edge.

CREW SELECTION

- Custom Selection (10).
- The gang with the lowest Gang Rating is the underdog.

GANG TACTICS & BONUSES

- Each gang may choose two Gang Tactics cards.
- The underdog may spend the credit difference in Crew Ratings to purchase Underdog Bonuses:

MAX	UNDERDOG BONUS	COST
0-5	Draw a random Gang Tactics card	100
0-2	Choose a Gang Tactics card	200
0-5	Draw a random Underdog Tactics Card	200
0-2	Choose a Underdog Tactics card	400
0-1	Hire a Dramatis Personae	As stated
0-1	Hire a Bounty Hunter	As stated
0-5	Hire a Hive Scum	As stated

GANG DEPLOYMENT

Standard rules for deployment.

SPECIAL RULES

(1) PROSPECTING

- A Standing and Active fighter who is wholly within a Prospecting Site and at least 6" from any enemies can take the following action:

- ▶ **PROSPECT (Double):** Go digging for valuable scrap – roll 2D6:

2D6	RESULT
2	SINK HOLE: The fighter must check Initiative – if passed, they are Seriously Injured; if failed, they go Out of Action.
3-5	DAMN THING BIT ME! The fighter suffers a Strength 1, AP 0, Damage 1 hit.
6-9	MIGHT BE SOMETHING... Though they find nothing right now, if the fighter takes the <i>Prospect (Double)</i> action again on their next activation, they may roll 3D6, instead of the usual 2D6.
10+	SOME GOOD SCRAP! The fighter finds a rich seam of scrap to mine. The site is now Mined Out and may not be prospected again for the remainder of this battle.

ENDING THE BATTLE

The game ends when all four sites have been prospected – or when only one gang has fighters left on the battlefield.

CLAIMING VICTORY

- The gang that prospected the most sites is the winner.
- Otherwise, the battle is a draw.

★ CAMPAIGN REWARDS

CREDITS

- Each site that a gang successfully Mines Out grants them 2D6x10 credits.

EXPERIENCE

- Every participating fighter gains +1 XP.
- When a fighter prospect a site, they gain +1 bonus XP.

REPUTATION

- If either gang bottled out, they lose -1 Rep.

❖ OUTLANDER CAMPAIGN BONUSES

- **Resources:** Each site that a gang successfully Mines Out additionally grants them +2D6 Salvage.

Outcast Scenario:

6. THE BIG SCORE

INTRODUCTION

Find the motherlode and you can retire to a life of luxury. You just have to hope nobody else has the same idea...

SCENARIO OBJECTIVE

Both gangs are trying to loot an abandoned settlement whose defences are still active.

BATTLEFIELD

- Standard setup rules.

CREW SELECTION

- Custom Selection (10).
- The gang with the lowest Gang Rating is the underdog.

GANG TACTICS & BONUSES

- Each gang may choose two Gang Tactics cards.
- The underdog may spend the credit difference in Crew Ratings to purchase Underdog Bonuses:

MAX	UNDERDOG BONUS	COST
0-5	Draw a random Gang Tactics card	100
0-2	Choose a Gang Tactics card	200
0-5	Draw a random Underdog Tactics Card	200
0-2	Choose a Underdog Tactics card	400
0-1	Hire a Dramatis Personae	As stated
0-1	Hire a Bounty Hunter	As stated
0-5	Hire a Hive Scum	As stated

GANG DEPLOYMENT

Standard rules for deployment.

SPECIAL RULES

(1) THE SCORE

- After deployment, starting with whoever has Priority, alternate placing **loot caskets** within 6" of the battlefield centre.
- Continue until 6 loot caskets are placed.

(2) ACTIVE DEFENCES

- After placing 6 loot caskets, starting with whoever has Priority, alternate placing **Defences** (see *settlement Structures*) anywhere on the battlefield.
- Continue until 6 defences are placed.
- Defences treat both gangs as enemies.

HOUSE RULE: This scenario was not well-planned. The only defences that provide a meaningful effect in this regard are:

- Chasm:** A 6" wide, 12" long area of impassable terrain.
- Minefield:** Three traps. Cannot be placed within 6" of the enemy deployment zone.

Six of these defences creates a very difficult battlefield. As such, players or the Arbitrator are encouraged to invent their own defences.

(3) HORRORS IN THE DARK

- If a fighter activates while more than 8" away from another fighter (friendly or enemy), roll D6:

D6	RESULT
1	Attack! The fighter suffers a Strength 6, AP -1, Damage 2 hit. If they become Seriously Injured, they are dragged into the darkness and go Out of Action.
2-3	A nightmarish creature emerges from the shadows, seeking prey, forcing the fighter to focus on driving it away. They cannot take any actions this round.
4-5	A noise in the dark – the fighter hesitates. They can only make one action this turn.
6	The fighter goes unnoticed, and may act normally.

ENDING THE BATTLE

The game ends when one gang brings their third loot casket back to their deployment zone – or when only one gang has fighters left on the battlefield.

CLAIMING VICTORY

- The gang with the most loot caskets in their deployment zone at the end of the battle is the winner.
- Otherwise, the battle is a draw.

★ CAMPAIGN REWARDS

CREDITS

- Each loot casket successfully carried into a gang's deployment zone grants them 2D6x10 credits.

EXPERIENCE

- Every participating fighter gains +1 XP.

REPUTATION

- The winner gains +D3 Rep.
- If either gang bottled out, they lose -1 Rep.

❖ OUTLANDER CAMPAIGN BONUSES

- **Resources:** For each loot casket successfully carried into a gang's deployment zone, roll D6:
 - ▶ **1-2:** Gain +D6 Power.
 - ▶ **3-4:** Gain +D6 Salvage.
 - ▶ **5-6:** Gain +D6 Sustenance.

PART XIV

BESTIARY



BESTIARIES

This section details a list of fighters, bystanders, beasts, and various underhive horrors that can optionally be included in any battle.

Some of these characters have behaviours that are resolved automatically during the game. Others require direct control, typically by an Arbitrator.

Any number and combination of these characters can be added to a battle, but including them does extend the length of a game, as well as making it more complex tactically.

BESTIARY CATEGORIES	
HUMANS	HORRORS
Hive Dweller	Ambull
Underhive Agent	Chaos Spawn
Crazed Cannibal	Purestrain Genestealer
Houseless Ganger	Sump Horror
Corrupt Enforcer	Possessed Hiver
VERMIN	AUTOMATA
Borewyrn Infestation	Defence Servitor
Brainleaf Zombie	Mining Automata
Carrion Bat	
Carrion Creature	CUSTOM CREATIONS
Giant Rat	Creating a Xenos Abomination
Sumpkroc	
Wild Canid	

HUMANS

HIVE DWELLER

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

WEAPONS & EQUIPMENT

- Up to 50 credits' worth of weapons and equipment with a Common rating from the Trading Post.
- A Hive Dweller can only be armed with a weapon represented on its model.
- A Hive Dweller never wears armour.

BEHAVIOUR

- Direct Control:** Hive Dwellers are typically controlled by the Arbitrator or a third player, who activates them individually in each End Phase.

SKILLS

- None.

UNDERHIVE AGENT

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

	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
<i>Digi-Laser</i>	E	3"	-	-	1	-	1	6+	<i>Digi, Versatile, Melee</i>
<i>Laspistol</i>	8"	12"	+1	-	3	-	1	2+	<i>Plentiful, Sidearm</i>
<i>Power Knife</i>	-	E	-	-	S+1	-2	1	-	<i>Power, Backstab, Melee</i>

WEAPONS

- 4 Digi-Lasers, Laspistol, Power Knife.

EQUIPMENT

- Mesh Armour, Displacer Field.

SKILLS

None.

BEHAVIOUR

- Direct Control:** If added directly to a battle, an Agent is controlled by the Arbitrator or a third player, who activates them in each End Phase.
- Determined by Scenario:** Certain scenarios incorporate a single Agent. Generally, this Agent is placed under the control of one of the gangs.

CRAZED CANNIBAL

M	WS	BS	S	T	W	I	A	Ld	Cl	WP	Int
6"	4+	5+	3	4	1	4+	1	9+	4+	6+	10+

WEAPONS

- Unarmed.

EQUIPMENT

- None.

SKILLS

- A Crazy Cannibal has the *True Grit*, *Unstoppable*, and *Nerves of Steel* skills:
 - ▶ **TRUE GRIT:** When the Cannibal rolls for Injury with multiple dice, discard one; and when they roll for Injury with a single die, roll two instead and choose which result to apply.
 - ▶ **UNSTOPPABLE:** Before attempting Recovery, roll D6 – on 4+, the Cannibal either discards one Flesh Wound or (if they have no Flesh Wounds), gains +1 additional Recovery die.
 - ▶ **NERVES OF STEEL:** When the Cannibal is hit by a ranged attack, check Cool – if passed, they may choose to not be Pinned.

BEHAVIOUR

- **Player Alternating:** In the End Phase, each player alternates activating a Cannibal, starting with whoever has Initiative.

Cannibals can take any action, but their behaviour must adhere to the following framework:

- ▶ *Must use a skill, if able.*
- ▶ *Must declare a Charge (Double) action against any non-Cannibal fighter in range, even if this is a fighter belonging to the controlling player.*
- ▶ *If Engaged, must take the Fight (Basic) action.*
- ▶ *If none of the above apply, must endeavour to move themselves towards the closest non-Cannibal fighter.*

HOUSELESS GANGER

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

WEAPONS & EQUIPMENT

- Armed and armoured with whatever is represented on the fighter's model.
- Players should review and agree on this before the start of a game.
- All players have a chance to take control of a Houseless Ganger, so the inclusion of heavily-armed fighters is reasonable, as long as players accept these may be used against them.

SKILLS

- None.

BEHAVIOUR

- Player Competitive:** Gangs must directly compete to control Houseless Gangers. Any player-controlled fighter can target a Houseless Ganger with either of the following actions:

- ▶ **COERCE (Basic):** Check Leadership – if passed, one Houseless Ganger within 3" joins the fighter's gang. They gain the Ready condition in the next round.
- ▶ **PERSUADE (Basic):** Check Leadership – if passed, one Houseless Ganger within 3" who is currently under the enemy's control may switch sides.

Check the Houseless Ganger's Willpower, gaining a +1 modifier for every other member of the enemy gang within 3".

If passed, the Houseless Ganger may immediately take a free Shoot (Basic) action against the fighter attempting to persuade them.

If failed, the Houseless Ganger switches to the persuading fighter's gang – losing the Ready condition if they have it.

CORRUPT ENFORCER

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

	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
Enforcer Shotgun									
– Salvo Rounds	4"	12"	+1	-	4	-	2	4+	Rapid Fire (1), Knockback
– Shredder Rounds	-	T	-	-	2	-	1	4+	Scattershot, Template
Stub Gun	6"	12"	+2	-	3	-	1	4+	Plentiful, Sidearm
Shock Stave	E	2"	-	-	S+1	-	1	-	Shock, Melee, Versatile

WEAPONS

- Enforcer Shotgun (Salvo & Shredder Rounds), Stub Gun, Shock Stave.

EQUIPMENT

- Layered Flak Armour, Armoured Undersuit, Magnacles.

SKILLS

None.

BEHAVIOUR

- Direct Control:** If added directly to a battle, a Corrupt Enforcer is controlled by the Arbitrator or a third player, who activates them in each End Phase.
- Determined by Scenario:** Certain scenarios incorporate a single Corrupt Enforcer, who is placed under the control of one of the gangs.

LOCAL BEASTS

BOREWYRM INFESTATION

M	WS	BS	S	T	W	I	A	Ld	Cl	WP	Int
4"	4+	6+	3	4	2	3+	3	5+	7+	9+	11+

	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
Vicious Jaws	-	E	-	-	3	-	1	-	Rendering

WEAPONS

- Vicious Jaws.

EQUIPMENT

- Chitin (grants a 4+ armour save).

BEHAVIOUR

- Direct Control:** If added directly to a battle, the Borewyrms Infestation is controlled by the Arbitrator or a third player, who activates them in each End Phase.

SKILLS

- A Borewyrms Infestation has the *Infiltrate* and *Evade* skills:

INFILTRATE: During deployment, set the Borewyrms Infestation aside instead of placing it. Immediately before the start of the first round, deploy it anywhere on the battlefield that is not visible to or within 6" of any enemies.

- **EVADE:** Ranged attacks against the Borewyrms Infestation suffer an additional -1 modifier to hit at Short range, or -2 at Long range (disregard if it is Engaged, Seriously Injured, or in cover).

CARRION CREATURE

M	WS	BS	S	T	W	I	A	Ld	Cl	WP	Int
6"	5+	6+	3	3	1	3+	1	9+	7+	9+	11+

WEAPONS

- Various beaks, claws, mandibles, and so on (counts as unarmed).

EQUIPMENT

- None.

SKILLS

- None.

BEHAVIOUR

- Player Alternating:** In the End Phase, each player alternates activating a Carrion Creature, starting with whoever has Initiative.

SPECIAL RULES

Harrying Attack: If a Carrion Creature makes base contact with a fighter, it resolves one attack, then moves D3" directly away – the target cannot make Reaction attacks against this action.

BRAINLEAF ZOMBIES

M	WS	BS	S	T	W	I	A	Ld	Cl	WP	Int
2D6"	5+	6+	3	3	1	6+	1	12+	4+	6+	12+

		RNG		ACC						
		S	L	S	L	Str	AP	D	Am	Traits
Club		-	E	-	-	S	+1	2	-	Melee

WEAPONS

- If the Brainleaf Zombie's model is represented with a weapon, it counts as being armed with a Club.
- Otherwise, it is unarmed.

EQUIPMENT

- None.

SKILLS

- None.

BEHAVIOUR

- **Determined by Insanity:** Players alternate activating each Brainleaf Zombie in the End Phase, starting with whoever has Initiative.

However, Zombies are permanently affected by the Insanity condition. This means that the player who activates a Zombie may not be the one to control it!

SPECIAL RULES

- **Mindless:** The only actions a Zombie can take are *Move*, *Fight*, and *Charge*. It treats all three as *(Double)*.
- **Shambling Movement:** If a Zombie's movement brings it into base contact with a fighter, they count as having made a successful *Charge (Double)* action.
- **Recovery:** When attempting Recovery, a Zombie regains its Wound, immediately Stands up, but cannot be activated this round.
- **Blaze:** If a Zombie is subject to the Blaze condition, it suffers the automatic Strength 3, AP -1, Damage 1 hit as normal when activating, but ignores all other rules (meaning it cannot attempt to extinguish the flames).
- **Brainleaf Spread:** If a Zombie takes a fighter Out of Action, do not remove the victim. Instead, in the End Phase, the victim counts as a new Brainleaf Zombie for the rest of the battle (acting as per "Recovery," above). After the battle, the victim enters Recovery but suffers no other effect.

GIANT RAT

M	WS	BS	S	T	W	I	A	Ld	Cl	WP	Int
6"	4+	-	3	3	1	3+	1	10+	8+	10+	9+

		RNG		ACC								
		S	L	S	L	Str	AP	D	Am	Traits		
<i>Rat Jaws</i>		-	E	-	-	S	-	1	-	<i>Backstab, Melee</i>		

WEAPONS

- Rat Jaws.

EQUIPMENT

- None.

SKILLS

- None.

BEHAVIOUR

- **Player Alternating:** In the End Phase, each player alternates activating a Giant Rat, starting with whoever has Initiative.

SPECIAL RULES

- **Nimble:** A Giant Rat has an armour save of 4+, which is unaffected by a weapon's Armour Penetration.
- **Small Target:** Ranged attacks against a Giant Rat suffer an additional -1 modifier to hit.
- **Danger Sense:** Giant Rats are immune to Stray Shots.

CARRION BATS

M	WS	BS	S	T	W	I	A	Ld	Cl	WP	Int
8"	3+	-	2	2	1	4+	1	10+	8+	10+	9+

WEAPONS

- Sharp Jaws (counts as unarmed).

EQUIPMENT

- None.

SKILLS

- None.

BEHAVIOUR

- Direct Control:** If added directly to a battle, a Carrion Bat is controlled by the Arbitrator or a third player, who activates them in each End Phase.

SPECIAL RULES

- Small Target:** Ranged attacks against a Carrion Bat suffer an additional -1 modifier to hit, while close combat attacks suffer a -2 modifier.
- Nimble:** Carrion Bats are immune to Stray Shots.
- Fly:** A Carrion Bat ignores all terrain, may move freely between levels, and never falls. However, it cannot ignore impassable terrain, nor end a move overlapping an obstacle or another fighter.
- Plague Carrier:** If a Carrion Bat takes a fighter Out of Action, they roll for Lasting Injury as normal, then (assuming they survive) roll D6 – on 4+, they must also roll for Plague:

D6	RESULT
1	CLEAR: After a tense few days, no symptoms have emerged. No further effect.
2-3	SICKNESS: The fighter will be ill for days and must enter Recovery (if they did not already).
4+	PLAGUE! After a nightmarish night of illness, the fighter finally dies. Remove them from the Gang Roster. All of their weapons and equipment risk carrying the infection and must be destroyed – the gang does not receive these back.

SUMPKROC

M	WS	BS	S	T	W	I	A	Ld	Cl	WP	Int
4"	3+	-	4	4	2	6+	2	8+	6+	7+	11+

	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
<i>Ferocious Jaws</i>	-	E	-	-	S	-1	1	-	<i>Rending, Melee</i>

WEAPONS

- Ferocious Jaws.

EQUIPMENT

- None.

SKILLS

- None.

BEHAVIOUR

- Player Alternating:** In the End Phase, each player alternates activating a Sumpkroc, starting with whoever has Initiative.

SPECIAL RULES

- Scaly Hide:** A Sumpkroc has an armour save of 5+.

WILD CANID

M	WS	BS	S	T	W	I	A	Ld	Cl	WP	Int
5"	3+	-	3	3	2	6+	2	8+	6+	7+	11+

	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
<i>Savage Bite</i>	-	E	-	-	S	-2	1	-	<i>Disarm, Melee</i>

WEAPONS

- Savage Bite.

EQUIPMENT

- None.

SKILLS

- A Wild Canid has the *Combat Master* skill:
 - ▶ **COMBAT MASTER:** *In close combat, the canid never suffers negative modifiers to hit as a result of enemy interference – and can always grant assists to friendly fighters, regardless of how many enemies they are Engaged with.*

BEHAVIOUR

- **Player Alternating:** In the End Phase, each player alternates activating a Wild Canid, starting with whoever has Initiative.

SPECIAL RULES

- **Fast Target:** Ranged attacks against a Wild Canid suffer an additional -1 modifier to hit.
- **Agile:** Wild Canids are immune to Stray Shots.
- **Loyal Companions:** A Wild Canids might accompany a Hive Dwellers as an Exotic Beast. If so, while the Wild Canid is Standing and Active, its owner is immune to the *Coup de Grace (Simple)* action.

UNDERHIVE HORRORS

USING THESE HORRORS

Upon player agreement (or the Arbitrator's discretion), an Underhive Horror can be added to any scenario.

An Underhive Horror has a chance of showing up from the second Priority Phase onwards.

After rolling Priority, roll D6 on the below table.

If a Horror arrives at the battle, it is placed by either the player with Priority or (at their discretion) the Arbitrator. The Horror must be deployed at least 6" from any fighter.

Note that if the wandering monster cannot be deployed as described, it is not deployed this round – simply roll again next round.

D6	Result
1-3	No effect.
4	Deploy the Horror within the deployment zone of the gang with Priority.
5	Deploy the Horror within 6" of the battlefield centre.
6	Deploy the Horror anywhere on the battlefield.

ACTIVATING A HORROR

The Horror activates at the beginning of the End Phase (prior to Bottle tests). By default, the Arbitrator controls the Horror.

NOTE: The official rules state that without an Arbitrator, each gang rolls D6 and the highest score controls the Horror for this activation.

In practice, because a Horror is forced to either *Coup de Grace*, *Fight*, *Charge*, or move towards the nearest enemy, its behaviour is functionally automated. This is reflected in the below.

The Horror treats every fighter on the battlefield as an enemy.

DEFEATING A HORROR

The rewards are high for scragging one of these monsters:

- A fighter who inflicts an unsaved Wound on a Horror (that does not send it Out of Action) gains +D3 XP.
- A fighter who inflicts the Wound that successfully takes a Horror Out of Action gains +2D3 bonus XP, and their gang gains +1 Rep.

AMBULL

M	WS	BS	S	T	W	I	A	Ld	Cl	WP	Int
6"	3+	6+	6	6	7	4+	4	6+	2+	6+	12+

	RNG		ACC							
	S	L	S	L	Str	AP	D	Am	Traits	
<i>Enormous Claws</i>	-	E	-	-	S	-3	2	-	<i>Melee</i>	

WEAPONS

- Enormous Claws.

EQUIPMENT

- Chitin (grants a 3+ armour save).

SKILLS

- None.

SPECIAL RULES

- **Terror:** When a fighter declares a ranged attack or *Charge (Double)* action against the Ambull, they must first check Willpower – rolling 3D6 and discarding the lowest dice. If failed, the fighter's activation ends immediately, their action wasted.

BEHAVIOUR

- **Arbitrator or Automated:** The Ambull activates in the End Phase. By default, it is controlled freely by the Arbitrator. Otherwise, it resolves the first action possible out of the following sequence:
 - ▶ *Coup de Grace (Simple)* action against an Engaged target, or a Seriously Injured target within 1".
 - ▶ *Fight (Basic)* action against an Engaged target.
 - ▶ *Charge (Double)* action against a target in range.
 - ▶ *Move (Simple)* action towards the nearest fighter.

CHAOS SPAWN

M	WS	BS	S	T	W	I	A	Ld	Cl	WP	Int
D6"	X	-	X	X	X	X	X	-	-	-	-

WEAPONS

- None.

EQUIPMENT

- None.

SKILLS

- None.

BEHAVIOUR

- **Arbitrator or Automated:** The Chaos Spawn activates in the End Phase. By default, it is controlled freely by the Arbitrator. Otherwise, it resolves the first action possible out of the following sequence:
 - ▶ *Coup de Grace (Simple)* action against an Engaged target, or a Seriously Injured target within 1".
 - ▶ *Fight (Basic)* action against an Engaged target.
 - ▶ *Charge (Double)* action against a target in range.
 - ▶ *Move (Simple)* action towards the nearest fighter.

SPECIAL RULES

- **Gibbering Horror:** When a Chaos Spawn is deployed, each of its characteristics marked with an X is randomly generated using the following table:

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

- **Mindless Beast:** A Chaos Spawn can only make the following actions: *Move (Simple)*, *Charge (Double)*, *Fight (Basic)*, and *Coup de Grace (Simple)*.
- **Warped Monstrosity:** Chaos Spawn can never be Pinned, can never become Broken, and is immune to the Insane condition.

Its Cool and Willpower checks automatically pass, while its Leadership and Intelligence checks automatically fail.

If a Chaos Spawn rolls for injury, it treats a result of Flesh Wound or Serious Injury as "No Effect."

PURESTRAIN GENESTEALER

M	WS	BS	S	T	W	I	A	Ld	CI	WP	Int
6"	4+	6+	4	5	4	3+	4	7+	4+	6+	10+

	RNG		ACC							
	S	L	S	L	Str	AP	D	Am	Traits	
Razor-Sharp Talons	-	E	-	-	S+1	-1	1	-	Rending, Melee	
Venomous Bite	-	E	-	-	-	-2	-	-	Toxin, Melee	

WEAPONS

- Razor-Sharp Talons and Venomous Bite.

EQUIPMENT

- Nocturnal Vision and Xenos Physiology (counts as Photo-Goggles and Bio-Booster).

BEHAVIOUR

- Arbitrator or Automated:** The Purestrain Genestealer activates in the End Phase. By default, it is controlled freely by the Arbitrator. Otherwise, it resolves the first action possible out of the following sequence:
 - Coup de Grace (Simple)* action against an Engaged target, or a Seriously Injured target within 1".
 - Fight (Basic)* action against an Engaged target.
 - Charge (Double)* action against a target in range.
 - Move (Simple)* action towards the nearest fighter.

SKILLS

- A Purestrain Genestealer has the *Dodge*, *Evade*, *Nerves of Steel* and *Rain of Blows* skills:
 - DODGE:** If the Genestealer is hit by an attack, roll D6 – on 6, the attack is negated. If it used a Blast marker or Flame template, the Genestealer is instead repositioned 2" to try and avoid the weapon.
 - EVADE:** Ranged attacks against the Genestealer suffer an additional -1 modifier to hit at Short range, or -2 at Long range (does not apply if it is Engaged, Seriously Injured, or in cover).
 - NERVES OF STEEL:** When the Genestealer is hit by a ranged attack, check Cool – if passed, they may choose to not be Pinned.
 - RAIN OF BLOWS:** The Genestealer treats the *Fight (Basic)* action as *Fight (Simple)*.

SUMP HORROR

M	WS	BS	S	T	W	I	A	Ld	Cl	WP	Int
3"	5+	6+	7	6	8	4+	4	9+	2+	6+	12+

	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
<i>Deranged Limbs</i>	-	E	-	-	S	-3	2	-	<i>Melee</i>

WEAPONS

- None.

EQUIPMENT

- None.

SKILLS

- None.

BEHAVIOUR

- **Arbitrator or Automated:** The Sump Horror activates in the End Phase. By default, it is controlled freely by the Arbitrator. Otherwise, it resolves the first action possible out of the following sequence:
 - ▶ *Coup de Grace (Simple)* action against an Engaged target, or a Seriously Injured target within 1".
 - ▶ *Fight (Basic)* action against an Engaged target.
 - ▶ *Charge (Double)* action against a target in range.
 - ▶ *Move (Simple)* action towards the nearest fighter.

SPECIAL RULES

- **Terror:** When a fighter declares a *Charge (Double)* action against the Sump Horror, they must first check Willpower – rolling 3D6 and choosing the two lowest dice. If failed, the fighter's activation ends immediately, their action wasted.
- **Unstoppable Advance:** A Sump Horror is immune to the *Coup de Grace (Simple)* action.
- **Shuffling Nightmare:** A Sump Horror can never be Pinned.

POSSESSED HIVER

	M	WS	BS	S	T	W	I	A	Ld	Cl	WP	Int
Peril Minoris	5"	4+	4+	3	3	3	4+	2	5+	5+	6+	9+
Peril Secundus	5"	3+	4+	4	4	4	3+	3	5+	4+	5+	9+
Peril Extremis	6"	2+	3+	5	5	5	3+	4	5+	3+	4+	9+

	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
Daemonic Talons	-	E	-	-	S	-2	2	-	Cursed, Rending, Melee

WEAPONS

- Daemonic Talons.

EQUIPMENT

- Nocturnal Vision, Inhuman Resilience, and Warp Infusion (counts as Photo-Goggles, Respirator, and Bio-Booster).

SKILLS

- A Possessed Hiver has the *Bull Charge*, *Catfall*, *Dodge*, *Nerves of Steel*, and *Rain of Blows* skills:
 - ▶ **BULL CHARGE:** The Possessed Hiver's melee attacks gain +1 Strength and the Knockback trait when they attack following a successful Charge (Double) action.
 - ▶ **CATFALL:** When the Possessed Hiver drops from an edge, it halves the distance for damage purposes (rounding up).
When it lands, check Initiative – if passed, it remains Standing instead of being Pinned (does not apply if it was Seriously Injured).
 - ▶ **DODGE:** If the Possessed Hiver is hit by an attack, roll D6 – on 6, the attack is negated. If it used a Blast marker or Flame template, the Possessed Hiver is instead repositioned 2" to try and avoid the weapon.
 - ▶ **NERVES OF STEEL:** When the Possessed Hiver is hit by a ranged attack, check Cool – if passed, they may choose to not be Pinned.
 - ▶ **RAIN OF BLOWS:** The Possessed Hiver treats the Fight (Basic) action as Fight (Simple).

BEHAVIOUR

- **Direct Control:** If added directly to a battle, a Possessed Hiver is controlled by the Arbitrator or a third player, who activates it in each End Phase.

SPECIAL RULES

- **Daemonic Speed:** When activated, the Possessed Hiver can choose to take D3 actions, instead of the usual two.
- **Terror (Peril Extremis only):** If an enemy declares a Fight (Basic) or Shoot action against the Peril Extremis Possessed Hiver, they must first check Willpower – if failed, this action is instead wasted.
- **Daemonic Invulnerability:** The possessing entity is a being of the Warp, nigh-invulnerable to mundane weapons. The Possessed Hiver has an armour save that is not affected by Armour Penetration:
 - ▶ Peril Minoris: 6+ armour save.
 - ▶ Peril Secundus: 5+ armour save.
 - ▶ Peril Extremis: 4+ armour save.

WYRD POWERS

- All Possessed Hivers have the *Levitation* and *Daemonic Scouring* wyrd powers:
 - ▶ **DAEMONIC SCOURING (Basic, Continuous Effect):** While maintained, the psyker gains a ranged weapon that uses the Flame Template and has Strength 2, AP -2, Damage 1, and the Blaze trait.
 - ▶ **LEVITATION (Basic, Continuous Effect):** While maintained, the psyker gains +3" Movement, immunity to Pinning and falling, and the ability to freely float over terrain and between levels (they are still blocked by impassable terrain and walls).
- A Possessed Hiver also gains additional, randomly-selected wyrd powers: Peril Minoris psyker gains +1, Peril Secundus gains +2, and Peril Extremis gains +3.

AUTOMATA

DEFENCE SERVITOR

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

	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
Grav Gun	9"	18"	+1	-	*	-1	2	5+	Blast (3"), Concussion, Graviton Pulse
Servo-Claw	-	E	-	-	S+2	-	2	-	Melee

WEAPONS

- Grav Gun and Servo Claw.

EQUIPMENT

- Light Carapace Armour.

SKILLS

- None.

SPECIAL RULES

- Hard-Wired:** The Defence Servitor cannot move, cannot be Pinned, automatically passes Cool checks, and has a 360° vision arc.
- Mindless Automaton:** Instead of rolling for Injury, the Defence Servitor loses -1 Toughness. At zero, it goes Out of Action.

BEHAVIOUR

- Automated:** The Defence Servitor reacts to the actions of fighters around it, as follows:
 - **Overwatch Routine (Not Engaged):** If the Defence Servitor is not Engaged, it checks Initiative any time a fighter ends their activation within its line of sight:
 - The first check in a round is automatically passed.
 - If the fighter attacked the servitor this round, the check is automatically passed.
 If the check is passed, the Defence Servitor makes a Shoot (Basic) action against the target.
 - **Retaliation Routine (Engaged):** If the Defence Servitor is Engaged, it only ever makes Reaction attacks – it will never be the first to attack.

MINING AUTOMATA

M	WS	BS	S	T	W	I	A	Ld	Cl	WP	Int
4"	4+	5+	5	5	5	6+	3	12+	2+	6+	10+

	RNG		ACC							
	S	L	S	L	Str	AP	D	Am	Traits	
<i>Meltagun</i>	6"	12"	+1	-	8	-4	3	4+	<i>Melta, Scarce</i>	
<i>Heavy Rock Cutter</i>	-	E	-	-	S+4	-4	3	-	<i>Unwieldy, Melee</i>	

WEAPONS

- Meltagun and Heavy Rock Cutter.

EQUIPMENT

- Light Carapace Armour.

SKILLS

- None.

SPECIAL RULES

Imposing: The Mining Automata cannot be Pinned.

BEHAVIOUR

- **Player Competitive:** The Mining Automata begins each round powered down. A fighter within 1" of it can take the following action:

- ▶ **POWER UP (Simple):** Check Intelligence – if passed, the Mining Automata gains the Ready condition and joins the fighter's gang, for this round only.

In the End Phase, the Mining Automata becomes powered down once again.

CUSTOM CREATIONS

CREATING A XENOS ABOMINATION

These rules allow you to create a custom Xenos Abomination to use in your games – selecting the profile, weapons, skills and special rules to suit almost any model you may wish to use.

Players should agree these details prior to the start of the battle (while Arbitrators can freely create a monster to suit their needs).

STEP 1: CHOOSE PROFILE

PERIL MINORIS											
<i>Suitable for a battle involving newer, less-experienced gangs</i>											
M	WS	BS	S	T	W	I	A	Ld	Cl	WP	Int
6"	3+	6+	2	3	3	4+	2	5+	6+	7+	10+
5"	5+	6+	3	4	2	3+	3	7+	7+	7+	10+
3"	4+	6+	3	3	2	5+	2	5+	5+	5+	4+

PERIL SECUNDUS											
<i>Suitable for a battle involving experienced gangs with decent skills and gear</i>											
M	WS	BS	S	T	W	I	A	Ld	Cl	WP	Int
6"	3+	6+	3	3	4	4+	3	6+	4+	7+	10+
5"	4+	6+	3	4	3	3+	3	7+	5+	7+	10+
3"	4+	6+	4	3	3	4+	3	5+	4+	5+	4+

PERIL EXTREMIS											
<i>Suitable for a battle involving highly-experienced, advanced, well-developed gangs</i>											
M	WS	BS	S	T	W	I	A	Ld	Cl	WP	Int
7"	3+	6+	4	5	5	4+	3	6+	3+	6+	10+
6"	4+	6+	4	5	4	3+	4	7+	4+	6+	10+
5"	4+	6+	5	5	4	4+	3	5+	3+	5+	10+

STEP 2: CHOOSE WEAPONS

- Peril Minoris chooses 1 of the below weapons.
- Peril Secundus chooses 2 of the below weapons.
- Peril Exremis chooses 3 of the below weapons.

	RNG		ACC		Str	AP	D	Am	Traits
	S	L	S	L					
<i>Venomous Bite</i>	-	E	-	-	-	-2	-	-	<i>Toxin, Melee</i>
<i>Razor-Sharp Talons</i>	-	E	-	-	S+1	-1	1	-	<i>Rending, Melee</i>
<i>Writhing Tentacles</i>	E	3"	-	-	S	-1	1	-	<i>Entangle, Versatile, Melee</i>
<i>Shearing Spines</i>	E	1"	-	-	S+1	-	2	-	<i>Versatile, Melee</i>
<i>Web Shooter</i>	-	T	-	-	2	-	-	2+	<i>Web, Silent, Template</i>

STEP 3: CHOOSE SKILLS

A Xenos Abomination chooses skills from the *Agility*, *Brawn*, *Combat*, and *Ferocity* sets.

- Peril Minoris chooses 2 skills.
- Peril Secundus chooses 3 skill.
- Peril Exremis chooses 4 skills.

STEP 4: CHOOSE UPGRADES

- Peril Minoris chooses 1 of the below upgrades.
- Peril Secundus chooses 2 of the below upgrades.
- Peril Exremis chooses 3 of the below upgrades.

UPGRADE	COUNTS AS
ADRENAL GLANDS	<i>Bio-Booster</i>
CHITINOUS OR SCALY HIDE	<i>Mesh Armour</i>
PREDATORY SENSES	<i>Photo-Goggles</i>
INHUMAN RESILIENCE	<i>Respirator</i>