

NECROMUNDA



HOUSE OF IRON





NECROMUNDA[®]

NECROMUNDA IS AN UNFORGIVING WORLD OF ASH, DUST AND DEATH; IT ASKS NO FORGIVENESS AND OFFERS NO QUARTER, GREEDILY TAKING BUT NEVER GIVING BACK.

TO CLAW ANYTHING FROM THE DEAD BONES OF THIS WORLD, A PROSPECTOR MUST BE MORE UNYIELDING THAN THE GROUND IN WHICH THEY DIG, MORE RELENTLESS THAN THE ASH STORMS THAT SCOURGE THE SKIES OVERHEAD AND BE WILLING TO SIFT THROUGH THE DETRITUS OF MILLENNIA FOR THE CAST-OFFS OF THEIR ANCESTORS. WHILE OTHER WORLDS GIVE UP THEIR WEALTH WILLINGLY, PROVIDING MINERS WITH DEEP SEAMS OF ORE AND FARMERS WITH RICH, BLACK SOIL TO GROW THEIR CROPS, THIS BLIGHTED PLANET FIGHTS TO KEEP ITS SECRETS BURIED. ON NECROMUNDA, ONLY THE HOUSE OF IRON HAS MASTERED THE WASTES AND, EVEN THEN, THEIRS IS A WAR AGAINST THE ELEMENTS TO KEEP THE GREAT HIVE CITIES FED, AND THEIR FACTORIES ALIGHT, ON A DIET OF SCRAP AND DEBRIS.

LIKE THE SERPENT WHICH EATS ITS OWN TAIL, NECROMUNDA IS FOREVER CONSUMING ITSELF IN A CYCLE OF DEATH THAT HAS NO BEGINNING AND NO END.

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>>> Subject: Event log shift 772a of the year of Him of Terra 996.M41.

>>> Conduit Necro-vox GAA919.

>>> Thought for the Day: House Helmawr is Necromunda.

Subjects of Lord Helmawr heed now the voice of Necromunda!

++ The Lords and Ladies of Necromunda commend the efforts of the House of Iron. Ore production has increased by 2.7% in the last great cycle, proving that our blessed world remains as bountiful as ever.

++ In the event of a Grade-4 Omega ash storm striking the outer regions of the hive, subjects are reminded to only venture out while wearing their salvation-pattern respirators, as their inability to breathe will be considered a wilful attempt to avoid their labours.

++ Sanctions against Ashtown will remain in force until the current outbreak of Sump Fever assailing that settlement has concluded. Lord Helmawr reminds his subjects that the purity of their Emperor-given body is their responsibility, though dying is also acceptable.

++ Residents of Two Tunnels are reminded that the collapse of the primary conveyor-shaft in their dome is the utmost and most immediate concern of the Mercator Gelt, and should be rectified soon, allowing transit to and from the settlement. Screaming, wailing or otherwise begging for respite is forbidden, no matter how hungry subjects are, as it will not speed up the process and is only acting to reduce the productivity of neighbouring domes.

++ Endemic gang violence continues to plague the Grand Nexus of Hive Primus and unsanctioned inter-house fighting has risen 14.9% in the last quarter cycle. Clanners are reminded that the Lord of Necromunda does not object to you killing each other provided it does not hinder your productivity.

>>> [Additional] Never forget the sacrifice of the drudging classes. Lord Helmawr commends these, our lowest classes, for their tireless endeavours in making our world the most productive in the galaxy, and applauds their commitment to the cause of production. He also reminds the drudging classes that there is always a place for them in the corpse farms should they tire of their allotted feudal status within our great society.



LORD KAI HORLOTH CINDERJACK
MASTER OF THE NINEWAYS
AND LORD OF THE DUST FAMILIES
NOBLE OF HOUSE ORLOCK



HOUSE ORLOCK

'Never trust a hiver who isn't ready to get their hands dirty.'

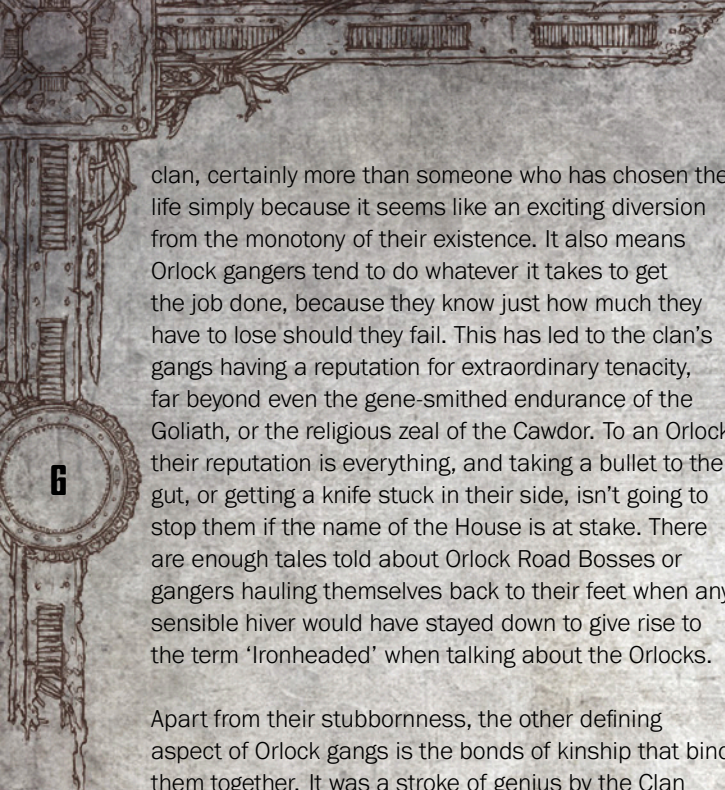
Old Orlock Saying

They say the Orlocks have iron in their souls. But then you'd have to be made of the black ore of Necromunda to climb the spider's web of Lord Helmawr's feudal society as quickly as they have. In just three short millennia, House Orlock has risen from a loose alliance of Clan Families and waste prospectors to become the largest mining operation on the planet. It is a success built upon the backs of a massive slave underclass, the Drudges, born to scrape ore from the dark pits of the Spoil, or work endless cycles in the clan's smoke-wreathed refineries. House Orlock has had a troubled history with this underclass, and at times they have threatened to rise up and tear down everything the Clan Families have fought to build. It speaks to the ruthlessness and determination of these families that they managed to endure these rebellions, ultimately building their entire social structure around the simmering discontentment within their ranks.

From the outside, however, the troubled history of the Drudges is largely unknown, or at the very least discounted, and it is not these unwashed masses that most consider when they think of the Orlocks. The image of the House of Iron is one of veteran rebels,

outland ash-riders and bare-knuckled hardmen. This is entirely intentional, and the heads of the Orlock mining families have worked long and hard to cultivate a soldier class within the clan to fight for its interests, and keep the drudging classes in line. At the top of the Orlock social ladder, a small group of families hold power over millions of subjects, who, should they ever unite, could sweep this ruling class away in a single violent uprising. It is only the clan's gangs that stand in the way of these would-be rebels. As paradoxical as it might seem, most of these gangs come from the drudging classes themselves, selected for their rebellious nature and fierce independence. Thus do the ruling families weed out troublemakers before they have a chance to incite rebellion, and turn them back upon their own kind, with a promise of freedom and power.

It is a system that has worked for centuries, and it has allowed the Orlock Clan Families to grow obscenely rich and powerful upon the toil of their workers. The brutality of life in an Orlock mine or processing plant means that their gangs are especially hardened against the worst Necromunda can throw at them. It also means they savour the freedom of fighting for the



clan, certainly more than someone who has chosen the life simply because it seems like an exciting diversion from the monotony of their existence. It also means Orlock gangers tend to do whatever it takes to get the job done, because they know just how much they have to lose should they fail. This has led to the clan's gangs having a reputation for extraordinary tenacity, far beyond even the gene-smithed endurance of the Goliath, or the religious zeal of the Cawdor. To an Orlock their reputation is everything, and taking a bullet to the gut, or getting a knife stuck in their side, isn't going to stop them if the name of the House is at stake. There are enough tales told about Orlock Road Bosses or gangers hauling themselves back to their feet when any sensible hiver would have stayed down to give rise to the term 'Ironheaded' when talking about the Orlocks.

Apart from their stubbornness, the other defining aspect of Orlock gangs is the bonds of kinship that bind them together. It was a stroke of genius by the Clan Families to not just have the most rebellious elements of the Drudges fight for them, but also to turn them into their own social class within the clan. Orlock gangers see themselves as both part of, and separate from, the clan, almost as if they were caught in a perpetual

state of breaking away from the rigid control of the Clan Families, but at the same time fighting to preserve the system that created them. Other Clan Houses have, in the past, tried to exploit the gang culture of the Orlocks, thinking they might convince these drudging rebels to finally fully turn upon their masters, or join the ranks of one of the clan's rivals. The very rebellion, however, that keeps the Orlock gangs apart from their brethren, also makes them largely immune to these attempts – if an Orlock rankles at the idea of being a pawn in one of the Clan Families' plots then they usually react to being manipulated by a rival with extreme violence.

For better or worse, House Orlock's quiet rebellion seems to work for it, and has seen the clan prosper like few groups on the ash-blighted world. As the 41st Millennium comes to a close, the lion's share of all mining on Necromunda is done by House Orlock. Huge swathes of the planet are given over to their duster families, and digger rigs, ore convoys and outrider gangs all ply the wastes bearing the clenched fist of the House of Iron. The other Clan Houses have all come to rely upon the Orlocks, and it is doubtful that the world could meet its punishing industrial tithes without their contribution. Inside the hives, House Orlock has

THE HOUSE OF IRON

Even before Lord Helmawr granted the Orlocks the title of Clan House, they were calling themselves the House of Iron. Olandus Orlock, first patriarch of the duster clans of the Dead Sea Straits, is reputed to have come up with the title, claiming it to be a self-fulfilling prophecy of sorts. Olandus believed, possibly quite rightly, that if he could build a big enough name for his people, power would follow with it. The patriarch boss was also responsible for putting his own name to the alliance of clans he led, and these days few remember that the Kamund, Cinderjack or Merdena families each once had an equal stake in the Clan House. By the time Olandus died, and was laid to rest beneath the shifting ash dunes of the Dead Sea, House Orlock had been ratified by the Great Houses, and the name House of Iron was in common use among its peers.

In more recent times, the title House of Iron has taken on a different meaning. While for centuries it hinted at the Clan House's dominance of the mining industries, most now associate it more with

the unflinching will of its people. The Orlocks have cultivated a powerful reputation for never backing down from a fight, even if it means going down with their foes. In 585.M41 the Noble House of Ko'Iron tried to secretly sell one of the mining contracts of House Orlock to House Goliath, stripping the House of Iron of its stake in the bore-mine at Bighole. Rather than give up control of the mine, House Orlock threatened to destroy Bighole itself, filling the settlement with road gangs and setting charges beneath the great hanging townships and its work camps. That House Orlock was willing to smash apart one of its most lucrative endeavours over the loss of a single contract sent Ko'Iron a clear message, not to mention the unspoken threat of starting a conflict that might draw the attention of the Imperial House. Unsurprisingly, Ko'Iron blinked and decided that if House Goliath wanted the contract, they'd have to win it the old-fashioned way and take control of Bighole themselves.

taken over shipping levels and cargo exchanges, with countless railheads and ash gates all under their control. While other Clan Houses might have a monopoly on specialist goods – such as the chems produced by House Escher or the technological wonders turned out by House Van Saar – House Orlock wisely chooses to focus its efforts on controlling both the raw materials for production and the means to move them around the planet. This has earned the clan a place at the table with those who serve the Imperial House, and leverage with Lord Helmawr, which has, in the past, allowed the clan to get away with things other Houses might have been sanctioned for.

This started when the Orlocks destroyed House Orlund in M.38. At the time, House Orlund, then one of the Clan Houses of Hive Primus, was the main importer of ore into the hive and owned hundreds of mines on the Palatine Plateau. Its lords had been protesting for years about the upstart Orlocks raiding their wasteland settlements, or hijacking their shipments. Other Houses also complained against the apparent rebels in their midst, old Houses such as the Van Saar, though probably more out of a concern for their trade deals with Lord Helmawr than because of any real interest in the fate of House Orlund. The Orlocks, however, knew just how far they could go without bringing the wrath of the Great Houses down upon their heads and, most importantly of all, made sure that whenever one of their operations yielded profit, both the Merchant Guild and the Imperial House got their cut. Pragmatic as ever, when all aspects of Orlund's mining operations were eventually taken over by the Orlocks, Lord Helmawr bestowed upon them the title of Clan House, pleased with their results and the increase in production they had managed.

Since the destruction of Orlund, which passed largely unheralded into the annals of Necromunda's history, House Orlock has proven itself relentlessly ruthless in its climb to power. Events like the Ashline Heist, the Drypus Incident and the Bighole Showdown have seen the Clan House increase its influence and at the

same time manage to avoid the retribution of the Great Houses and other Clan Houses again and again. While the righteous and respectable of Necromunda might scoff at the Orlocks' apparent luck and double-dealings, others know better. Criminal organisations like the Black Network see the Orlocks for what they are – one of the largest rackets in town. Of course, on Necromunda the difference between being a criminal and being an upstanding member of society is all about the favour of Lord Helmawr – something the Orlocks seem to manage to wrangle just when they need it. Given the quasi-lawless methods employed by the clan, it is little wonder then that House Orlock excels in the inter-clan gang wars that plague the underhive. Orlock gangs are among the most numerous to be found within the depths of the hives, their leaders always looking for opportunities and angles to play. When the Merchant Guild or local settlement lords go looking for an experienced pair of hands to do their dirty work, there is usually an Orlock gang boss close by. These bosses offer very reasonable rates for assistance without the baggage brought to the table by more specialised gangs such as Van Saar tech-hunters or Goliath stimm-heads, and most of these leaders are willing to pay the House of Iron's kill-price. It is a practice that is best summed up by the motto of the Sump Dogs: *'Hard Creds for Hot Lead.'*



LORDS OF THE WASTES

Of all the clans, House Orlock has the largest influence over the Ash Wastes between the hives. While each of the six Clan Houses of Hive Primus extend their influence across the planet in one way or another, it is the Orlocks who protect most Guild caravans and police thousands of outland settlements. This is, in part, because of their origins as a duster clan, the families being able to trace their ancestors back to the Ash Wastes. But there is another reason. For millennia, most of the Great Houses, and the Clan Houses who served them, discounted much of the blighted world on which they lived. It was the wealth of the hives, and their production, that they fought to control, giving little mind to the ancient automated systems that plundered what remained of Necromunda's diminished resources. They reasoned that if it was of any worth it had already found its way into a hive, and they focused on the endless task of cannibalising the ruined and wrecked sections of each hive to turn out ever greater production. It was the Orlocks who realised that while the wastes offered only scant resources compared to the hives themselves, there was still wealth to be wrung from the vast toxic continents and dry seabeds, especially if one could control the lion's share of it. This has been the driving goal for House Orlock for the past three millennia, and it is the basis of their relationship with the Imperial House, and the many deals and alliances they have made with the Merchant Guild and the other Houses.

The results of this ambition speak for themselves. Over the centuries, Orlock agents, and those in service to the House of Iron, have uncovered countless lost treasures and forgotten regions of Necromunda in their extra-hive expeditions. Thousands of settlements have been raised in the name of the Clan House, and the Great Ash Road that circumnavigates the planet has been brought into service once more. Such is the influence House Orlock has out in the wastes that many hivers see the House of Iron being synonymous with the Guild of Coin when it comes to trade between the great hives.

HISTORY OF HOUSE ORLOCK

All life on Necromunda begins beneath iron skies and ashen clouds. Men and women born in the hives know nothing of the world beyond the plasteel walls of their domes, and it is rare for any to ever venture further from their birthplace than the distance a hiver might walk in a single cycle. Rarer still are those who venture out of the hives into the hellish wastelands beyond. Some do so because they have been driven out by their kin, or the harsh laws of the Imperium, whilst others do so because they believe there is wealth to be found in the toxic wilds. The progenitors of House Orlock fall into this latter category, and their tale is one of opportunity, luck and no small amount of bloody-minded determination.

BORN IN THE WASTES

In the early years of the 38th Millennium, Necromunda was, in many ways, much as it is today. The great hive cities produced vast quantities of war materiel for the Imperium (among millions of other goods) and trade flowed from across the planet toward Hive Primus, and from there up through the Eye of Selene. At every level of Necromunda's feudal society, men and women sought to do their duty for lord and hive, working in manufactoria, mines, and habs, to ensure the world's extreme production tithes were met. This obligation to the Imperial House extended out into the wastes, where scavenger families risked the toxic atmosphere and savage Ash Waste Nomads, in the hope of bringing back the next big score. Compared to the subjects who lived within the hives, the life of a waste scavenger was even briefer and more violent than usual on Necromunda.

Among these frontiersmen and women was a young duster by the name of Olandus Orlock. Olandus, and his extended family, were considered prosperous by the standards of the duster clans, owning their own ash-crawler and making reasonable profit bringing back wreckage from the edges of the Spoil. Young Olandus might have passed unnoticed and unrecorded into history had it not been for a particularly violent ash storm that rolled down from the northern reaches of Necromunda in the third grand cycle of 003.M38. Olandus and his family became lost in the maelstrom of ash and dust, driving deep into the Spoil. To escape the storm, the clan took shelter in an ancient wreck, only recently revealed by the howling winds. It was only after the peril had passed that Olandus realised what he had stumbled upon – the remains of a warp ship, lost since the distant days of the Araneus Continuity. Wise enough to keep his find secret, Olandus spent the following years growing rich from it, selling scavenged archaeotech

in the barter-warrens of Hive Primus. In this time his family grew, until the Orlocks and their fleet of crawlers were recognised throughout the Spider Points and had contracts as far north as Bighole. A lesser man might have been content to have built such an empire, but Olandus had bigger plans in mind.

At the time, the Clan House of Orlund held the lion's share of mines in the Spoil and protected the Mercator Gelt convoys across the Palatine Plateau. Olandus coveted their power and made plans to supplant them as the ruler of the wastes. A canny and ruthless diplomat, Olandus gathered together the heads of the most powerful duster clans in the Spoil upon the pretence of revealing his long-rumoured big find to them. In the hold of the ancient vessel, he gave them an ultimatum: share in the bounty of the wastes with him or never leave the wreck alive. After some 'negotiation', Olandus walked out of the vessel with his new allies, the Kamund, Cinderjack and Merdena clans, along with the holdings, Drudges and crawlers of those who had refused him.

Almost immediately, Olandus' alliance began their war against the outland settlements and mines of House Orlund. At first, the Orlock patriarch was careful to disguise his raids as random attacks by Ash Waste Nomads, mutie tribes or outlaw gangs but, in time, he became bolder. Soon, running gun battles were being waged in the scrap canyons of the Spoil. Armoured crawlers and biker gangs struck at Orlund convoys, taking their goods and then selling them back to the Mercator Gelt, the branding seals burned off and replaced with the Orlock icon of the clenched fist. For decades this road war raged, slowly building in intensity, until House Orlund beseeched the Imperial House for aid. Still recovering from the chaos of the Two-faced War, House Helmawr had little interest in the bickering of the lesser Houses and turned the emissaries of Orlund away, telling them to deal with these upstarts themselves.



LANSON 'MOUNTAIN BREAKER' ZEDAR
ARMS MASTER
SONS OF IRON
HOUSE ORLOCK



YOUNG ZAKIEL
ROAD WARRIORS
HOUSE ORLOCK

The refusal of aid from the Imperial House had unforeseen consequences. By turning a blind eye to the road war, Lady Helmawr, already ancient and weary from centuries of rule, gave unspoken consent for the Clan Houses to take sides. And where there is conflict there is opportunity. House Vosak and House Eschaki had long been enemies of House Orlund and were swift to side with Olandus and his duster alliance. Eschaki chem-warriors were an especially welcome addition to the ranks of the Orlock road armies, and soon House Orlund was on the defensive both inside and outside the hives. Decades more of conflict brought House Orlund to the edge of extinction, but the final blow would not come from the duster clans but rather from one of their own. In 111.M38, Kaylana Orlund, youngest daughter of Vetric Orlund, Lord of House Orlund, secretly proposed marriage to Olandus' eldest son Kavar. Under the ruined arches of the Cathedral of Ash, in the wilds of the Spider Points, they were wed, and within a cycle they had laid claim to what remained of the Orlund domain. Broken-hearted by the betrayal of his daughter, Vetric wandered off into the wastes, a shadow of his former self, and Kavar and Kaylana Orlock became the first family of the newly-ratified House of Iron.

THE CRUCIBLE SCHISM

As decades stretched into centuries, House Orlock continued its ascendance to power, and by the close of the 38th Millennium their presence was felt in almost every hive on Necromunda. The bloodline born of the union between Kavar and Kaylana had grown equally strong, and the Orlock extended family ruled over a dozen lesser families and millions of Drudges – the bonded servants of the clan who worked its many mines and manufactoria. Time, however, had made the Orlocks weak. Where once the duster families were hardened by their life out in the wastes, they had now become complacent, wallowing in the wealth provided by their underclass. Styling themselves after the Great Houses, the families considered themselves the 'new' nobility. They were given to extravagance and excess, and were more likely to attend decadent balls ironically dressed as Ash Wasters than actually journey into the wastes for real. As the families withdrew from the day-to-day running of their empire, control of the Drudges was given over to hired guns, men and women who had no loyalty except to the creds they were promised.

At some point in the early centuries of the 39th Millennium, the combination of crushing production quotas, noble excess and unreliable security forces came to a head. Things truly boiled over when a work crew in one of the Bighole cliff mines was ordered back to the slag face for a sixth consecutive cycle, a young Drudge stepped forward and buried her pick in the overseer's skull. The Drudge's actions were the spark that set the Bighole rebellion alight, and within a cycle the drudging classes, far outnumbering their guards, overwhelmed the settlement. By the time the last Edgelord had been hurled screaming from Bighole's gantry-fortress, word had reached House Orlock of the sedition. Rather than learn more about the motives behind the rebellion, or even attempt to reason with the Drudges, they instead assembled a massive army of hired guns, and dispatched them to make an example of the rebels. Unfortunately for House Orlock, the rebels were now in possession of the wealth of Bighole and simply outbid the Clan House for their own army. Cycle by cycle, the rebellion spread across the Spoil, and in a cruel repeat of Orlock's own conquest of House Orlund, the Imperial House refused to intervene; Lord Helmawr taking the stance that the disobedience of a House's workers effectively amounted to the disobedience of the House itself, and therefore its problem to solve lest he find someone else to solve it for them. Worse than the loss of income, or the danger to their lives from rampaging rebels, was the damage the uprising did to House Orlock's reputation. Almost at once, other Clan Houses started moving in to take advantage of

the turmoil created by the situation. While none of them openly supported the rebels – for such a thing would go against the strict feudal laws of Necromunda – they made sure the drudging classes of the Orlock clan did not want for weapons or supplies in their war of liberation.

It is unclear what may have transpired had the uprising been allowed to run its course, though in all likelihood if Necromunda's production had been seriously threatened then the Imperial House would have stepped in and purged the rebels – gutting House Orlock in the process and reducing the families back to duster clans. Fortunately for House Orlock, things took a different path. Within the ranks of the Clan Families a group, discontent with the decadent state of their household, had been growing. They wanted a return to the days when the families were led by hardened prospectors of the wastes and the House of Iron was a name to be feared. The uprising was their chance to act. Gathering together, they set up the town of Crucible, deep in the ash wilds of the Spider Points, and claimed themselves the true successors of the Orlock, Kamund, Cinderjack, Merdena and other Clan Families. They then made deals with the strongest rebel leaders, promising them a place in their new clan order. This would become known as the Crucible Schism, and was the foundation for the rebirth of House Orlock.

THE DUSTER CLANS

While most humans on Necromunda live within one of the planet's massive hive cities, sheltering from the horrific atmosphere of their home world, the wastes between the hives are far from empty. In addition to tribes of Ash Waste Nomads, mutants and outcasts, there are numerous sanctioned inhabitants. Principal among these are the duster clans.

Wasteland scavengers, the clans represent families who make their living sifting through the detritus of Necromunda, recovering scrap that has been overlooked by the Clan Houses and their various mining operations. Forgotten settlements, collapsed hives and abandoned mines are all rich picking grounds for a duster clan who can make their fortune hauling their finds back to a hive or one

of the larger outland settlements such as Bighole or Crucible.

It is a brutal life, and there is a good reason most Necromundans dwell within their shielded hive cities. The toxic atmosphere dramatically shortens the lives of the duster clans, even protected by hazard suits and respirators. They rely completely on their crawlers – hulking ash vehicles that come in all shapes and sizes, but are as much transport as they are moving townships and home to countless generations of clanners. To the inhabitants of the hives, the duster clans are considered little better than Ash Waste Nomads, but they fill a vital role in the ecology of the blighted world nonetheless. Without the duster clans, many rare and wondrous objects or wasteland wealth would remain lost forever.

BLOOD AND IRON

As often happens on Necromunda, the young devour the old and then take their place. Such was the case with Crucible. Between the drudging classes and the decadent old guard of House Orlock, Crucible became the nexus for a third faction in the war between worker and overseer. Avor Orlock, the young founder of the wasteland settlement, turned rebels to his cause with a simple creed – gang before House, House before the rest. Dubbed the ‘Code of Iron’, it taught strong leaders to hold allegiance to themselves, their brothers and their sisters first, then to the Orlock family, then to Necromunda. Avor was impressed by the strength of the rebels, and he decided it was just the injection of new blood his clan needed. It was, however, Rei Merdena, rebel daughter of the patriarch of the Merdena family, who turned the dream of a new House Orlock into a reality. It was Rei who convinced the youngest members of the Clan Families that their time had come, and in a strange echo of Olandus’ own forging of the families so long ago, Rei gathered these like-minded individuals in the wastes, sheltering in the wreck of an ancient stratoplane. Avor had the brains to make it work, but it was Rei’s charisma that bound them all together, and it was her words that swayed so many rebel gangs.

When at last the dust settled, the rebellion had been put down by its own leaders, the drudging classes thrust back into their place, and the older generation of House Orlock swept away, all in one bloody conflict. Avor became the new Lord Orlock, with Rei whispering in his ear, and the seat of power for the clan was moved to Crucible where it still resides to this day. The most significant change to come out of the affair was the creation of the Orlock gang class. Drawn from the Drudges, and supplemented with members of the great families, it ensured the strongest and most loyal members of the clan were ready to defend its interests.

Following the creed of the Code of Iron, House Orlock reclaimed much of its lost glory in the following centuries and, by the 40th Millennium, it was greater than even its long-dead founder could have imagined. Orlock settlements and mines dotted the wasteland, while the great nexus levels of the hives, where goods were brought in from across Necromunda, were controlled by Orlock gangs in the name of the Guild of Coin. Given their position as providers of Necromunda’s raw materials, House Orlock forged strong ties with the other Clan Houses, each one relying on the House of Iron’s ore, and the Orlocks, in

turn, relying on the specialised goods and services which other clans provided. As the centuries slipped by, House Orlock also created links with the Great Houses, and many Orlock daughters and sons were married off to seal trade deals or in payment for services rendered. Ran Lo, the lords of Necromunda’s skies, took a special interest in the Orlocks, keen to monopolise all trade and travel between the hives, while House Ko’Iron would eventually support an entire bloodline born of Orlock brides and grooms married off to noble lords and ladies.

If there was one House the clan frequently clashed with, however, it was the Delaque. For reasons known only to the most powerful members of their clans, the two Houses had become bitter rivals and seemed to work continually against each other’s interests. This came to a head at the beginning of the 41st Millennium with the now-infamous Ashline Heist when Orlock gangers hijacked a vital mag-lev ore shipment on the primary Ashline Rail between the Rust Pit and the Spider Points. Making a gift of the cargo to House Ulanti, along with the promise of more to come, the House of Iron officially secured the support of the Great House.

Reluctant to escalate to all-out conflict, House Delaque attempted to blockade the Orlock mining operations and break the newly-forged contract. However, House Orlock simply drew ore from their numerous other mines to maintain production quotas, frustrating the Delaque. Events finally came to a head with the Drypus Incident deep within Hive Primus, when open fighting broke out between the clans. At this point Lord Helmawr stepped in, ruling that House Orlock had been within their rights to take the Ulanti contract and that it was House Delaque who had broken the laws by resorting to armed conflict.

In the wake of the incident, House Orlock’s power grew even further, though the Delaque did not forget, or forgive. Despite dark deeds wrought by the House of Shadow – such as the assassination of Lord Hagen Orlock, the rumours that saw Lord Balen Orlock cast down from his position at the head of the Orlock family, or the schism the Delaque tried to create between the clan and the Merchant Guild – the Clan House endured. And, as the last years of the 41st Millennium come to pass, the House of Iron maintains control of almost all land trade on Necromunda, the roads connecting the hives and the loading levels of the great cities grasped within their fist like the chain upon their sigil.

HOUSE ORLOCK TIMELINE

M 3 7 3 8

AN AMBITIOUS DREAM

House Orlock is born from the dust and ash of the Spoil. The scavenger patriarch Olandus Orlock seizes a chance encounter, and from it plants the seeds of a great dynasty. And yet the birth of the Clan House-to-be is not without difficulty, and there are many who would see the upstarts cast back into the wastes from whence they came.

003.M38

OLANDUS' BIG FIND

In the midst of a great ash storm, the duster patriarch Olandus Orlock stumbles upon an ancient void ship buried for millennia beneath the Spoil. Rather than squander his find in the drinking holes of Hive Primus, Olandus instead devises a plan to lift up his family from their ashen cradle.

014.M38

FOUNDING THE FAMILIES

Olandus gathers the first families of Clan Orlock; the hot-headed Kamunds of Poison Ridge, the ash-bitten Cinderjacks of Mutietown and the cold, ruthless Merdenas of the Arcos Run. Together these wastelanders will form the first dynasties of the House of Iron.

015-111.M38

WAR FOR THE SPOIL

The alliance of Orlock begins their war of conquest for the Spoil, using the wealth of Olandus' hidden vessel. Their main enemy is House Orlund, which for centuries has controlled Necromunda's most profitable mines. It is a raiding war that will drag on for almost a century, though one the Clan Families will eventually win.

111.M38

THE DEATH OF ORLUND

Broken by years of raiding, interference by the other clans, and the mounting displeasure of Lord Helmawr, House Orlund falls into decline. Its death knell finally comes when it is betrayed from within, Kaylana Orlund turning on her father, and siding with Olandus and his allies.

112.M38

A BLOODSTAINED WEDDING

House Orlock takes its place among the Clan Houses of Hive Primus, its position cemented by the union of Kavar Orlock and Kaylana Orlund. This blessed event takes place in the Cathedral of Ash, a ruined Imperial temple built in the wilds of the Spider Points, while the last soldiers of Clan Orlund are fighting to defend the great halls of their House from the Orlocks.

452.M38

A BELATED GIFT

In typical Necromundan fashion, it takes the Imperial House over 300 years to finally get around to giving Kavar and Kaylana their wedding gift – both of them having long since died. Their great-great-great grandchildren receive the gift on their behalf, a personal invitation for the couple to attend the 200th name-day feast of Lord Allobius Vex Helmawr... who has also been dead for almost a hundred years.



WAR IN THE WASTES

House Orlock exerts its dominance over the wastelands between the great hives of Necromunda. Their meteoric rise to power (by the stagnant standards of the hive world) is built upon the back of millions of indentured workers, and leads directly to a devastating uprising that threatens to destroy the Clan House utterly.

NOUVEAU RICHE OF NECROMUNDA

In the span of a few centuries, House Orlock succumbs to decadence. As the divisions between the Clan Families and their workers widens, men and women whose grandparents were hardened dusters and wasteland wanderers become pampered nobility unable to perform the simplest of tasks without their legions of servants.

LORDS OF CARRION TOWN

After an outbreak of mutation within the Orlock clan leaders, an entire extended family branch is exiled to the wastes. These outcast clanners soon establish themselves in Carrion Town, founding their own splinter household that becomes known as the Scaled Fist. For decades afterwards, the Scaled Fist instigates mutant rebellions across the eastern wastes, leading them to be called by many *'those other Orlocks'*.

BATTLE IN BIGHOLE

The Drudges of Bighole rebel against their Orlock masters, turning the mining settlement into a warzone. Duster clans, Ash Waste Nomads and outlaws all take the opportunity to raid Bighole and, in less than a grand cycle, it is reduced to ravaged ruins inhabited by warring gangs.

BLOOD AND ASH

For centuries the rebellion of the Drudges drags on, slowly bleeding House Orlock of its mineral wealth. As it is a conflict in the wastes, the Great Houses pay little attention to the House of Iron's woes, many simply increasing production quotas in an effort to motivate a swift resolution to what they see as an *'internal problem'*.

REBELLION ROAD

After years of war, the Drudges control large sections of the Spoil and its valuable slag mines. Ash-rigs must fight running battles to keep the ore flowing into the coffers of Clan Orlock, and the drivers dub the route into and out of the Spoil as Rebel Road for the numbers of wasters laying ambushes along its length.

BIRTH OF THE CRUCIBLE

Young members of the Clan Families chafe against the inaction of their elders as House Orlock slowly dies. Coming up with a plan to use the rebels to turn the clan's fortunes around, they gather in the depths of the Spider Points to create a secret outland settlement to operate from.



GANGS AND GRUNTS

From the ashes of the Crucible Schism, a new House Orlock emerges. In an age of upheavals and rebellion, the clan undergoes numerous changes, but most importantly of all, secures its place as a player in the great game of the Necromundan Houses. This time will also be marked by the birth of lasting enmity with House Delaque.

A CHANCE AT REDEMPTION

Avor Orlock and Rei Merdena set about bringing their house back from the edge of extinction. Rather than simply kill the old House masters, they give them a chance to prove their worth in the new order – this leads to the Trials of Ash, with the masters sent naked and weaponless into the wastes to see if they can survive... much to Avor's and Rei's surprise, some even return alive!

BOLD GANGS AND BIG NAMES

Gangs of former Drudges are eager to prove and earn names for themselves. This leads to a period of expansion for House Orlock, and gives rise to countless legendary gangs, like the servo-armoured Scrap Dogs of Spoiltown, and the Gunshy Girls, with their shotgun-toting cyber-mastiffs.

A LEGEND IS BORN

Cindi Kane becomes the first Drudge to officially join the Clan Families, marrying into the Cinderjacks after a spectacular career as an underhive gang boss. Cindi's children will go on to revitalise the Cinderjack bloodline and mark a period of revival for the Clan Families.

RACE TO THE DRYSEA

To stop House Escher from securing the trade roads across the Drysea, House Orlock musters the duster clans. In the space of a year, a dozen new settlements spring up along the road as Orlock and Escher gangs battle it out in the toxic gloom of the vast wasteland.

THE BULLET ROAD

After a season of constant Ash Waste Nomad raids, the Mercator Gelt impose a bullet tax on Hive Primus. Orlock ash-runners brave the raids to bring in ammo from other hives, the route into and out of Hive Primus becoming known as Bullet Road.

ASHLINE HEIST

The legendary rebel, Cheros Jal, liberates a Delaque mag-lev train destined for Hive Primus. In what later becomes known as the Ashline Heist, Cheros and his Iron Riders board the train as it passes out of the Spoil, and fight their way down its length in a savage gun battle, as the landscape rushes past at 300 kilometres per hour.



BROTHERHOOD OF THE ROAD

House Orlock conquers the great trade routes through the wastes, and becomes the principal instrument of Imperial rule beyond the great ash gates of the hive cities. During this new age of control, rivals both old and new emerge to bring House Orlock to its knees, and the House of Iron must fight for its hard-won wealth.

WAR IN THE UNDERHIVE

House Delaque and House Orlock go to war in the underhive of Hive Primus. Though both sides are careful not to draw the attention of the Imperial House, years of sabotage, gang warfare and assassination follow, costing the lives of thousands from both clans.

THE BONE ROAD

Orlock gangers build a race track in the underhive, running across the Bonedry that surrounds Rust Town. Scavenging parts from the hive itself, gangs compete to build the fastest runners, though as often as not, races descend into gun battles should one side start to fall behind.

THE DRYPUS INCIDENT

Years of clandestine fighting between House Orlock and House Delaque culminates in Kagill Orlock, son of the current Lord Orlock, launching an assault on the Delaque of Drypus. The scale of the carnage is enough to draw the attention of Lord Helmawr, though Kagill manages to pin the blame on the House of Shadow. Lord Helmawr, who has finally had enough of the two clans' bickering, officially sanctions the Delaque for their part in the massacre.

FACELESS KILLERS

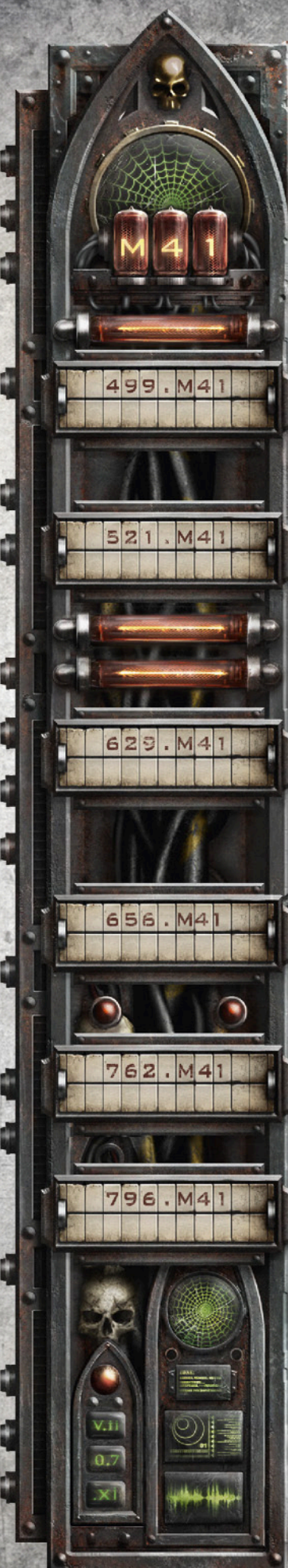
Lord Hagen Orlock is murdered by Delaque assassins. The House of Shadow manages to get close enough to Hagen by using polymorphic killers, known as the Faceless, who can appear as whoever they choose. In the aftermath of the killing, hundreds of Drudges are murdered, for fear their ranks might contain more of the Faceless.

YEAR OF THE WILD SNAKE

An exceptional vintage of Wild Snake almost brings down Hive Vosroth. The bottles become more valuable than food or water, and soon even Vosroth's Enforcers are breaking down doors looking for them, leading to countless drunken gun battles.

SHOOTOUT IN THE SIX CLANS

A three-day gun battle begins in the Six Clans of Dust Falls, when a drunken Road Boss mistakes a bald scummer for a Delaque. The shooting only ends when the patrons of the Six Clans run out of both ammo and, more importantly, booze.



HARD TIMES

Lean years and planet-wide upheavals threaten the stability of the House of Iron, as do many strange and unfortunate occurrences both inside the hives and out in the wastes. As in times past, House Orlock is forced to adapt in the only way it knows how – through facing their problems head-on, and never backing down no matter the cost.

DOOM OF DOWNTOWN

After an especially devastating hive quake, Downtown, a settlement with the long standing title of the lowest outpost in the underhive of Hive Primus, sinks into the Sump. Orlock gangs are the first to move into the region where the settlement once stood, and are instrumental in building its replacement – Sump City.

THE BIGGEST BOUNTY

Drake Merdena turns outlaw after killing a Delaque whisper-merchant in Helmawr's own audience chambers. For the next ten years, Drake works up the price on his head with every misdeed he can think of – though always remaining true to the creed of the Oath of Iron. When at last the Guilders post a bounty of 50,000 creds for him, Drake turns himself in for execution, making sure the Merdenas get the money.

BOSS OF THE ROAD

A dozen of the most powerful Road Bosses in the Spider Points gather in Crucible for the annual dividing of the Spoil. In the tradition of the wasteland settlement, they take to the fighting pit beneath the Lucky Six, in a bareknuckle contest that lasts three days and draws gangs from all across the cluster for some free entertainment – and teeth.

REVOLTING YOUTHS

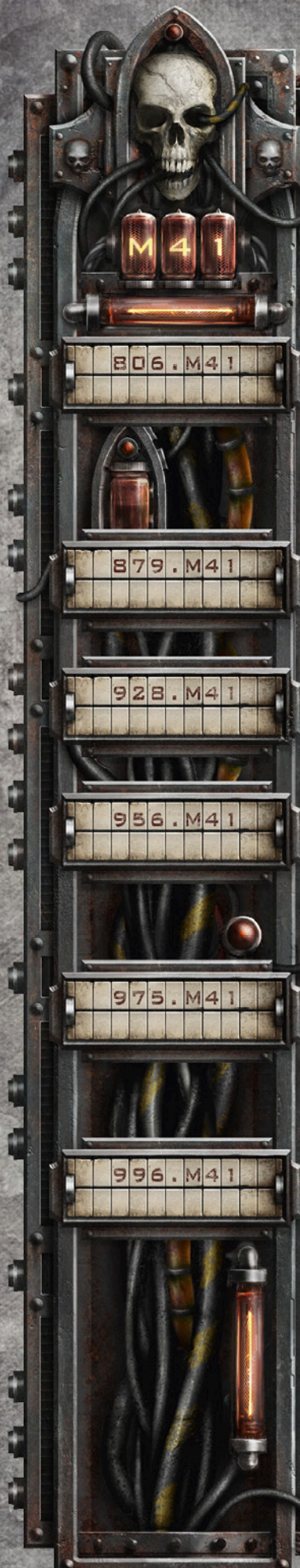
After the untimely demise of the rest of their gang, a group of Sump Dogs Juves set out to take over Dust Falls. Calling themselves the Sump Pups, they launch an ill-advised attack on the Six Clans. The ensuing gunfight, and the death of all 20 Pups, will later be described as 'a quiet night' by the owner.

A LEAN YEAR

After a poor year of mine yields, House Orlock turns to cannibalising the underhive of Hive Primus for raw material to meet their quotas. Hive quakes, and an overall drop in the stability of the hive, does not slow their efforts or give them pause.

STORMS AND SPOILS

A season of violent ash storms changes the topography of the Spoil. In the aftermath, an archaeo-rush commences with gangs coming from hives all across Necromunda hoping to find lost wealth. House Orlock grows rich on issuing 'prospecting' licenses as well as enforcing the Mercator Gelt's many road tolls.



LORDS OF IRON

Dominance of the wastes pays the House of Iron in unexpected ways. The closing centuries of the 41st Millennium see forgotten forces moving on Necromunda for the first time since the early years of Imperial rule, and House Orlock are on the frontline of many of these shadow wars and wasteland conflicts.

ASH ROAD RUN

Dax Cinderjack, Road Boss of the Dust Devils, steals an Escher shipment of off-world weaponry gathered from the Navis Mortis. With a pack of Escher Wyld Runners close on her trail, Dax and her gang race along the Great Ash Road to Hive Primus, their week long-chase becoming an oft-told tale within the House of Iron, replete with ash storms, mutie ambushes and gun battles from the back of Dax's speeding ash-rig.

THE TWO GUILDS

A schism within the Mercator Gelt of Hive Primus leads to a trade war across the Palatine Cluster, with Guilder families fighting on both sides. House Orlock backs both sides, using the chaos to increase their control of the Spider Points.

AN AUSPICIOUS UNION

Brassis Diene Orlock, daughter of Lord Hagen Orlock, ascends to become Lady Ko'Iron, her extremely elderly husband bequeathing the title to her on his deathbed, much to the ire of his dozens of legitimate children.

GUNS AT DORN

A massive master-crafted bolt pistol, stamped with a fist icon, falls into the hands of Orlock gang boss Helgan Graywater, who modifies a servo-fist so he can fire it without breaking his arm. The gun turns out to be a mixed blessing, as it earns Graywater a fearsome reputation, but eventually spells his downfall when its owner returns to reclaim his property.

EXPEDITION TO SECUNDUS

An unsanctioned expedition of Guilder families and Orlock gangs attempts to open a scavenging route into Hive Secundus. When Lord Helmawr learns of the folly he orders Lord Morrow to go after the expedition, and an army of duster clans, outriders and Wreckers are sent into the ruined outer regions of Secundus, where they discover their kindred in the thrall of xenos masters.

A NEW IRON LORD

Plans, decades in the making, come to fruition, and a mysterious object found in the wastes is secretly brought to the court of Lord Morrow Orlock. Though not even his closest advisors or many children know what it is, they detect a change in their father, Morrow becoming more secretive and muttering to himself about the return of the Iron Lords...

HOUSE STRUCTURE

'Anyone can rise to the top in House Orlock – if they think they're tough enough.'

Crutch Cinderjack, Drudge Overseer, Spoiltown Mining Camp

House Orlock is ruled by the Clan Families, the largest and most powerful of which is the Orlock family itself. These families are vast extended bloodlines that have members in most parts of Orlock society. By far the largest group within House Orlock, however, are the Drudges, serf workers who are little better than slaves. However, unlike actual slaves, such as those used in great numbers by the other Clan Houses, the Drudges can still call themselves Orlocks. This is a key difference, as it feeds into the second major part of the clan – the gangs. Any Orlock, no matter where they come from, can join the gangs, provided they can prove themselves. It is a way out of crushing poverty and toil for many Orlock clanners, or simply a method of sticking it to the man – ironically, by working for him. This means

of elevation is also a means of control; by promoting the belief that if a worker tries hard enough and proves their worth they will, eventually, be able to become a member of one of the Clan Families, and their children will enjoy a life in the upper classes of the House. Despite the vanishingly small odds of this happening, it holds the clan together. This loyalty to the clan is underpinned by the creed of the Code of Iron – gang before House, House before the rest. And so the most base within House Orlock work all the harder for the most elevated, hoping that their work might earn them a greater share of the clan's wealth than they have or, failing that, a chance to join the gangs and take out their anger on the clan's enemies.

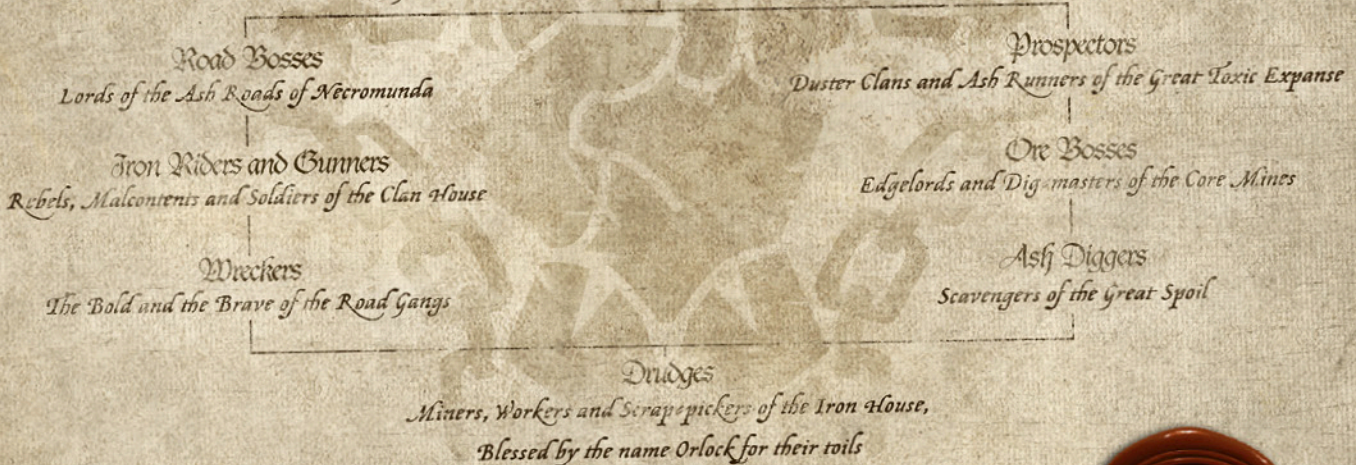
Hierarchy of Iron Necromundus

Mark this document as legal writ in the eyes of the Imperial House, that none may dispute the right to rule of Lord Orlock.

Lord Morrow Orlock
Master of the House of Iron

Clan Families

The Great Families: Orlock, Kayum, Cinderjack, and Merdena



Born of ash and blood are the Iron Brothers and Sisters of the Slaves, Wastes and Scrap towns, theirs the forgotten refuse of Necromundus to inherit, theirs the broken world to scavenge of its faded wealth.



LORD ORLOCK

House Orlock has always been run by one of its own. Even during the Crucible Schism, Avor, the young usurper of his family's name, was still an Orlock. Surprisingly, this aspect of the clan has never been broken, not by the meddling of other Clan Houses or Lord Helmawr, or by the rivalry between the House's own Clan Families. Part of this was due to the shock of the Crucible Schism, which made the young family patriarchs and matriarchs of House Orlock realise the fragility of their existence when compared to the vast numbers of Drudges working for them. Mostly, though, it is because House Orlock is run like a vast criminal cabal, built upon favours and bonds of blood. At almost all levels of the clan there are leaders who can trace their lineage, or their obligations, back to the Orlock family and its master, Lord Orlock. Just as all subjects of Lord Helmawr exist at the pleasure of the Master of Necromunda, all clanners within House Orlock owe their lives and livelihood in some way to the Orlock family.

The current head of this family is Lord Morrow Orlenus Orlock. From his compound in the Crucible, he rules over a vast network of trade routes and mining conclaves that cross the northern and western hemispheres of the planet. An enigmatic figure, Lord Morrow was horrifically scarred in his youth when his ash-runner was forced off the road during a convoy mission. Dragging himself from the wreckage covered in burning promethium, Morrow is said to have leapt onto his rival's rig and, still alight, unloaded his guns into the vehicle's cab. These days, Morrow seldom leaves his workshop beneath the Lucky Six, and when he must attend clan gatherings in Hive Primus, he does so concealed under a heavy stormcoat and ash rider mask.

ORLOCK FAMILIES

Dozens of families, both large and small, make up the leadership of House Orlock. Some, such as the Vostochni or the Travets, are relatively new additions, their founders Road Bosses who made a name for themselves and earned the right to join the ranks of the ruling class, a right that has passed on to their offspring. Others, like the Daygons or the Rokossovsky, died out somewhere in the dank depths of the underhive or on the endless ash road, their line disappearing into history. The founding families, however, remain the largest and most powerful. These are the Orlock, Kamund, Cinderjack, and Merdena families, and to be a member of one of these, or sworn to their service, means a place in the upper echelons of the organisation.

DANTE CINDERS
RUST DOGS
HOUSE ORLOCK

It is not without good reason that the Orlock family is the largest within the clan. Successive generations of Lord and Lady Orlocks have ensured that, through marriage and alliance, their line has continued to prosper. Thousands of clan members bear the last name Orlock and many more their unique fist and mountain tattoo. And while House Orlock prides itself on its leaders proving their right to lead through deeds and grit, there is no small amount of favouritism for them when it comes to the name Orlock. When a new region of the wastes is opened up, or a new hive enclave set up, it is often an Orlock who is put in charge. It is no wonder then that the Orlocks feel a certain sense of entitlement and seldom let the other families forget it.

Kamund and Cinderjack each have their own specialities within the clan. The former are the masters of hive mining and the furthest reaches of the Spoil, while the latter run the engine cults who see to the clan's rigs and ash-runners. Neither has ever risen anywhere close to challenging the Orlock family for their place at the head of the table. The Merdena family is another story altogether. Over the years, Merdenas have challenged the Orlock's right to rule the clan, some even going so far as to break away and form their own splinter clans, either out in the wastes or the depths of the hive. Each time, the Merdenas have been knocked down by the Orlocks and grudgingly returned to their place in the pecking order, but each time they have also come closer to taking over a significant part of House Orlock's operations.

PROSPECTORS

More has been lost and forgotten about the Ash Wastes of Necromunda than is known about most planets within the Imperium of Mankind. Millennia of storms, decay and unchecked industry has buried entire regions of the world in ash, dust and wreckage, the bounty of centuries past hidden beneath layers of history. Within Clan Orlock, it falls to the Prospectors to uncover this wealth. Explorers of ash and hive, they lead expeditions of clanners into the abandoned regions of the world, often at great risk, to find untapped waste deposits to mine or ruined settlements and machinery that can be picked over. A much-respected position within the House, each Orlock Prospector is unique, shaped by the region they explore. The frost-bitten men and women of the ash pole are adept at thawing out wrecks that have slumbered beneath the dirty ice of Necromunda for millennia, while the Deadsea scavengers drift over the vast sweltering equatorial wastes in ancient stratoplane hulls held aloft by gas balloons.

There are even Prospectors who sail the midnight sump seas beneath the planet's surface, looking for lost settlements, crashed void ships or even entire sunken hives, amidst the toxic waters.

WRECKERS

Traversing the badzone of an abandoned hive manufactory or the Ash Wastes is an undertaking fraught with peril, and most sane individuals that are forced to do so stay within the sealed confines of their vehicles. Wreckers are a little different. Drawn from the young prospects of House Orlock, Wreckers use homemade jetpacks to clamber outside their rides and leap from one vehicle to the next. Landing on the roof of a rival rig or cargo hauler, they use bombs, cutters and other tools to either sabotage the enemy vehicle or hack their way in, liberating it of its cargo. Then, as the target erupts in flames or pitches over into a death roll, they leap away to safety... hopefully. It is a job with an unsurprisingly-high casualty rate, but one that still attracts hosts of Orlock prospects eager to prove themselves to their gang.

Wreckers are not limited to the wastelands, even though this is where they still do most of their work. Within the large empty spaces of a hive, or among the tangled depths of the underhive, a skilled Wrecker can leap down on foes from the shadows of a dome ceiling or jet off the ground to attack enemies on elevated platforms. It is a tactic that is both difficult to counter and lethal for the Wrecker should they make a miscalculation. More than one ganger has been caught off-guard as a Wrecker roars out of the darkness to drive a fighting knife into their gut, just as more than one Wrecker has ended their days splattered across the floor, wall or ceiling of the hive.

GUNNERS

The bulk of House Orlock gangs are made up of Gunners. These are the foot soldiers of the families who fill out its fighting classes as well as crew the great rigs and convoys that traverse the wastes. Most Gunners begin their lives much like other hivers, born in the House's hive enclaves, destined for the drudging classes and the factorums or deep hive mines. From here they rise up to join the ranks of a gang, after proving themselves, usually by venturing out into the wastes on an ash road run. This is no small feat, considering most humans born in a hive city have a natural (and fairly justified) fear of the outside. It can be unnerving to stand under the sky, even one as polluted and dark as Necromunda's, when all one is used to is steel walls and low ceilings. If the hiver can conquer these fears, and survive the journey from one hive to another, then they will have earned their right to be called an Orlock.

Gunners, if they live long enough, might be elevated to the rank of Iron Rider – one of the clan's road warriors. As the name implies, most Iron Riders spend their careers in the saddle of an ash-runner or moto-track, exposed to the elements save for their leathers and breathing mask. It is a dangerous job, where the slightest miscalculation could mean catching a round or going under the wheels of an ash-rig. If an Iron Rider survives long enough, they might earn a spot in a larger,

more important vehicle, either as a Gunner, or behind the wheel. Patrolling the underhive, by comparison, is an easy job for an Iron Rider, once they have braved the horrors of the wastes.

DRUDGES

Necromunda endures upon a near-limitless supply of its most abundant resource: people. House Orlock is no exception, its factorums and mines surviving because of the massive drudging classes it controls. To the untrained eye, the drudging classes of House Orlock might seem indistinguishable from slaves, born as they are into servitude and bonded to their role, be it in a factorum or a mining outpost. Unlike true slaves, however, the Drudges of House Orlock have something subjects of other clans and Houses do not – they have a name. Just like the families who rule them, each Drudge has the right to call themselves a citizen of House Orlock and even incorporate the name of the family they serve into their own name. For the most part, this has little meaning, especially as Drudges must use a shortened version of the family name to show they are not actually of the family's bloodline – for instance those who serve the Orlock family (by far the largest number) are Locks, while those who serve the Cinderjacks are Jacks. What this name actually gives the Drudge is something far more valuable than creds or clean water, it gives them hope.

ROAD BOSSES

Road Bosses run the Orlock gangs and keep the clan's gangers in line. To join their ranks, a clanner has to be more than merely hard, they have to be positively dipped in ferrocrete. Like everything in House Orlock the rank is never given, it must be earned. And the only way to become a Road Boss is to take over one of the vital transit routes between the hives or within the massive cities themselves. Slate Merdena, for example, is the Road Boss of the Spider Points Mainway, the largest artery that runs between Hive Primus and the rest of the Palatine Cluster. This vital trade route sees millions of tonnes of cargo every cycle, with all the attendant tolls and

checks imposed by the Guild of Coin. Slate and his gangs keep these shipments safe, or impose their own form of 'taxation' at the behest of Lord Morrow and the Mercator Gelt.

To earn the right to run the Mainway, Slate united the gangs of the Spider Points, no small feat in itself, and personally led patrols to clean up its most notorious ambush spots. With his victories came the mantle of Road Boss, and since then he has been steadily increasing his influence, often at the expense of other Road Bosses throughout the Spider Points.

HOUSE INDUSTRIES

'Necromunda hides her wealth in every rubbish heap, every dead, dry seabed and every forgotten graveyard – you just have to be willing to dig.'

Indus Jax, House Orlock Prospector, Siltrun

House Orlock industries are centred on their mining operations, and almost everything they do works toward clawing as much ore from the cursed earth of Necromunda as they can. Hundreds of secondary endeavours support this, including the maintenance of the roadways that connect the hives and the machining of wasteland vehicles. Like all Clan Houses, House Orlock also manufactures its own munitions and arms, the production of ammunition and weapons a responsibility for all industries on the hive world. Finally, House Orlock is the principal brewer of Wild Snake, another vital commodity on Necromunda.

MINING OPERATIONS

On Necromunda mining industries take many different forms. Unlike other worlds, where mines are cut deep into the raw earth, machines sifting through the virgin crust of a planet for its mineral wealth, Necromundan miners must work harder to extract their ore. In fact, most raw minerals drawn from the blighted hive world are not carved out of its depleted core, the majority of these ferric veins long ago tapped and drained by the world's ceaseless industries. Rather, ore comes from sieving through the spoil of ancient mining operations, looking for rare elements past generations might have missed, or considered unworthy of their attention. The largest region where this takes place is the aptly named Spoil, the artificial mountain range created by millennia of industry. And the Spoil is run by House Orlock.

Working out under the toxic skies of Necromunda is a good way to shorten your life and, as a result, the Orlock mining outposts of the Spoil are grim places indeed. Under the watchful eye of their overseers, Drudges wearing scavenged respirators, and wrapped in whatever protection they can find, dig through mounds of toxic refuse. Even the use of ancient mining machines and mono-task servitors barely makes the labour easier, and there is always a need for raw muscle power to extract ore from the Spoil.

Despite its extensive outpost networks in the Spoil, House Orlock does not restrict its mining to the wastes. In the depths of the hive cities, and in the mounds

of waste that encircle them, Orlock work parties sift through the cursed debris of countless centuries. It is a thankless task in the extreme, but one upon which the wealth of the clan is built.

WILD SNAKE DISTILLERIES

If there is one thing House Orlock knows almost as well as mining, it's drinking. While the Orlock Family was consolidating its wasteland empire in the early centuries of the 38th Millennium, the Merdena Family was cornering the market on booze. Given the oppressive and short-lived existence of most hivers, it is no wonder that many turn to chems or drink to make their lives more bearable. Before the Merdenas opened their underhive distilleries, Hive Primus and her sister hives subsisted on myriad kinds of alcohol, and in Hive City and the underhive that usually meant what someone could brew up in their hab basement. This all changed with the creation of the Merdena's signature drink: Wild Snake. Potent liquor, Wild Snake was made using fermented underhive fungus – most notably snake-weed, a carnivorous plant found in the deepest, darkest parts of the hive. The drink became an instant staple of the drudging classes, and soon underhive bars stocked little else.

Centuries later, House Orlock maintains thousands of Wild Snake distilleries across Necromunda and snake-weed farms in the underhive of dozens of hive cities. Convoys carrying huge tankers filled with 'Snake Juice' (as it is affectionately known by the rig crews) haul it from one hive to the next, and are often even more heavily defended than those carrying ore or rare metals because of the attention they get from Ash Waste Nomad raiders. Such is the success of Wild Snake, and the spirit empire the Merdena family has built, that other kinds of booze are usually referred to as Second Best. Sometimes this can mean a truly vile concoction of anything vaguely alcoholic or drinkable, like waste promethium, boiled ash fungi, or fermented rat bile, although it also covers some genuinely-decent brews like Escher Crone Wine or Delaque Ghost Ales. In the end, however, nothing quite stands up to Wild Snake, and it is not without good reason the Merdena family crest is a bottle wrapped in ammo belts.

Scrag Jack's Tower

Hive Primus Nexus

Level Nine

*Living Quarters for the workers and dusters of the Goods
and Conveyance Confluence of the Palatine Cluster*

- Cartograph Commissioned Mercator Gelt 994.M41



1. **Conveyor 7-17a** - One of many cranes, lifts and haulers that move the containers of the habstack as well as shift goods from above and below.

2. **Main Armoury** - The most defensible region of the habstack, which may be fortified in case of an attack by a rival gang or faction.

3. **Hab Levels** - Fashioned from Munitorum-sanctioned cargo containers, these are the primary building blocks for the habstacks, wherein live the bulk of the Orlock clanners.

4. **Workshop** - Machines and cargo transports of all shapes and sizes are vital to House Orlock and, even within the hive, there is a place for the clan's mechanics to work on their vehicles.

5. **Drinking Hole** - All habstacks have at least one drinking hole where its clanners might gather to shake off the dust of the wastes, enjoy some downtime and get into fights.

6. **Secondary Habstacks** - Seen in the distance more habstacks are visible, their lights burning in the darkness as their work crews toil to complete their punishing quotas.

7. **Vox Array** - Perched on top of the habstack is its vox mast, allowing communication with Orlock work crews and other habstacks across the Nexus.

8. **Zoom-ways** - 'Elevated roads' criss-cross the Nexus, allowing vehicles to travel swiftly from one place to another without becoming lost in the cargo canyons below.

Having now visited several of these so-called 'habstacks', I can attest to their efficacy with some degree of authority. Far from the domes and commercial districts of Hive City above, there is little consistency to the Nexus, just as there is little in the way of true law and order. So close to the blighted underhive or the wastes themselves - the gates to which, and the grey dead lands beyond, are visible from the top of such stacks - the order imposed by the Imperial House is seen only in its heavily armoured cargo convoys and 'Enforcer' patrols.

Beyond these glimmering lights of Lord Helmawr's rule, the darkened cargo canyons of the Nexus are akin to the remote alleyways of the worst cities imaginable. Is it any wonder, then, that clans like House Orlock have constructed veritable fortresses to conduct their business from - castles made of Munitorum crates and discarded debris as formidable as any defence from humanity's antiquity.

Archaeo-surveyor Talsin Foy,
From Spire to Sump



HOUSE TERRITORIES

'I'm on your turf? This is my turf, I'm standing here.'

Slate Merdena, Orlock Road Boss

As might be imagined, many of the major territories of House Orlock lie beyond the shielded walls of the hives. Countless wasteland settlements and ash road waystations bear the clan's clenched fist, while its main powerbase is the barter town of Crucible, located in the middle of the Spider Points. Of course, House Orlock is also a Clan House of Necromunda, and controls vast areas within the hives, usually on the lower levels, where they can be close to the transit networks or the ash gates to the Ash Wastes. In Hive Primus, this territory is located in the Nexus, the cargo container maze that makes up the outer circle of the hive's ground-level storage cathedrals.

THE NEXUS

At least two-thirds of the great ash gates that ring the ground level of Hive Primus are controlled by an Orlock gang or Road Boss. For the clan, these are staging areas, allowing them to strike into the hive or out into the wastes, depending on their needs. Other Clan Houses must pay their dues if they wish to use Orlock's gates, and so the clan makes substantial revenues – after the Mercator Gelt takes their cut, of course.

Just beyond the great ash gates lies the Nexus, the massive ring that runs around the hive core and connects it to the rest of Necromunda. It is a storage yard of prodigious size, filled with winding canyons created by shipping containers.

ROAD CAMPS AND HIVE DENS

While most Clan Houses have dug their roots deep into Hive Primus, part of the great city dominated by their kind, House Orlock's people are far less centralised. Orlock camps exist throughout the lower regions of the hives and out across the wastes. Here, extended Clan Families work around a productive focus, like a mine or a factorum, supervising the drudging classes under their control. As often as not, these settlements are temporary, and when a factory has used up its ready supply of raw materials, or a mine is played out, the whole settlement will move on. In this way, much of the Clan House is nomadic, even if they return to the same places at different times during Necromunda's seasons.

Crucible, House Orlock's primary settlement, is a prime example of this. Its population swells and recedes with the seasons; the scrapyards around its walls becoming moving cities as different families and their workers come and go. Most come to restock and rearm for the season ahead, as well as to reaffirm their allegiance to Lord Morrow. At times, the Lucky Six, Crucible's principal drinking hole, is packed with the heads of these families, Lord Morrow Orlock accepting their oaths while the Merdenas pass around the Wild Snake.

THE SPOIL

From a distance, the Spoil appears as a rugged mountain range stretching across the horizon. As a traveller gets closer, however, what from afar appeared to be rocky peaks resolve themselves into towering mounds of refuse – the great rubbish dump of Necromunda. In ages past, countless roads, rail lines and tunnels all fed into the Spoil, conveying the waste of the world into a single vast location. As the resources of the planet dwindled, the Houses took to sifting through the Spoil for its cast-off wealth, and it is here that many of the most productive mines on Necromunda exist.

House Orlock controls large stretches of the Spoil, their camps and settlements perched on the sides of refuse mountains or burrowed into their cores. They control the narrow roads that connect the Spoil to the rest of the planet and allow mining convoys to reach the frozen northern reaches of the artificial range where the most wealth can be found. The Spoil is, however, one of the most inhospitable regions on Necromunda, even by the grim standards of that toxic world. Like everywhere else on the planet, it is subject to the violent ash storms that rage endlessly from one hemisphere to the next. These howling gales are forever moving the mountains, toppling their scrap peaks down into rubbish-choked valleys, where they are built up once more. This means settlements, roads and workers are under constant threat of being crushed or buried alive, and House Orlock must often move its camps with the changing seasons. Of course, the same storms that bring down mountains also expose their wealth and, when the gales die down, it is House Orlock that is there to claim them.

HOUSE ENCLAVES

'Who runs the Wastes?'

Lord Morrow greeting his Road Bosses

House Orlock enclaves vary from region to region across Necromunda, but almost all of them have some things in common. They are designed to support the clan's vast mining and transportation networks, and so exploit those regions close to transit hubs or deposits of ore or scrap. While other Clan Houses covet regions in the upper reaches of the hives, away from the chaos and decay of the underhive, or the encroaching toxicity of the Ash Wastes, House Orlock embraces the areas between hive and wilderness.

THE SPIDER POINTS

Like a web strung out between the hives of Palatine Cluster, the Spider Points connect some of the most productive human settlements on the planet to each other and, by extension, the rest of Necromunda. Every cycle, millions of tonnes of material are transported through the Spider Points to Hive Primus and its spaceports – the world still bound by the ancient laws prohibiting sending goods off-world from other hives. Even though the Spider Points shelters in the shadow of more than half a dozen great hive cities, it covers a vast area and is only slightly less lawless than the open wastes beyond the cluster. To ensure these goods reach their destination (or don't, depending on who is paying), it falls largely to House Orlock. While other gangs have, in the past, attempted to control the Spider Points, none have ever managed to conquer more than a small part of them. This is simply because most clans have their power bases firmly rooted within the hive cities, while House Orlock does not. At the heart of the Spider Points, equidistant between Hive Primus, Hive Acropolis and Hive Trazior, is the settlement of Crucible. From here the clan maintains fleets of ash-runners, ash-rigs and duster convoys, which are able to strike out into the Spider Points and ensure that a cargo either gets through, or that it becomes just another casualty of the wastelands.

THE SKULL

No sensible Clan House would maintain an outpost anywhere near the Skull. The presence of the fortifications of the Dust Wall, and the exclusion zone that runs for thousands of kilometres down the eastern edge of the Palatine Plateau, make the wastes

surrounding it a cursed region, even by the deadly standards of Necromunda. House Orlock has, however, always recognised opportunity. Millennia of isolation has left the region largely untouched by scavengers, and the Skull itself is rumoured to contain an entire hive's worth of ancient resources, not to mention the abandoned equipment of the dozens of Astra Militarum regiments who met their end when the hive city was destroyed. For centuries, House Orlock has been sponsoring duster clans and ash-pickers to brave the zone for them and has built dozens of settlements just outside it to support them. Their efforts have slowly been yielding results, with an influx of rare minerals and archaeotech not seen on Necromunda for countless centuries. In recent times, with House Goliath also taking an interest in the Skull, Lord Morrow is hoping to convince Lord Helmawr to authorise a proper expedition into the lost hive, and the master of Necromunda is even considering it, despite the protestations of his generals who fear that if the Skull is disturbed, something terrible might be awoken.

QUINSPIRUS CLUSTER

Located on the shores of the World Sump Ocean, the hives of the Quinspirus Cluster are a trade nexus for the eastern hemisphere of Necromunda. Goods from countless smaller hives are ferried across the toxic ocean to the cluster where they are then loaded onto trains and cargo haulers to cross the Great Ash Road to Hive Primus. It makes sense, then, that House Orlock has a stake here. At the behest of the Mercator Gelt, House Orlock runs the Quinspirus shipping fleets and keeps the tollway to the Great Ash Road open. While it is a lucrative operation, it is also a heavily contested one. Sumpsea pirates are a constant threat to the sludge-barges that must cross the World Sump, while the tollway runs right through the ancestral lands of the Syoee Ash Waste Nomad tribes. The clan is forced to spend much of its profits on heavy weapons, armoured rigs and cloud-runners to keep the locals in check. However, many Orlock gangers savour working the Quinspirus Cluster as there are few things as satisfying as crushing an Ash Wastes dune-stalker under the wheels of your dune-crawler.

GANGS OF LEGEND

'Don't you gotta be dead to be a legend? I guess no one told Apollus Kage.'

Mindi Merdena, Proprietor, Lucky Six

House Orlock gangs are built upon their reputations, and it is the ambition of those who rise up from the drudging classes to be immortalised by their deeds. The path is never an easy one, and for every gang that claims their place on the Wall of Legends in Crucible, hundreds more end their days in the stygian depths of the underhive or dragged under the wheels of an ash-rig. Still, this doesn't stop prospects dreaming of being the next Slate Merdena, and risking their lives for a chance at wasteland glory.

SUMP DOGS

The Sump Dogs are the lords of the Spider Points, having fought their way up from controlling Sumptown on the edge of the Nexus to running the roads that link the hives of the Palatine Cluster. They owe their success largely to Slate Merdena, an outcast of the Merdena family who clawed his way up from an Ash Road wrecker to be one of the most feared Road Bosses this side of the Drysea. It is said that when Lord Morrow himself offered Slate and his Sump Dogs a place in Crucible, the Road Boss refused, choosing instead to stay in

the wastes and continue to expand the dominion of his gang. These days the Sump Dogs number in their thousands, with hundreds of gangs working the Hive Primus Ash Gates and hundreds more controlling outposts as far north as Bighole and as far south as the Dust Wall.

ASHTOWN ANGELS

If the Spoil, Necromunda's rubbish dump, had its own dump, then that place would probably be Ashtown. A remote settlement sheltering under a mountain of refuse, Ashtown is the last place a Necromundan probably wants to end up in. This makes the Ashtown Angels very special people indeed, as they are the cast-offs of other Orlock gangs, many outlaws looking for a second chance, or a place to hide. Ajax Jones and his cyber-mastiff, Groinripper, run the Ashtown Angels, and charge prospectors and dusters to sift through the junk that makes up the town. It is a good deal for Ajax and the Ashtown Angels, as there is very little of value left in Ashtown, but there are lots of prospectors to shake down if they do find something good.

THE TWELVE DAUGHTERS OF SLATE MERDENNA

Slate Merdena's daughters are all hardened fighters, just like their father. Every Orlock (and many other clanners, wasters and hivers as well) knows about Slate's daughters. Each has made a name for herself, not because of who their father is but because of their own personal deeds. Road Boss Margo Merdena opened the Drysea Road for the Mercator Gelt after a long war with the Ash Waste Nomads, and though it cost her both her legs (which she has since replaced with enhanced bionic ones), she now runs the Drysea crews. No less impressive is Vivian Merdena who owns the floating tower of Bighole and regularly leads expeditions down into the underearth to capture mutants and find archaeotech. Others, while still working for the clan, have led more sheltered lives, such as Mindi Merdena who runs the Lucky Six in

Crucible, though she still keeps a bolter above the bar to deal with 'troublesome' customers. Then there are those who have forsaken the clan, or fallen afoul of darker things. Sabryna Doon was one of Slate's three daughters to join the Palanite Enforcers, working her way up to become the captain of the Ash-Nines Precinct-Fortress, and still holds a grudge against her father for shooting her during the Mad Dog bullet strike. By contrast, the daemonically-possessed Alyce Shiver has become a blight upon House Orlock, as she stalks the Spider Points and hives of the Palatine Cluster looking for prey. Perhaps most mysterious of all though is the fate of Lilian Merdena who was kidnapped by House Delaque. Slate believed for a long time that Lilian was dead, until his spies told him about a bald assassin clad in a long flowing coat, her eyes replaced by augmetics, but her face unmistakably that of his missing daughter...

SONS OF IRON

When Karl Scrapjack found the remains of a Leman Russ Battle Tank out in the wastes, the Sons of Iron were born. A talented scrapper, Karl was able to get the ancient tank working (more or less), and it became the armoured centrepiece of his road gang. Soon, the Sons of Iron and the *Iron Lady* (as Karl calls his tank), were raiding up and down the coast of the Drysea. Like all road gangs, as the Sons of Iron grew, so did their fleet of vehicles. As much a mobile settlement as a raiding force, each one of their vehicles is a transport, battle rig and home for the gang members.

IRON SKULLS

The Iron Skulls were Cheros Jal's gang. A Kamund born and bred, Jal preached the 'full fist principle' of gang warfare. At the time, House Orlock was looking to expand its territories but had been confounded by the other Clan Houses. Gathering together a crew, Jal set about disrupting the status quo. Because Jal couldn't openly reveal himself to be an Orlock, at least not to begin with, his gang wore beaten iron masks to hide their identities – which in turn led to their enemies calling them the Iron Skulls. As much a covert strike force as a gang, the Iron Skulls' greatest achievement was the Ashline Heist, which ultimately led to House Orlock securing the Ulanti contract.

SEBIDIAH 'IRONSKIN'
ARMS MASTER
ROAD WARRIORS
HOUSE ORLOCK



*"Anything is a weapon if
you swing hard enough."*

Common Orlock Saying



JEB POLLAX
ROAD SERGEANT
GUNK RIDERS
HOUSE ORLOCK

HOUSE ORLOCK GANG LIST

When founding an Orlock gang, players will have a maximum budget of credits to spend on fighters, weapons and Wargear chosen from the entries on the following pages. How much this budget is will depend upon whether the gang is being founded for Skirmish play or Campaign play. In either case, this budget may not be exceeded. Any unspent credits will be added to the gang's Stash if the gang has been founded for Campaign play. However, if a gang has been founded for Skirmish play, any unspent credits are simply lost.

CAMPAIGN PLAY

When founding a gang for Campaign play, the budget available is 1,000 credits. Note, however, that should they wish, the Arbitrator can increase or decrease this budget.

SKIRMISH PLAY

When founding a gang for Skirmish play, the budget available should be agreed upon by the players. This can be as much or as little as they think appropriate, but as a general guideline, a budget of between 1,250 credits and 2,000 credits is recommended.

FIGHTER NAMES, CATEGORIES AND TYPES

Each type of fighter available to a House Orlock gang is of a named type; this is the name given to that fighter's rank within the gang hierarchy in the parlance of their House. In addition, each has a category listed in brackets. For example, a lowly gang fighter is an Orlock Gunner (Ganger). This indicates that within House Orlock, such fighters are called 'Gunners', whereas within the rules of the game, this fighter is a 'Ganger'.

Very often the rules will refer to fighters by category (Leader, Champion, Prospect, Ganger or Juve, for example). In such cases, the rule is universal to all such fighters, regardless of their type. At other times, the rules will refer to a fighter by their specific type, 'Orlock Gunner' for example. In these cases, the rule is specific only to fighters of that type.

GANG COMPOSITION

The first step is to choose and purchase the fighters that make up the gang. The House Orlock gang list details all of the fighters available to the gang. These fighters are purchased by paying the credits cost shown in their entry from the budget available. All House Orlock gangs must always follow these rules:

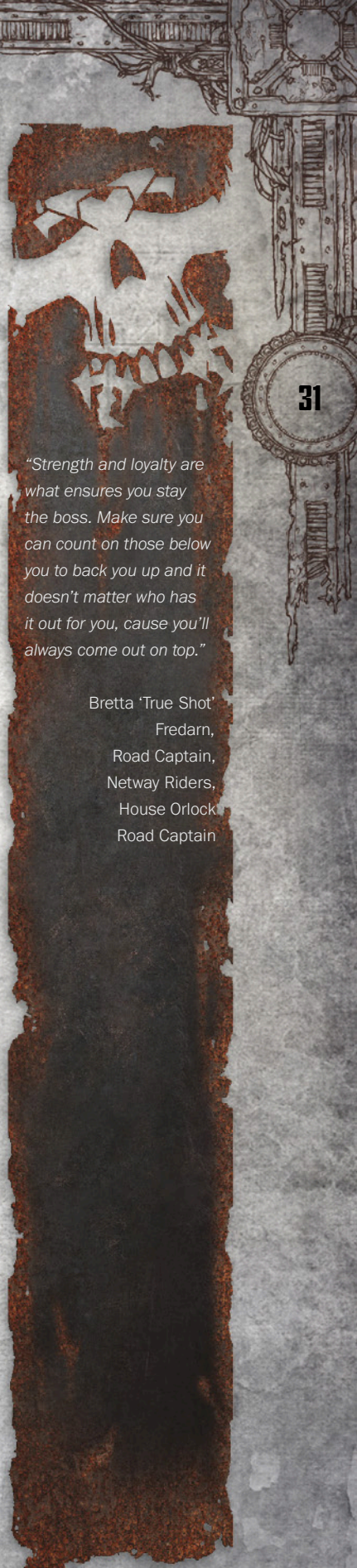
- There must be one fighter with the Leader special rule.
- The total number of fighters with the Gang Fighter (X) special rule in the gang must always be equal to, or higher than, the total number of fighters without the Gang Fighter (X) special rule combined, not counting Hangers-on or Hired Guns.

Should it occur during the course of a campaign that the number of fighters without the Gang Fighter (X) special rule exceeds the total number of fighters with the Gang Fighter (X) special rule, the controlling player must either:

- Retire a number of fighters without the Gang Fighter (X) special rule during the post-battle sequence in order to correct the imbalance.

Or:

- Recruit fresh fighters with the Gang Fighter (X) special rule during the post-battle sequence in order to correct the imbalance.



"Strength and loyalty are what ensures you stay the boss. Make sure you can count on those below you to back you up and it doesn't matter who has it out for you, cause you'll always come out on top."

Bretta 'True Shot'
Fredarn,
Road Captain,
Netway Riders,
House Orlock
Road Captain

"Goliaths are like an arm – strong, dangerous and useful, until it's starved of blood, then it's just a lump of meat. Goliaths are the arm; we're the blood that keeps them going."

Roky,
Sump Dogs,
House Orlock,
On House Goliath

WEAPONS AND WARGEAR

The next step is to choose and purchase the weapons and Wargear each fighter will be equipped with. Each fighter's entry in the House Orlock gang list includes a detailed list of the weapons and Wargear that fighter may purchase.

EQUIPPING A FIGHTER

All fighters can be equipped as follows:

- A fighter can be equipped with a maximum of three weapons purchased from those listed in their entry.
- Weapons marked with an asterisk (*) take up the space of two weapons.
- Any fighter may purchase Wargear that is listed in their entry.
- Weapon accessories marked with a dagger (†) may not be combined together on the same weapon. If one such accessory is purchased for a weapon, another may not be added.
- If the gang is being founded for Campaign play, fighters will be limited to equipment listed in their entry, whereas fighters in a gang founded for Skirmish play may also have access to some items of equipment from the Trading Post and Black Market. This should be agreed upon by the players.

NEW EQUIPMENT

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

- Any fighter may discard any Wargear they are equipped with in favour of new Wargear. Any Wargear discarded in this way is placed in the gang's Stash and may be given to other fighters.
- No fighter may discard a weapon. Underhive gangers become attached to their weapons of choice and would rather hoard weapons than discard them.
- Fighters with the Gang Fighter (X) special rule that do not also have the Tools of the Trade special rule cannot be given a new weapon if it would take them above the limit of three weapons carried.
- Fighters with the Tools of the Trade special rule can be given more than three weapons as they can have multiple Fighter cards, each representing a different 'equipment set', as described on the next page.

FIGHTER CARDS & GANG ROSTER

Finally, a blank Fighter card should be completed for each fighter when they are added to the gang; the characteristics of the fighter and any equipment they now have should be noted down in the appropriate sections of the Fighter card. A gang roster sheet is also completed for the gang as a whole.

EQUIPMENT SETS

Senior gang members, enjoying the privilege of rank, often maintain a cache of weapons that allow them to equip themselves appropriately for each battle. As such, fighters with the Tools of the Trade special rule can have multiple Fighter cards, each representing a different set of equipment:

- The controlling player can make an additional Fighter card for a fighter with the Tools of the Trade special rule at any time.
- An appropriate model should be available for each different equipment set and/or Fighter card a fighter has.
- There is no additional cost for having multiple equipment sets. If, for example, an Orlock Road Captain owns a servo claw, they may include that weapon in as many or as few different equipment sets as the controlling player wishes without additional cost. The weapon is only purchased and paid for once.
- Regardless of the number of equipment sets a fighter has, they still have a single entry on the gang roster. This entry should include the total value of the individual weapons and items of Wargear that fighter owns. But remember, each individual weapon or item of Wargear is only counted once.
- If the fighter suffers any Lasting Injuries or gains any Advancements, they should be recorded on all of their Fighter cards.
- Only one of a fighter's cards can be used for a battle.
- If a battle uses random fighters from the gang, all of the fighter's cards should be shuffled together and one should be drawn at random and added to the rest of the gang's Fighter cards before any cards are drawn. This means that only one of this fighter's cards can be drawn for the battle, and that the controlling player cannot choose which of their equipment sets they will be using.
- When distributing equipment from the gang's Stash, it can be moved to any or all of a fighter's cards, and can even be moved to more than one.

DEATH OF A LEADER

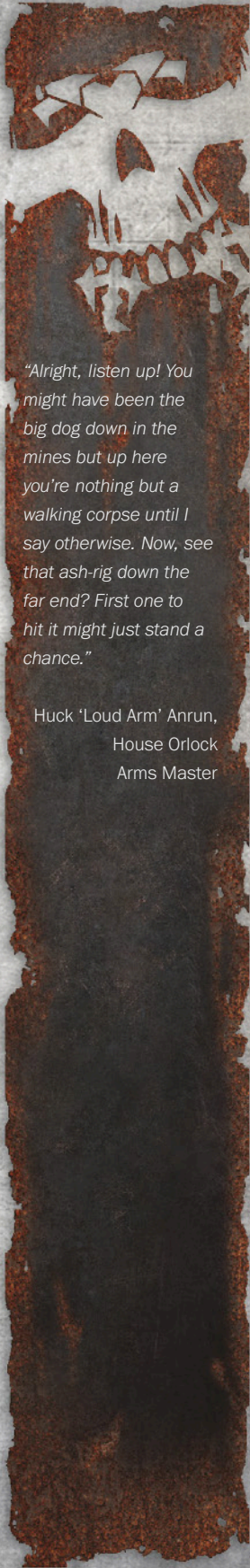
All House Orlock gangs must include a single fighter with the 'Gang Leader' special rule. This fighter is, naturally, the leader of the gang.

If a gang's leader is killed, a new leader must be nominated:

- The new leader is the fighter with the highest Leadership characteristic, selected from among those fighters that have, in order of priority:
 - 1. The Gang Hierarchy (X) special rule.
 - 2. The Tools of the Trade special rule.
- If the gang contains no fighters with either special rule, the fighter with the highest Leadership characteristic must be selected from among the remaining gang members.

If two or more eligible fighters have the same Leadership characteristic, use Advancements as a tie-breaker; if there is still a tie, the controlling player can decide which fighter will become the new gang leader.

When a fighter is promoted in this way, they gain the Gang Leader special rule, and from now on they count as an Orlock Road Captain for the purposes of determining which equipment and skill sets they can access. Their existing characteristics and special rules do not change.



"Alright, listen up! You might have been the big dog down in the mines but up here you're nothing but a walking corpse until I say otherwise. Now, see that ash-rig down the far end? First one to hit it might just stand a chance."

Huck 'Loud Arm' Anrun,
House Orlock
Arms Master

ORLOCK ROAD CAPTAIN (LEADER).....105 CREDITS

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

SPECIAL RULES

Gang Leader: A House Orlock Gang must always include a single fighter with this special rule:

- A fighter with this special rule may not retire during Campaign play. For a gang leader, the only way out is death.
- Should this fighter die during the course of a campaign, or otherwise be removed from the gang (for example, if a captured Leader is Sold to the Guilders), another fighter must be promoted to replace them (see [Death of a Leader](#) on [page 33](#)).

Gang Hierarchy (Leader): During a battle, once this fighter's gang has failed a Bottle test, during any End phase in which this fighter passes its Cool check and does not flee the battlefield, any friendly Orlock fighters that are within 12" of this fighter will automatically pass their Cool check and will not flee the battlefield.

Additionally, during Campaign play this fighter may perform post-battle actions.

Tools of the Trade: This fighter enjoys access to a wide variety of weapons. A fighter with this special rule may take multiple equipment sets.

Group Activation (2): When a fighter with this special rule is activated, their controlling player can choose to activate a number of additional Ready friendly Orlock fighters equal to the number shown in brackets that are within 3" of this fighter as part of a 'Group Activation':

- The controlling player must nominate all of the fighters who will be activated in this way before any of them is activated.
- Once all participants of the Group Activation have been nominated, the controlling player selects one and activates them as normal, fully resolving their activation before selecting and activating the next. Each fighter activates individually; groups do not activate simultaneously.

Additional fighters with this special rule activated in this way may not themselves use this special rule during this activation.

Skills: When recruited, an Orlock Road Captain may choose one skill from their Primary skill sets (as described in the *Necromunda Rulebook*). This skill does not cost any XP and does not increase the fighter's credits value.

Road Captains are without exception hard men and women, willing to thumb their nose at authority and forge their own path. However, Orlock gangers respect independence as much as strength, and a successful Road Captain needs to be the embodiment of both of these traits. Being a Road Captain means earning the respect of their gang through their own deeds. Unlike some gangs and clans of Necromunda, the brotherhoods and sisterhoods of House Orlock are a two-way street; if a leader in the House of Iron wants to have men and women follow them, then they had best be worthy of the right.

SKILL ACCESS

An Orlock Road Captain has access to the following skill sets:

Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Savant	Shooting	Bravado
-	Secondary	-	-	Primary	Primary	Primary	Secondary	Secondary

EQUIPMENT

An Orlock Road Captain may purchase weapons and Wargear from the Orlock Road Captain equipment list:

- During the course of a campaign, an Orlock Road Captain may be given additional weapons and Wargear purchased from this list, from the Trading Post and from the Black Market.
- An Orlock Road Captain has no restrictions upon the types of weapon they can take; all weapon types are available.

ORLOCK ROAD CAPTAIN EQUIPMENT LIST

WEAPONS

BASIC WEAPONS

- Autogun 15 credits
- Boltgun..... 55 credits
 - Master-crafted +15 credits
- Combat shotgun with salvo & shredder ammo 55 credits
- Sawn-off shotgun with scatter shot..... 15 credits
 - Solid shot +10 credits
- Shotgun with solid & scatter ammo.....30 credits
 - Executioner ammo . +20 credits
 - Inferno ammo..... +15 credits

PISTOLS

- Autopistol 10 credits
- Bolt pistol 45 credits
 - Master-crafted +10 credits
- Hand flamer 75 credits
- Plasma pistol 50 credits
- Stub gun..... 5 credits
 - Dumdum rounds +5 credits

SPECIAL WEAPONS

- Combi-weapon (bolter/melta)..... 165 credits
- Combi-weapon (bolter/grenade launcher with frag grenades).....80 credits
- Flamer 140 credits
- Grenade launcher with frag & krak grenades65 credits
- Meltagun..... 135 credits
- Plasma gun 100 credits

HEAVY WEAPONS

- Harpoon launcher*.....110 credits
- Heavy bolter* 160 credits
- Heavy flamer*195 credits
- Heavy stubber*130 credits
- Mining laser*125 credits
- Seismic cannon*140 credits

CLOSE COMBAT WEAPONS

- Chainsword 25 credits
- Fighting knife 15 credits
 - Master-crafted +5 credits
- Flail 20 credits
- Las cutter..... 85 credits
- Maul (club)..... 10 credits
- Power knife 25 credits
- Power maul 30 credits
- Power pick..... 40 credits
- Servo claw..... 30 credits
- Two-handed hammer* ..35 credits

WARGEAR GRENADES

- Blasting charges 30 credits
- Demo charges..... 45 credits
- Frag grenades 30 credits
- Krak grenades 45 credits
- Melta bombs..... 60 credits
- Photon flash grenades ..15 credits
- Scare gas grenades.....45 credits
- Smoke grenades 15 credits

ARMOUR

- Carapace armour
 - Light 80 credits
- Flak armour..... 10 credits
- Mesh armour 15 credits

PERSONAL EQUIPMENT

- Bio-booster 35 credits
- Drop rig 10 credits
- Filter plugs 10 credits
- Photo-goggles 35 credits
- Respirator 15 credits
- Servo harness - partial..... 130 credits

WEAPON ACCESSORIES

- Suspensor (Heavy Weapons only) ..60 credits
- Telescopic sight† (Pistols, Basic and Special Weapons only)..25 credits

STATUS ITEMS EXOTIC BEASTS

- 0-3 Cyber-mastiff..... 100 credits

ORLOCK ROAD SERGEANT (CHAMPION)

80 CREDITS

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

SPECIAL RULES

Gang Hierarchy (Champion): During a battle, once this fighter's gang has failed a Bottle test, during any End phase in which this fighter passes its Cool check and does not flee the battlefield, any friendly Orlock fighters that are within 6" of this fighter will automatically pass their Cool check and will not flee the battlefield.

Additionally, during Campaign play this fighter may perform post-battle actions.

Tools of the Trade: This fighter enjoys access to a wide variety of weapons. A fighter with this special rule may take multiple equipment sets.

Group Activation (1): When a fighter with this special rule is activated, their controlling player can choose to activate a number of additional Ready friendly Orlock fighters equal to the number shown in brackets that are within 3" of this fighter as part of a 'Group Activation':

- The controlling player must nominate all of the fighters who will be activated in this way before any of them is activated.
- Once all participants of the Group Activation have been nominated, the controlling player selects one and activates them as normal, fully resolving their activation before selecting and activating the next. Each fighter activates individually; groups do not activate simultaneously.

Additional fighters with this special rule activated in this way may not themselves use this special rule during this activation.

Skills: When recruited, an Orlock Road Sergeant may choose one skill from their Primary skill sets (as described in the *Necromunda Rulebook*). This skill does not cost any XP and does not increase the fighter's credits value.

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A good Road Sergeant can take orders from their Captain, but has enough initiative to break the rules to get the job done. The very best Sergeants know just when to question their Captains and anticipate what they want before they even have a solid plan in mind. A Road Sergeant also needs to be able to step into the boots of the Road Captain should the latter go down or get killed, keeping the gang together and fighting.



JAK DUSTER
UNDERHIVE DOGS
HOUSE ORLOCK

SKILL ACCESS

An Orlock Road Sergeant has access to the following skill sets:

Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Savant	Shooting	Bravado
-	Secondary	-	-	Primary	Secondary	Secondary	-	Primary

EQUIPMENT

An Orlock Road Sergeant may purchase weapons and Wargear from the Orlock Road Sergeant equipment list:

- During the course of a campaign, an Orlock Road Sergeant may be given additional weapons and Wargear purchased from this list, from the Trading Post and from the Black Market.
- An Orlock Road Sergeant has no restrictions upon the types of weapon they can take; all weapon types are available.

ORLOCK ROAD SERGEANT EQUIPMENT LIST

WEAPONS

BASIC WEAPONS

- Autogun 15 credits
- Boltgun..... 55 credits
 - Master-crafted +15 credits
- Combat shotgun with salvo & shredder ammo 55 credits
- Sawn-off shotgun with scatter shot 15 credits
 - Solid shot +10 credits
- Shotgun with solid & scatter ammo....30 credits
 - Executioner ammo . +20 credits
 - Inferno ammo..... +15 credits

PISTOLS

- Autopistol 10 credits
- Bolt pistol 45 credits
 - Master-crafted +10 credits
- Hand flamer 75 credits
- Plasma pistol 50 credits
- Stub gun..... 5 credits
 - Dumdum rounds +5 credits

SPECIAL WEAPONS

- Combi-weapon (bolter/melta)..... 165 credits
- Combi-weapon (bolter/grenade launcher with frag grenades).....80 credits
- Flamer 140 credits
- Grenade launcher with frag & krak grenades 65 credits
- Meltagun 135 credits
- Plasma gun 100 credits

HEAVY WEAPONS

- Harpoon launcher*110 credits
- Heavy bolter* 160 credits
- Heavy flamer* 195 credits
- Heavy stubber* 130 credits
- Mining laser* 125 credits
- Seismic cannon* 140 credits

CLOSE COMBAT WEAPONS

- Chainsword 25 credits
- Fighting knife 15 credits
 - Master-crafted +5 credits
- Flail 20 credits
- Las cutter..... 85 credits
- Maul (club)..... 10 credits
- Power maul 30 credits
- Power pick..... 40 credits
- Servo claw..... 30 credits
- Two-handed hammer* ..35 credits

WARGEAR GRENADES

- Blasting charges 30 credits
- Demo charges..... 45 credits
- Frag grenades 30 credits
- Krak grenades 45 credits
- Melta bombs..... 60 credits
- Photon flash grenades ..15 credits
- Scare gas grenades 45 credits
- Smoke grenades 15 credits

ARMOUR

- Carapace armour
 - Light 80 credits
- Flak armour..... 10 credits
- Mesh armour 15 credits

PERSONAL EQUIPMENT

- Bio-boosters 35 credits
- Drop rig 10 credits
- Filter plugs 10 credits
- Photo-goggles 35 credits
- Respirator 15 credits

WEAPON ACCESSORIES

- Suspensor (Heavy Weapons only) ..60 credits
- Telescopic sight† (Pistols, Basic and Special Weapons only)..25 credits

STATUS ITEMS EXOTIC BEASTS

- 0-2 Cyber-mastiff..... 100 credits



ORLOCK ARMS MASTER (CHAMPION)95 CREDITS

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

SPECIAL RULES

Gang Hierarchy (Champion): During a battle, once this fighter's gang has failed a Bottle test, during any End phase in which this fighter passes its Cool check and does not flee the battlefield, any friendly Orlock fighters that are within 6" of this fighter will automatically pass their Cool check and will not flee the battlefield.

Additionally, during Campaign play this fighter may perform post-battle actions.

Tools of the Trade: This fighter enjoys access to a wide variety of weapons. A fighter with this special rule may take multiple equipment sets.

Group Activation (1): When a fighter with this special rule is activated, their controlling player can choose to activate a number of additional Ready friendly Orlock fighters equal to the number shown in brackets that are within 3" of this fighter as part of a 'Group Activation':

- The controlling player must nominate all of the fighters who will be activated in this way before any of them is activated.
- Once all participants of the Group Activation have been nominated, the controlling player selects one and activates them as normal, fully resolving their activation before selecting and activating the next. Each fighter activates individually; groups do not activate simultaneously.

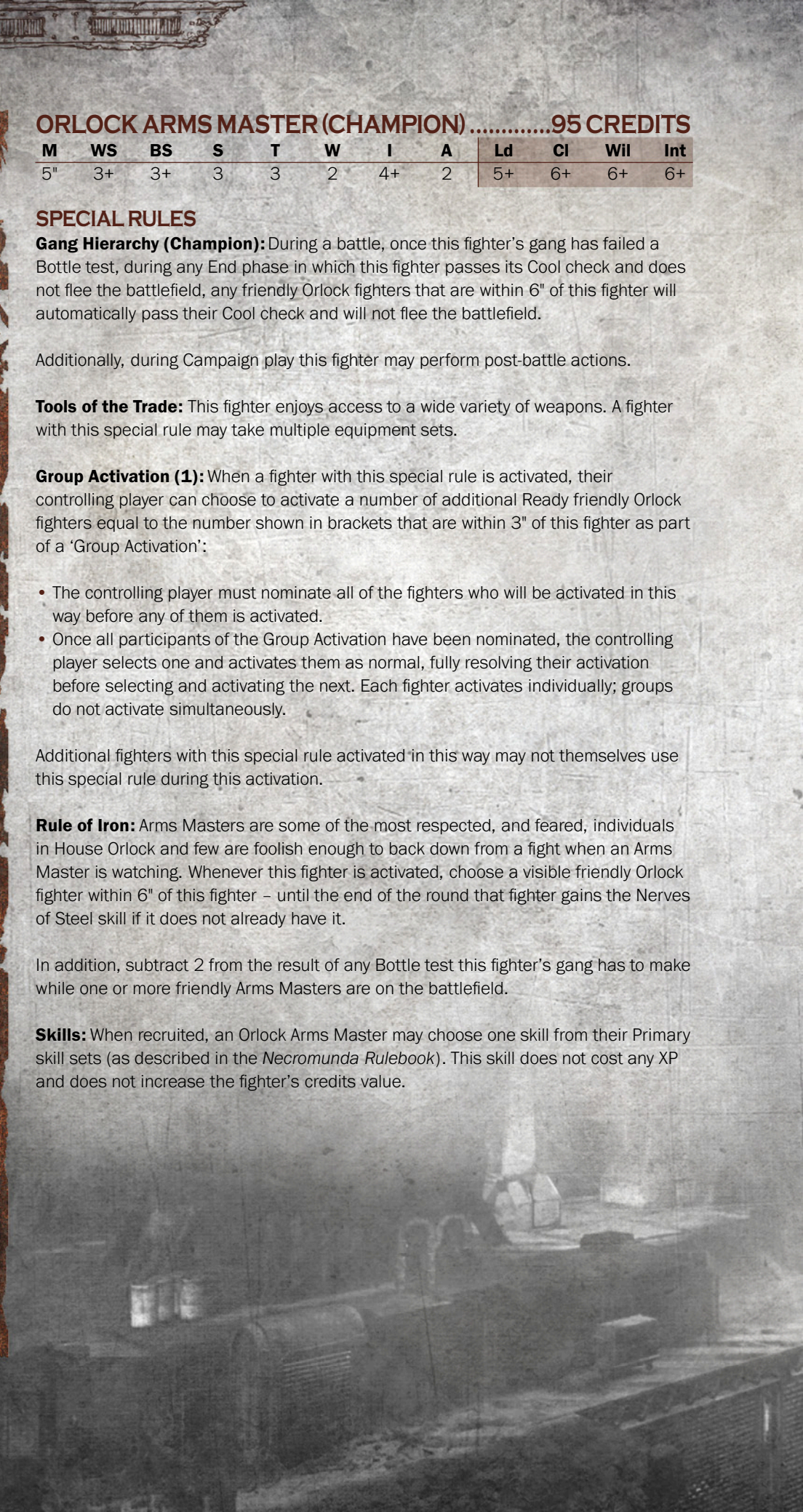
Additional fighters with this special rule activated in this way may not themselves use this special rule during this activation.

Rule of Iron: Arms Masters are some of the most respected, and feared, individuals in House Orlock and few are foolish enough to back down from a fight when an Arms Master is watching. Whenever this fighter is activated, choose a visible friendly Orlock fighter within 6" of this fighter – until the end of the round that fighter gains the Nerves of Steel skill if it does not already have it.

In addition, subtract 2 from the result of any Bottle test this fighter's gang has to make while one or more friendly Arms Masters are on the battlefield.

Skills: When recruited, an Orlock Arms Master may choose one skill from their Primary skill sets (as described in the *Necromunda Rulebook*). This skill does not cost any XP and does not increase the fighter's credits value.

If an Orlock gang gets large enough, it's inevitable it'll need an Arms Master to keep the Gunners and Greenhorns in line. Road Captains rely on their Arms Masters to enforce order within their gang, as well as leading by example – usually cracking heads or setting their cyber-mastiffs on those who cross the gang. To be an Arms Master means being hard as nails, even by the standards of House Orlock, and there are countless stories about these stony-faced fighters getting stabbed, blasted or shot and getting back up to make their enemies pay for making them mad.



SKILL ACCESS

An Orlock Arms Master has access to the following skill sets:

Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Savant	Shooting	Bravado
-	Secondary	-	-	Primary	Secondary	Secondary	-	Primary

EQUIPMENT

An Orlock Arms Master may purchase weapons and Wargear from the Orlock Arms Master equipment list:

- During the course of a campaign, an Orlock Arms Master may be given additional weapons and Wargear purchased from this list, from the Trading Post and from the Black Market.
- An Orlock Arms Master may only be equipped with weapons chosen from this list, or from the Basic, Pistols and Close Combat Weapons sections of the Trading Post or the Black Market.

ORLOCK ARMS MASTER EQUIPMENT LIST

WEAPONS

BASIC WEAPONS

- Combat shotgun
with salvo & shredder ammo 60 credits
- Shotgun with
salvo & shredder ammo.....25 credits
 - Executioner ammo+20 credits
 - Inferno ammo.....+15 credits

PISTOLS

- Stub gun..... 5 credits
 - Dumdum rounds+5 credits

CLOSE COMBAT WEAPONS

- Fighting knife 10 credits
 - Master-crafted+5 credits
- Power knife 25 credits
- Arc hammer* 70 credits
 - Master-crafted+15 credits
- Two-handed hammer*35 credits
 - Master-crafted+10 credits

WARGEAR

GRENADES

- Blasting charges 30 credits
- Demo charges..... 45 credits
- Frag grenades..... 30 credits
- Krak grenades 45 credits
- Melta bombs..... 60 credits
- Photon flash grenades 15 credits
- Scare gas grenades 45 credits
- Smoke grenades 15 credits

ARMOUR

- Carapace armour
 - Light 80 credits
 - Heavy 100 credits
- Flak armour..... 10 credits
- Mesh armour 15 credits

FIELD ARMOUR

- Conversion field 60 credits

PERSONAL EQUIPMENT

- Armoured undersuit..... 25 credits
- Bio-booster 35 credits
- Drop rig 10 credits
- Filter plugs 10 credits
- Photo-goggles 35 credits
- Respirator 15 credits
- Servo harness – partial.....130 credits
- Servo harness – full160 credits

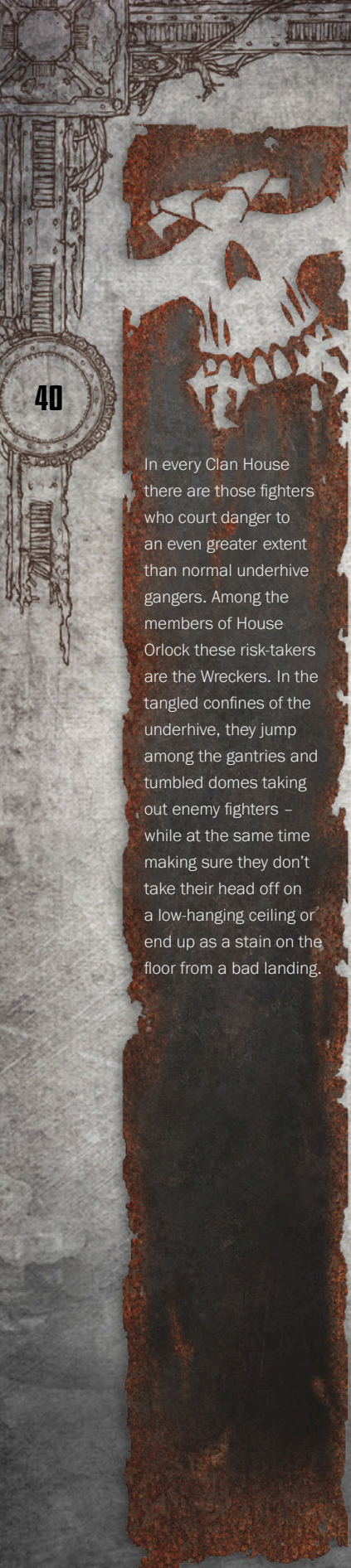
WEAPON ACCESSORIES

- Telescopic sight†
(Pistols, Basic and
Special Weapons only).....25 credits

STATUS ITEMS

EXOTIC BEASTS

- 0-2 Cyber-mastiff..... 100 credits



ORLOCK WRECKER (PROSPECT)55 CREDITS

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

SPECIAL RULES

Tools of the Trade: This fighter enjoys access to a wide variety of weapons. A fighter with this special rule may take multiple equipment sets.

Gang Fighter (Prospect): Fighters with this special rule form the backbone of House Orlock gangs. The total number of fighters with the Gang Fighter (X) special rule in the gang must always be equal to, or higher than, the total number of fighters without the Gang Fighter (X) special rule combined, not counting Hangers-on or Hired Guns.

Promotion (Orlock Road Sergeant and Arms Master): If, during the Downtime phase of a campaign, this fighter has gained five or more Advancements, this fighter may be promoted to become either an Orlock Road Sergeant or Arms Master.

When a fighter is promoted in this way, they will from now on count as an Orlock Road Sergeant or Arms Master for the purposes of determining which equipment and skill sets they can access. Their existing characteristics do not change, but they will lose the Promotion (Orlock Road Sergeant and Arms Master), Hot-headed and Fast Learner special rules and gain all the special rules associated with an Orlock Road Sergeant or Arms Master.

Note that, when a fighter is promoted in this way, an appropriate model should be used to represent their new category and type.

Hot-headed: Fighters with this special rule have much to prove and often act on impulse alone, hoping to impress their superiors. Consequently, older and wiser fighters expect them to be short-lived. Should a fighter with this special rule be Seriously Injured or be taken Out of Action, friendly fighters that are within 3" do not have to take a Nerve test, unless they also have this special rule.

Fast Learner: During Campaign play, when this fighter gains a characteristic Advancement, they do not need to spend an additional 2 XP if the characteristic being improved has already been improved. In other words, this fighter may improve a characteristic any number of times (up to the maximum) for the basic XP cost shown each time.

In every Clan House there are those fighters who court danger to an even greater extent than normal underhive gangers. Among the members of House Orlock these risk-takers are the Wreckers. In the tangled confines of the underhive, they jump among the gantries and tumbled domes taking out enemy fighters - while at the same time making sure they don't take their head off on a low-hanging ceiling or end up as a stain on the floor from a bad landing.

SKILL ACCESS

An Orlock Wrecker has access to the following skill sets:

Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Savant	Shooting	Bravado
-	-	Secondary	-	-	-	Secondary	Primary	-

EQUIPMENT

An Orlock Wrecker is equipped with a jump booster (included in their starting cost) and may purchase weapons and Wargear from the Orlock Wrecker equipment list:

- During the course of a campaign, an Orlock Wrecker may be given additional weapons and Wargear purchased from this list, from the Trading Post and from the Black Market.
- An Orlock Wrecker may only be equipped with weapons chosen from this list, or from the Close Combat Weapons sections of the Trading Post or the Black Market.

ORLOCK WRECKER EQUIPMENT LIST

WEAPONS

BASIC WEAPONS

- Sawn-off shotgun with scatter shot 15 credits
- Solid shot +10 credits

PISTOLS

- Autopistol 10 credits
- Bolt pistol 45 credits
- Hand flamer 75 credits
- Plasma pistol 50 credits
- Stub gun 5 credits
- Dumdum rounds +5 credits

CLOSE COMBAT WEAPONS

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

WARGEAR

GRENADES

- Demo charges 45 credits
- Frag grenades 30 credits
- Krak grenades 45 credits
- Melta bombs 60 credits

ARMOUR

- Flak armour 10 credits
- Hazard suit 10 credits

PERSONAL EQUIPMENT

- Drop rig 10 credits
- Filter plugs 10 credits
- Photo-goggles 35 credits
- Respirator 15 credits

ORLOCK GUNNER (GANGER)45 CREDITS

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

SPECIAL RULES

Gang Fighter (Ganger): Fighters with this special rule form the backbone of House Orlock gangs. The total number of fighters with the Gang Fighter (X) special rule in the gang must always be equal to, or higher than, the total number of fighters without the Gang Fighter (X) special rule combined, not counting Hangers-on or Hired Guns.

Promotion (Orlock Specialist): When the gang is founded, a single Orlock Gunner can be promoted to become an Orlock Specialist. During Campaign play, additional Orlock Gunners may become Orlock Specialists by spending Experience (XP), as described in the campaign rules. An Orlock Specialist gains the Tools of the Trade special rule, may purchase Special weapons and Heavy weapons, and may spend XP to gain additional skills.

Tools of the Trade (Orlock Specialist): This fighter enjoys access to a wide variety of weapons. A fighter with this special rule may take multiple equipment sets.

The bulk of Orlock gangs are made up of Gunners, hive-hardened men and women with a rebellious streak a mile wide. Most often they are drawn up from the drudging classes, where they never really fit in among work crews and mining towns, the gangs their last chance to prove their worth.



TOR 'BROKEN' BYRAN
IRON EIGHTS
HOUSE ORLOCK

SKILL ACCESS

An Orlock Specialist has access to the following skill sets (note, however, that an Orlock Gunner may not gain additional skills):

Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Savant	Shooting	Bravado
-	Primary	Secondary	-	Primary	-	-	Secondary	-

EQUIPMENT

Orlock Gunners and Orlock Specialists may purchase weapons and Wargear from the Orlock Gunner equipment list:

- During the course of a campaign, both Orlock Gunners and Orlock Specialists may be given additional weapons purchased from this list.
- In addition, during a campaign both Orlock Gunners and Orlock Specialists may be given additional Wargear purchased from this list, from the Trading Post and from the Black Market.
- An Orlock Gunner may only be equipped with weapons chosen from the Basic Weapons, Pistols and Close Combat Weapons sections of this list.
- Once promoted, an Orlock Specialist has no restrictions upon the types of weapon they can take from this list; all weapon types within this list become available.

ORLOCK GUNNER EQUIPMENT LIST

WEAPONS

BASIC WEAPONS

- Autogun 15 credits
- Boltgun..... 55 credits
- Combat shotgun
with salvo & shredder
ammo 55 credits
- Sawn-off shotgun with
scatter shot..... 15 credits
- Solid shot +10 credits
- Shotgun with
solid & scatter ammo....30 credits

PISTOLS

- Autopistol 10 credits
- Bolt pistol 45 credits
- Hand flamer 75 credits
- Stub gun..... 5 credits
- Dumdum rounds +5 credits

SPECIAL WEAPONS

- Flamer 140 credits
- Grenade launcher with
frag & krak grenades65 credits
- Plasma gun 100 credits
- Meltagun..... 135 credits

HEAVY WEAPONS

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

CLOSE COMBAT WEAPONS

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

WARGEAR GRENADES

- Blasting charges30 credits
- Demo charges.....45 credits
- Frag grenades30 credits
- Krak grenades45 credits

ARMOUR

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

PERSONAL EQUIPMENT

- Bio-booster 35 credits
- Drop rig 10 credits
- Filter plugs 10 credits
- Photo-goggles 35 credits
- Respirator 15 credits

WEAPON ACCESSORIES

- Suspensor
(Heavy Weapons only) ..60 credits
- Telescopic sight†
(Pistols, Basic and Special
Weapons only) 25 credits

ORLOCK GREENHORN (JUVE)35 CREDITS

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

SPECIAL RULES

Gang Fighter (Juve): Fighters with this special rule form the backbone of House Orlock gangs. The total number of fighters with the Gang Fighter (X) special rule in the gang must always be equal to, or higher than, the total number of fighters without the Gang Fighter (X) special rule combined, not counting Hangers-on or Hired Guns.

Promotion (Orlock Specialist): If, during the Downtime phase of a campaign, this fighter has gained five or more Advancements, this fighter may be promoted to become an Orlock Specialist.

When a fighter is promoted in this way, they will from now on count as an Orlock Specialist for the purposes of determining which equipment and skill sets they can access. Their existing characteristics do not change, but they will lose the Gang Fighter (Juve), Promotion (Orlock Specialist) and Fast Learner special rules and gain all the special rules associated with an Orlock Specialist.

Fast Learner: During Campaign play, when this fighter gains a characteristic Advancement, they do not need to spend an additional 2 XP if the characteristic being improved has already been improved. In other words, this fighter may improve a characteristic any number of times (up to the maximum) for the basic XP cost shown each time.

**LANDER FOXX
IRON SPIKES
HOUSE ORLOCK**

There is always a steady supply of Greenhorns signing up for the gangs, eager to escape the crushing brutality of existence in the drudging classes.





SKILL ACCESS

An Orlock Greenhorn has access to the following skill sets (note, however, that an Orlock Greenhorn may not gain additional skills):

Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Savant	Shooting	Bravado
Secondary	Secondary	-	-	Primary	-	-	-	-

EQUIPMENT

An Orlock Greenhorn may purchase weapons and Wargear from the Orlock Greenhorn equipment list:

- During the course of a campaign, Orlock Greenhorns may be given additional weapons purchased from this list.
- In addition, during a campaign Orlock Greenhorns may be given additional Wargear purchased from this list, from the Trading Post and from the Black Market.

ORLOCK GREENHORN EQUIPMENT LIST

WEAPONS

BASIC WEAPONS

- Sawn-off shotgun with scatter shot 15 credits
- Solid shot +10 credits

PISTOLS

- Autopistol 10 credits
- Stub gun 5 credits
- Dumdum rounds +5 credits

CLOSE COMBAT WEAPONS

- Chainsword 25 credits
- Fighting knife 15 credits
- Flail 20 credits
- Maul (club) 10 credits
- Two-handed hammer* 35 credits

WARGEAR

GRENADES

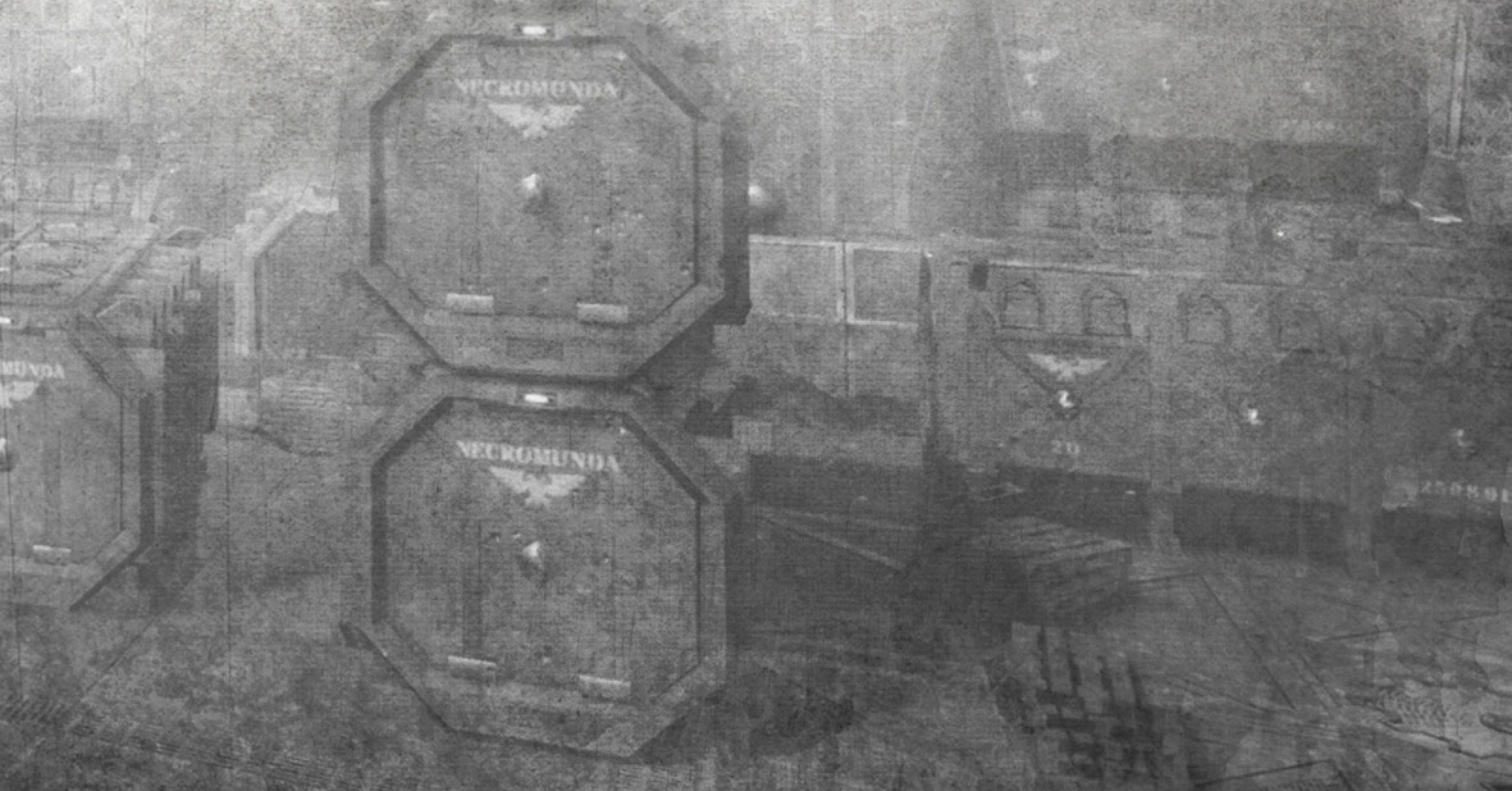
- Blasting charges 30 credits
- Demo charges 45 credits
- Frag grenades 30 credits
- Krak grenades 45 credits

ARMOUR

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

PERSONAL EQUIPMENT

- Drop rig 10 credits
- Filter plugs 10 credits
- Photo-goggles 35 credits
- Respirator 15 credits



EXOTIC BEASTS

The worlds of the Imperium are host to many strange and wonderful creatures, and Necromunda is no exception. It is well documented throughout the ages that humans have a strange propensity for keeping all manner of creatures as pets, fascinated by their behaviour and comforted by their loyalty, and in this the denizens of the underhive are no different to humans anywhere else in the galaxy. What is unique to Necromunda, though, are the type and variety of pets that people choose to keep...

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

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

- Whenever the fighter that owns the Exotic Beast is selected for a scenario, the Exotic Beast may also be deployed. This may take the number of fighters in a starting crew above the number specified by the scenario.
- Exotic Beasts can only be activated as part of a Group Activation with their owner. Accordingly, the owner of an Exotic Beast gains the following special rule:

- **Group Activation (Exotic Beasts):** When a fighter with this special rule is activated, their controlling player must activate all Exotic Beasts belonging to this fighter as well as part of a 'Group Activation':

- The controlling player selects and activates each fighter in this Group Activation as normal, fully resolving each activation before selecting and activating the next. Each fighter activates individually; groups do not activate simultaneously.
- If this fighter itself is activated as part of a Group Activation, this rule still applies, meaning any Exotic Beasts this fighter owns are activated as described above when this fighter is itself activated as part of a Group Activation.

Exotic Beasts must always end their activation within 3" of their owner. If the Exotic Beast is more than 3" away at the end of its activation, it must pass a Nerve test or become Broken.

- Should an Exotic Beast become Broken, it will run towards its owner when activated rather than for cover. When an Exotic Beast makes a Running for Cover (Double) action, it runs towards its owner. It is only concerned with getting back within 3" of its owner.
- An Exotic Beast that has become Broken automatically rallies if it ends an activation within 3" of its owner (note that, during Campaign play, Exotic Beasts do not gain XP for rallying in this way).
- If the owner is removed from the battlefield for any reason, the Exotic Beast is also removed from play.
- If an Exotic Beast is removed from the battlefield for any reason, it is not counted for the purposes of Bottle tests.
- Exotic Beasts gain Experience and suffer Lasting Injuries as a normal Ganger and may become a Specialist.
- Exotic Beasts may not take any additional equipment. They may not use weapons other than those detailed on their profile. They may never use Wargear.
- Exotic Beasts can be taken Captive, in which case the owning fighter's gang can attempt to rescue them and the capturing gang may sell them as if they were a normal fighter. Exotic Beasts taken Captive cannot be put to work in any Territories.



CYBER-MASTIFF (EXOTIC BEAST)..... 100 CREDITS

Mankind has utilised canines for many millennia. From the earliest proto-humans living a primitive existence on Ancient Terra, throughout the great expansion and colonisation of the stars during the Dark Age of Technology and beyond, wherever humanity has gone, it has taken its trusty hound.

Over the millennia, canines have continually evolved. From careful breeding programmes to enhance certain beneficial traits and reduce undesirable qualities, to genhancing and cloning, canines have in no way been excluded from procedures Mankind has proven ready and willing to implement upon itself.

On Necromunda, dogs are no less common than anywhere else in the Imperium, though it must be said that they often provide a food source more readily than they provide their traditional roles of companion, guard or hunter. However, they do still have loyal friends amongst the people. Guilders breed and keep large hounds to protect their caravans and holdings, and House Orlock in particular takes great pride in the rearing of dogs as guards and fighters. The dogs of House Orlock show great diversity of type. From the sleek, alert watch dogs they raise to guard their mine workings and store houses, to the stocky, bull-like fighting dogs they breed for sport, Orlock Gangers are frequently accompanied by hounds. What's more, to the outsider, there is a strange sentimentality shown by Orlocks towards their dogs, and it is not uncommon to see hounds sporting expensive cybernetics to compensate for past injuries or illness.

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

SPECIAL RULES

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

Loyal Protector: Whilst the Cyber-mastiff is Standing and either Active or Engaged, and within 3" of its owner, enemy fighters may not make a Coup De Grace (Simple) action against the owner.

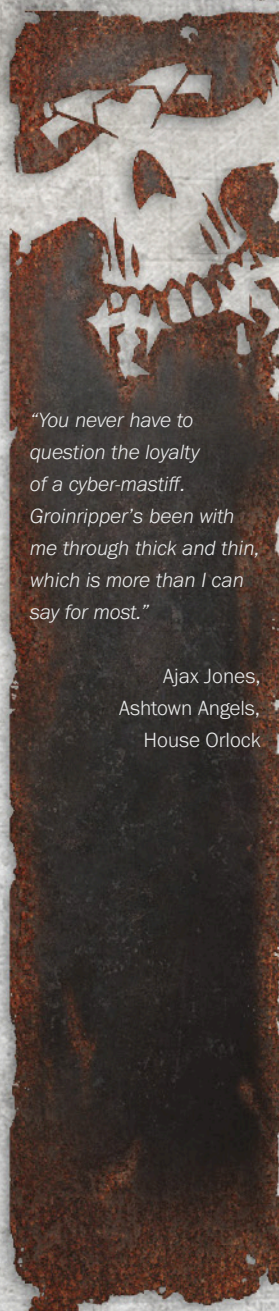
SKILL ACCESS

Should a Cyber-mastiff become a Specialist, it has access to the following skill sets:

Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Savant	Shooting	Bravado
-	-	Primary	-	Secondary	-	-	-	-

EQUIPMENT

A Cyber-mastiff may not purchase weapons or Wargear. A Cyber-mastiff is armed with a Savage Bite.



"You never have to question the loyalty of a cyber-mastiff. Groinripper's been with me through thick and thin, which is more than I can say for most."

Ajax Jones,
Ashtown Angels,
House Orlock



WILCOX 'WILD SNAKE' CINDERJACK, HOUSE ORLOCK BOUNTY HUNTER

Wilcox 'Wild Snake' Cinderjack is the brew master of Hive Primus. As mad as a bag of Ripper Jacks, he is said to test every bottle of Wild Snake to come out of the Primus distilleries personally, and spends his days in a partially-drunken stupor. This is probably why some Orlock gang bosses are able to convince him to 'help them out' dealing with enemies of the clan. When this occurs, Wilcox sobers up as best he can, straps on his mono-blade and takes up his snake-thrower to dispense some justice. A large bear of a man, he is an intimidating sight kitted out for battle, his snake-thrower rig (adapted from a stolen House Escher chem-thrower) hissing and bubbling with fermenting Wild Snake. Those poor souls unfortunate enough to get in Wilcox's way get a face full of snake juice, the caustic liquid enough to render them insensate. If they are particularly unlucky, he might even set them alight with a flick of his lho stick.

In recent times, Wilcox has led his own expeditions into the underhive. Word is the brew master is looking for a rare bottle of Merdena M.39 Wild Snake, said to have been lost during the great hive quake of 387. In his more lucid moments, Wilcox claims if he could find such a bottle he could unravel its secrets and create an all-new vintage of Wild Snake.



SPECIAL RULES

Heavy Drinker: Wilcox ignores the Intoxicated and the Insane conditions.

Potent Fumes: All fighters who activate within 3" of Wilcox gain the Intoxicated condition. Intoxicated fighters change their movement to D6" – roll reach time they take a Move (Simple) action or Charge (Double) action – and suffer a -1 to all attack rolls with weapons that do not have the Versatile or Melee traits.

Orlock Bounty Hunter: Wilcox 'Wild Snake' Cinderjack is a Bounty Hunter that can only be hired by House Orlock gangs. He is subject to the "You Get What You Pay For", Dead, Not Alive, Claiming Bounties and "We'll Get Our Bit..." special rules.

'WILD SNAKE' CINDERJACK, BOUNTY HUNTER

190
CREDITS

M	WS	BS	S	T	W	I	A	LD	CL	WIL	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	-	+1	S	-2	1	-	Melee		
Snake-thrower	-	T	-	-	-	-	-	4+	Blaze, Template, Toxin		

SKILLS: Unstoppable

WARGEAR: Lho Sticks, Mesh armour, Mono-blade, Snake-thrower

D060-K13, HARDCASE CYBER-MASTIFF, HOUSE ORLOCK HIVE SCUM

The art of creating cyber-mastiffs is far from exact, and not all cyber-mastiffs are created equal. Some are merely slightly enhanced versions of underhive mongrels, while others, such as D060-K13, are technological terrors. Built from the remains of one of Lord Morrow's scrap hounds, the hardcase cyber-mastiff D060-K13 was designed by the outcast Van Saar Archeotek Von Buren. Buren built 13 such dogs for the Orlocks as part of his payment for their protection from his clan, all exceptionally large specimens and each equipped with the added gifts of enhanced exo-armour and a collection of concealed digi-weapons.

Of these beasts, D060-K13 is the only one known to still function. After years of faithful service to Lord Morrow, D060-K13 vanished into the wastes, following the call of some imagined voice and making new friends at every stop, before disappearing once more. Even today, after many years, stories still filter back to Crucible that tell of the cyber-mastiff turning up to help gangs in need, before disappearing again into the outlands or underhive.

49

SPECIAL RULES

Tenacious: Hardcase Cyber-mastiffs are renowned for their tenacity. If the mastiff is taken Out of Action do not remove it from the battlefield if it has not yet activated this round. Once the mastiff has completed its activation, remove it from the battlefield.

Hardcase: Hardcase Cyber-mastiffs are completely cybernetic, and thus very hard to kill. A Hardcase Cyber-mastiff counts as being equipped with light carapace armour and a respirator.

Digi-weapon Arsenal: When D060-K13 activates he may choose to arm one of his digi-weapons: his digi-autopistol, digi-hand flamer, or digi-frag grenade. This weapon remains armed until the start of his next activation. D060-K13 can only make attacks with a digi-weapon if it is armed.

Wandering Hound: D060-K13 is a Hive Scum that can only be hired by House Orlock gangs. He is subject to the "You Get What You Pay For" special rule. Unlike other Cyber-mastiffs, he is not an Exotic Beast and therefore does not need to be attached to a Leader or Champion. D060-K13 is very much his own master!



D060-K13, HIVE SCUM

115
CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	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	-	-	5	-1	1	-	Melee, Rending, Shock		
Digi-autopistol	6"	9"	+1	-	2	-	1	4+	Plentiful, Rapid Fire (1)		
Digi-hand flamer	-	T	-	-	2	-1	1	6+	Blaze, Scarce, Template		
Digi-frag grenade	-	9"	-	-	2	-	1	6+	Blast (3"), Grenade, Knockback		

SKILLS: Big Brother

WARGEAR: None

HANGERS-ON AND BRUTES

Once a gang establishes itself, its hideout can become as well-known as any other local landmark. Some gangs' hideouts become centres of activity, with loyal hivers granted the freedom to come and go as they please, while others are more like fortresses. In either case, they are sought-after destinations for merchants and tradesmen seeking a reliable base of operations and offering their services to the gang.

Hangers-on are primarily used in Campaign play, although some will prove particularly useful in Skirmish play. Brutes are purchased specifically to add some extra muscle and prowess on the battlefield and can be fielded alongside the rest of the gang normally. In the Update Roster step of the post-battle sequence, players can recruit Hangers-on and Brutes. These are purchased with credits from the gang's Stash in the same way as new fighters. A Fighter card is filled out for each and they are added to the gang roster. Most Hangers-on and Brutes have various options for their equipment – these must be decided when they are recruited and cannot be changed later.

During Campaign play, both Hangers-on and Brutes can be taken captive in the post-battle sequence, just like any other fighter. In such cases, the gang can attempt to rescue them or make a trade with the captor to have them returned. Should they fail to rescue them or secure a trade, the captor may sell them as if they were a normal fighter.

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

**Maximum Hangers-on
and Brutes**

Reputation	
Less than 5	1
5-9	2
10-14	3
15-19	4
20-24	5

50

"The Great Houses don't see it, but one day those eyeless bastards are going to kill us all!"

Roky,
Sump Dogs
House Orlock,
On House Delaquer

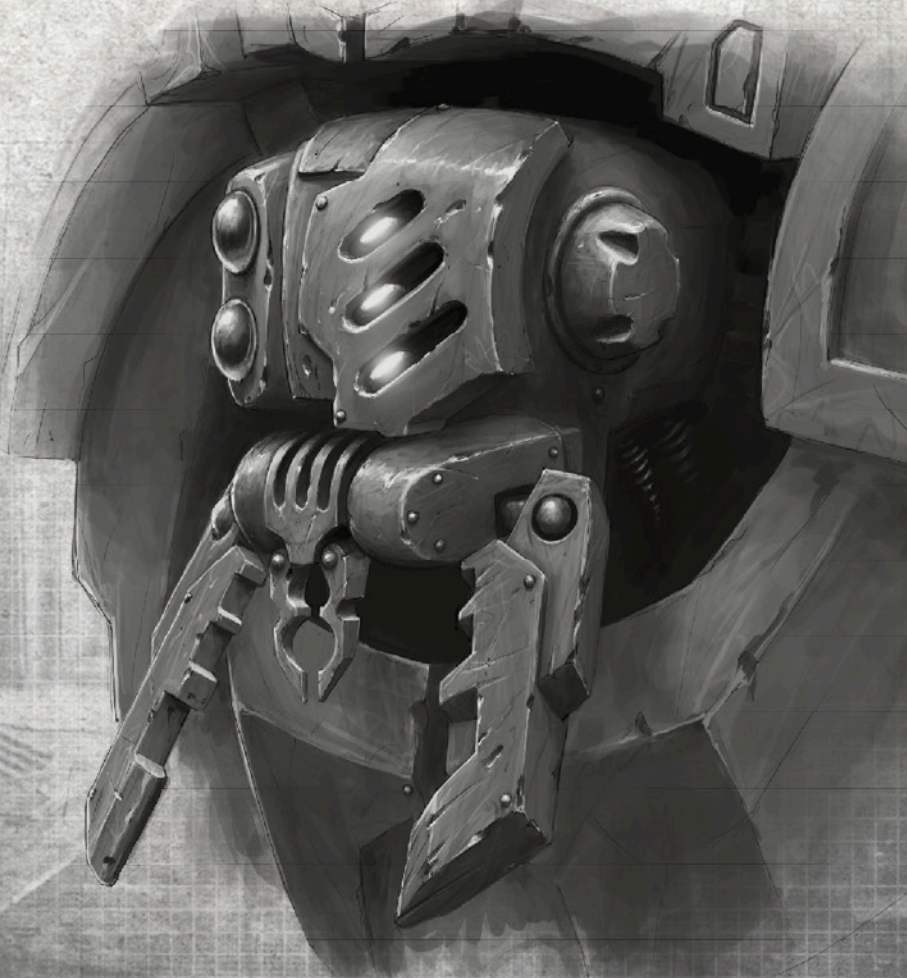
HANGERS-ON

Each of the different types of Hanger-on brings a specific benefit or a special rule to the gang that employs them. Hangers-on do not normally take part in battles; their role is a non-combat one. However, should a battle take place on the gang's own turf (i.e., when the gang has the Home Turf Advantage in a scenario), roll a D6 for each Hanger-on before choosing a crew. On a roll of 1, 2 or 3, the Hanger-on is unfortunate enough to be around when the fighting starts, and must be included as part of the crew.

Hangers-on cannot gain Experience or Advancements; if they suffer a Lasting Injury that would make a change to their Fighter card, they decide that the hideout is no longer safe and move on – they are removed from the gang roster. They cannot be given any equipment other than what is listed.

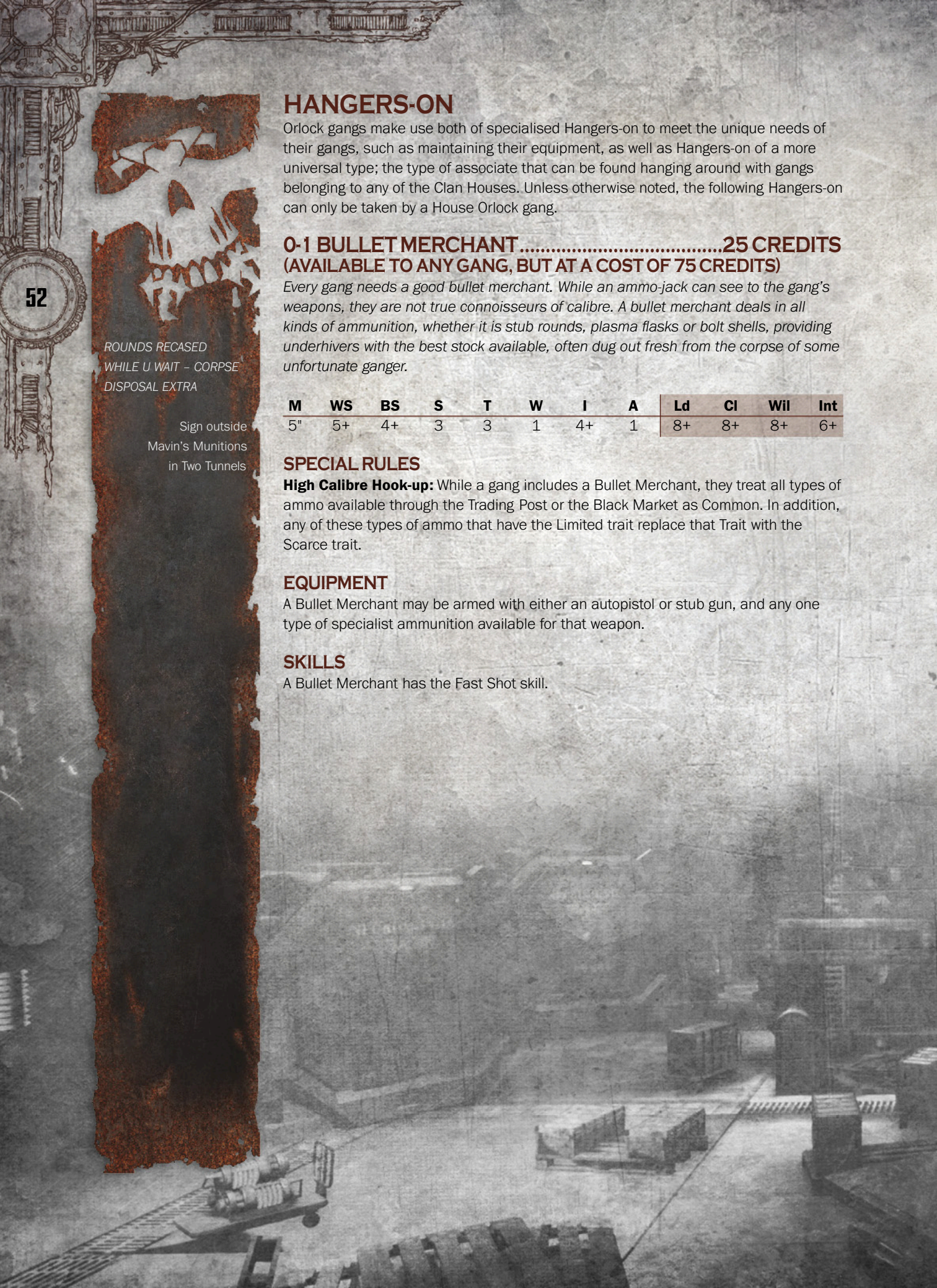
BRUTES

Unlike other Hangers-on, Brutes are purchased with the express intention that they be fielded in battle and are treated like any other fighter when selecting a crew. Unlike other Hangers-on, Brutes will gain Experience and Advancements in the same manner as an Orlock Specialist (see [page 42](#)). Unlike Hangers-on, Brutes will not leave the gang should they suffer a Lasting Injury that makes a change to their Fighter card.



"No, no – that's the cortical regulator, you want the cranial inhibitor, no not that one, that's one of the sentience governors. Listen, you can't just go digging around in an Ambot's head and expect it to do what you want – that's a good way to end up like Jorno... that's right, the guy with no hands!"

Rolo Digger
on Ambot Hacking,
Dust Falls Amnotek



ROUNDS RECASED
WHILE U WAIT - CORPSE
DISPOSAL EXTRA

Sign outside
Mavin's Munitions
in Two Tunnels

HANGERS-ON

Orlock gangs make use both of specialised Hangers-on to meet the unique needs of their gangs, such as maintaining their equipment, as well as Hangers-on of a more universal type; the type of associate that can be found hanging around with gangs belonging to any of the Clan Houses. Unless otherwise noted, the following Hangers-on can only be taken by a House Orlock gang.

0-1 BULLET MERCHANT25 CREDITS (AVAILABLE TO ANY GANG, BUT AT A COST OF 75 CREDITS)

Every gang needs a good bullet merchant. While an ammo-jack can see to the gang's weapons, they are not true connoisseurs of calibre. A bullet merchant deals in all kinds of ammunition, whether it is stub rounds, plasma flasks or bolt shells, providing underhivers with the best stock available, often dug out fresh from the corpse of some unfortunate ganger.

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

SPECIAL RULES

High Calibre Hook-up: While a gang includes a Bullet Merchant, they treat all types of ammo available through the Trading Post or the Black Market as Common. In addition, any of these types of ammo that have the Limited trait replace that Trait with the Scarce trait.

EQUIPMENT

A Bullet Merchant may be armed with either an autopistol or stub gun, and any one type of specialist ammunition available for that weapon.

SKILLS

A Bullet Merchant has the Fast Shot skill.

0-1 GREASE MONKEY40 CREDITS
(AVAILABLE TO HOUSE ORLOCK GANGS)

Orlock gang hideouts are as much workshops as settlements, with all kinds of machinery being built, pulled apart or worked on. Orlock Grease Monkeys are the grimy workers who keep the Orlock's servitors, vehicles and heavy gear functioning or, when the gang boss commands, overcharge it far past its safety limits.

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

SPECIAL RULES

Overcharge: A gang with a Grease Monkey can overcharge one of their Brutes, or the jump boosters of their Wreckers, during the pre-battle sequence. An overcharged Brute increases both its Movement and Attacks characteristics by D3 when it activates (roll once and apply the results to both characteristics). However, if a natural 1 is rolled when rolling the D3, the Brute suffers a wound with no save possible. An overcharged jump booster adds D6" to the Movement of a Wrecker (roll each time the fighter is activated). If a natural 1 is rolled, then no extra Movement is gained and the Wrecker may only perform a single action during its activation, as they struggle to control their malfunctioning pack.

EQUIPMENT

A Grease Monkey is armed with a wrench and blowtorch (counts as a maul and hand flamer).

SKILLS

A Grease Monkey has the Munitioneer skill.



"There's your problem – you got a waster wrapped around your drive shaft... no, I'm pretty sure he wasn't there when I sold you this runner. Sorry mate – corpses ain't my thing, go see the Guilders and see if they'll scrape him off for you."

'Greaser' Grenlok,
 Ashgate 17
 Grease Monkey

"Never bet on a pit fighter with a good smile!"

Underhive Saying

0-1 PRIZE FIGHTER40 CREDITS (AVAILABLE TO HOUSE ORLOCK GANGS)

Orlock gangs are fans of bare knuckle fights, there being something fundamentally Orlock about two fighters beating the hell out of each other with just their fists. Gangs often employ specially-trained pugilists for this task, pitting them against other gang's fighters, or even putting them in the fighting pits to face off against slaves and beasts, armed only with their bare hands.

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

SPECIAL RULES

Bare Knuckle Fighter: In the Collect Income step of the post-battle sequence, a gang with a Prize Fighter may enter them in a fight. If they do, roll two D6 and choose the highest, then multiply the result by 10 to see how many credits the fighter earns for the gang. If, however, a 1 is rolled on either of the D6, no money is made, and if a double 1 is rolled, the Prize Fighter has been killed and must be removed from the gang's roster.

EQUIPMENT

A Prize Fighter has no equipment.

SKILLS

A Prize Fighter has the Iron Jaw skill.

0-1 GANG LOOKOUT20 CREDITS (AVAILABLE TO ANY GANG)

There are many hivers and settlement scum willing to keep watch on a gang's borders and pass warnings of unwanted visitors along. These lookouts can warn of attacking rivals or interest from the Enforcers, and allow a gang a chance to escape. Orlock gangs employ lookouts not just within the hives, but as spotters on their ash-rigs, where a keen set of eyes can be the difference between seeing a waster ambush coming or catching a bullet in the head.

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

SPECIAL RULES

Heads Up: During Skirmish play, a gang with a look-out may add 1 to the dice roll to determine which gang is the Attacker or Defender. Additionally, if a gang with a look-out is the Defender in a scenario that uses the Sneak Attack rules, add 1 to all rolls to determine if a Sentry spots an Attacker.

EQUIPMENT

A Gang Lookout may be armed with either a laspistol or stub gun, and with either a fighting knife or axe.

SKILLS

A Gang Lookout has the Evade skill.

0-2 ROGUE DOCS.....50 CREDITS (AVAILABLE TO ANY GANG)

Medical expertise is much sought-after in the underhive, and most of those who have such training sell their services at a not insignificant price. House Orlock often train up their own Rogue Docs, unsanctioned medicae fighters both to look after their gangers and also follow them out onto the road. In the wastes, the difference between life and death can be having a doc in your convoy.

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

SPECIAL RULES

Patch Up: If a gang has a Rogue Doc, it can make an additional Medical Escort action in the post-battle sequence in addition to any other post-battle actions performed by fighters with the Gang Hierarchy (X) special rule. This visit does not cost any credits – however, a result of 6 on the table is treated as Stabilised rather than a Full Recovery, due to the Rogue Doc's comparatively limited supplies and the lack of proper medicae technology.

If a gang has more than one Rogue Doc, it can make this additional action once for each of them.

EQUIPMENT

A Rogue Doc may be armed with either a laspistol or stub gun. All Rogue Docs are equipped with a medicae kit.

SKILLS

A Rogue Doc has the Medicae skill.



"OK, so you got two choices – pay up or let your friend bleed out. Actually, scratch that; three options... you could also cause some trouble and join him on the slab... your call."

Doc Dazy Lane,
Rogue Doc,
Heretics Hole

SHIDIA 'MATRON'
COPPERTOWN
ROGUE DOC



0-3 AMMO-JACKS.....50 CREDITS (AVAILABLE TO ANY GANG)

As gangs become more experienced, they discover the importance of regular weapon checks. Running out of ammunition or suffering a gun jam in the middle of a firefight is just not acceptable for a gang that wishes to be taken seriously. House Orlock gangs make extensive use of Ammo-jacks as they favour slug throwers such as stub guns, autoguns and heavy stubbers – weapons which require regular attention if they are to keep spitting out rounds.

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

SPECIAL RULES

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

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

EQUIPMENT

An Ammo-jack may be armed with either a boltgun or combat shotgun with salvo and shredder ammo, and with either a power hammer or power sword. All Ammo-jacks are equipped with mesh armour.

SKILLS

An Ammo-jack has the Munitioneer skill.

"Damn gangers, spending ammo like their creds betting on the pit fights – sometimes I think the real currency of Necromunda ain't Guilder scrip, its lead, plasma and las-charge."

Leelu 'Bullet Maiden' Kring,
Dust Falls Ammo Jack



DICE 'HARD ROUNDS' HARDEN
SUMP CITY
AMMO-JACK

0-1 DOME RUNNER20 CREDITS (AVAILABLE TO ANY GANG)

A gang's turf is its primary source of income, but as it expands outwards, the gangers might find themselves in areas they've never even visited. Local guides, referred to as 'Dome Runners', are a regular sight among gangs wishing to root out this new turf's hidden treasures. House Orlock prospectors work closely with Dome Runners when exploring the lower levels of a hive, and a wise gang leader knows the value of getting some local information on the resident critters and perils.

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

SPECIAL RULES

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

EQUIPMENT

A Dome Runner may be armed with either a laspistol or stub gun, and with either a fighting knife or axe.

SKILLS

A Dome Runner has the Lie Low skill.

0-1 SLOPPER.....20 CREDITS (AVAILABLE TO ANY GANG)

Food in the underhive rarely holds any joy. Most meals consist of corpse-starch or nutri-slime, supplemented with synth-fats and vitamin shots. As such, anyone who can produce 'real' food from the local flora and fauna can expect a steady stream of credits. House Orlock sloppers can turn almost anything into a passable meal, life on the long ash roads teaching them to be resourceful and open minded when it comes to defining 'food'.

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

SPECIAL RULES

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

EQUIPMENT

A Slopper is armed with a fighting knife.

SKILLS

A Slopper has no skills.



"Gotta love a Lugger – the whole gang on their backs nursing bullet wounds and that thing just keep on throwing explosive rounds down range. Damn mindless brute saved our lives that day, and it wasn't the first time."

Tarm Jackknife,
Iron Eights,
House Orlock

BRUTES

0-1 ORLOCK 'LUGGER' CARGO SERVITOR230 CREDITS (AVAILABLE ONLY TO HOUSE ORLOCK GANGS)

Common across all of the worlds of the Imperium, servitors are melds of flesh and machine, most often human flesh, but sometimes, as in the case of the Ambot, alien life forms slaved to a servitor engine. Most often, the human component of a servitor is harvested from a convicted criminal, one whose crimes are deemed too great to allow them to carry on as a part of Imperial society but who may continue to serve in another form rather than be wasted in incarceration or execution.

Servitors possess the most rudimentary of human intelligence, their minds scrubbed of past memories and all but the most essential knowledge, artificial memory engrams grafted in their place so that they will know their designated role and function and little else. Servitors are put to work in all manner of industry and for any menial task with which an unmodified human cannot perform. They work in hostile environments, their living flesh variously blasted by extremes of heat and cold, eroded by extreme elements, or withered and wasted by toxic surroundings, performing their tasks until they fail, at which point their mechanics are reclaimed and a new human 'donor' grafted into place. House Orlock has ready access to mining and heavy industry servitors of all makes and manner, but those repurposed for gang warfare often take the form referred to by the gangers as 'Luggers' – heavy, tracked units able to lift, move and carry bulky cargos. Be they liberated from mine workings or cargo depots, such constructs are well suited to a combat role with minimal reprogramming.

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

WEAPONS

A 'Lugger' Cargo Servitor is armed with a harpoon launcher. All 'Lugger' Cargo Servitors have light carapace armour.

OPTIONS

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

SPECIAL RULES

Weapons Platform: An unwieldy ranged weapon mounted on a servitor is far more manoeuvrable. When a 'Lugger' Cargo Servitor fires a weapon with the Unwieldy trait, it becomes a Basic action rather than a Double action.

Ammo Hoppers: A 'Lugger' Cargo Servitor can re-roll any failed Ammo checks that roll a natural 1.

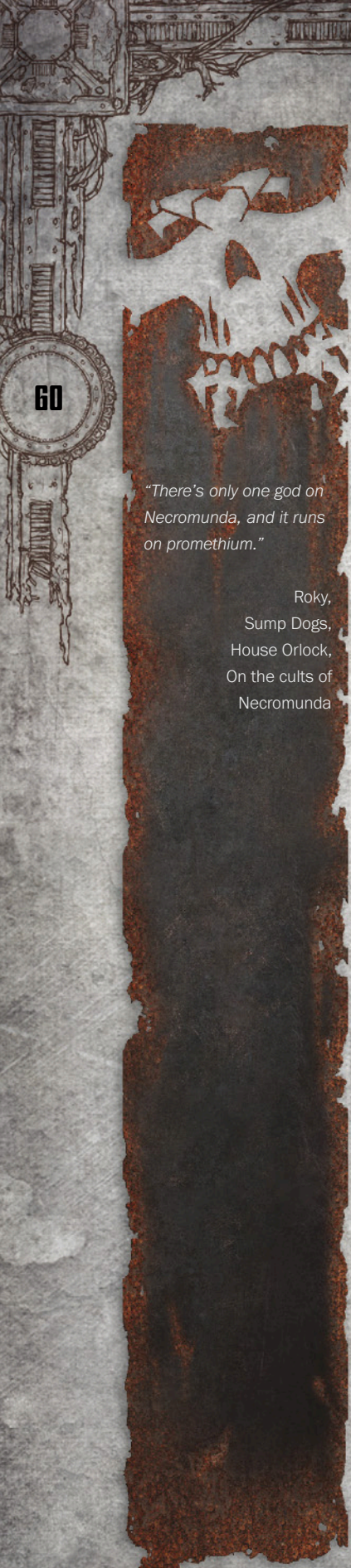
SKILL ACCESS

A 'Lugger' Cargo Servitor has access to the following skill sets:

Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Savant	Shooting	Bravado
-	Secondary	Secondary	-	-	-	-	Primary	-

THE MAJOR
ASHTOWN ANGELS
HOUSE ORLOCK





**0-2 LUTHER PATTERN EXCAVATION AUTOMATA ('AMBOT') 185 CREDITS
(AVAILABLE TO ANY GANG, BUT AT A COST OF 215 CREDITS)**

The Luther pattern Excavation Automata is a heavy construct built in imitation of the Ambull, a huge, roughly humanoid xenos creature common to hot, arid worlds. Thought to have evolved in the endless deserts of Luther McIntyre IX in the Segmentum Solar, the Ambull is now common across the Imperium as throughout the ages Mankind has attempted to domesticate the brutes and make use of the species' traits. Ambull are natural tunnellers, their powerful limbs ending in diamond-hard claws enabling them to dig through everything up to soft rock at a surprising speed. In addition, their eyes see deep into the infrared spectrum, making impeccable use of even the faintest levels of light, they are even able to detect heat signatures as a visual stimulus.

"There's only one god on Necromunda, and it runs on promethium."

Roky,
Sump Dogs,
House Orlock,
On the cults of
Necromunda

The transport and trade in Ambulls is extremely heavily sanctioned and controlled throughout the Imperium due to how dangerous they are as hunters and how unsuitable to domestication they have proven, escaping from any form of captivity and wreaking havoc upon human populations in mining colonies the galaxy over.

The greatest successes in domesticating the Ambull lie in using the creatures as the organic component of a heavy duty mining construct. Specially-crafted instrumentalities are fused with the brain and nervous system of the Ambull, in a process perfected by the Adeptus Mechanicus to circumvent the most ancient of laws proscribing the 'machina malifica' the dreaded 'machine that thinks as a man'. When the creature awakens in its new robotic shell, it retains the natural tunnelling instinct it had when it was flesh, whilst its aggression and hunting impulses are suppressed by cranial governors. Of course, when Clan House gangs get their hands on one they are not thinking about its mining ability. House Orlock use large numbers of Ambots in their mines, entire regions of the Spoil populated by the patched-up machines all digging in the toxic dirt. Of course, this also means Ambots regularly go 'missing', finding their way into the ranks of one Orlock gang or another.

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

WEAPONS

An Ambot is armed with two tunnelling claws. All Ambots are equipped with light carapace armour.

OPTIONS

- An Ambot may replace one of its tunnelling claws with a grav-fist +90 credits

SPECIAL RULES

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

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

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

SKILLS

An Ambot has the Infiltrate skill (as described in the *Necromunda Rulebook*).

SKILL ACCESS

An Ambot has access to the following skill sets:

Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Savant	Shooting	Bravado
-	Secondary	Secondary	-	Primary	-	-	-	-



0-2 'JOTUNN' H-GRADE SERVITOR OGRYN.....210 CREDITS (AVAILABLE TO ANY GANG)

Homo sapiens gigantus, commonly called 'Ogryns', are one of the most frequently seen strains of abhuman within the Imperium. Their origin is believed to be a chain of high gravity prison worlds, populated by Mankind many millennia ago and lost during the Age of Strife. In isolation from Terra, the humans stranded upon these worlds bred and adapted to their hostile environments, becoming progressively more large and hardy with each passing generation. Unfortunately intelligence, probably not that prominent a trait amongst the denizens of these prison worlds to begin with, deteriorated over the generations, so that by the time the Ogryn had become a distinct and stable sub-species of humanity, it was hopelessly dull and unintelligent.

Ogryns are incredibly strong, durable, and remarkably loyal, traits which make up for their lack of intellect in their usefulness to the Imperium. They are slow to learn, but once a lesson has been learned, it stays in their simple minds forever. The Ogryns of Necromunda fill the role of heavy industrial workers in Necromundan society, a resource that is in high demand given the factory nature of the hives. House Orlock uses Ogryns in their mines and factories like other Clan Houses, favouring the brutes for their size and endurance. The House of Iron also uses them for transportation, using Ogryns in places where vehicles cannot go, the massive creatures acting as porters for ore shipments and Mercator Gelt goods.

"A more lovable murderer I've never met before."

Grena Glassfist,
Freeborn Killers,
House Orlock,
on Servitor Ogryns

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

WEAPONS

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

OPTIONS

- A 'Jotunn' H-Grade Servitor Ogryn may replace one of its augmetic fists with an arc welder +70 credits
- A 'Jotunn' H-Grade Servitor Ogryn may replace one of its augmetic fists with a storm-welder +75 credits
- A 'Jotunn' H-Grade Servitor Ogryn may replace one of its augmetic fists with a spud-jacker -20 credits
- A 'Jotunn' H-Grade Servitor Ogryn may be upgraded with furnace plates +15 credits

SPECIAL RULES

Loyal: Ogryns are very loyal creatures and form strong bonds with those they live and fight with. Whenever a friendly fighter making a close combat attack claims an Assist from this fighter, this fighter adds 2 to the result of any hit rolls rather than the usual 1.

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

SKILLS

A 'Jotunn' H-Grade Servitor Ogryn has the Headbutt skill (as described in the *Necromunda Rulebook*).

SKILL ACCESS

A 'Jotunn' H-Grade Servitor Ogryn has access to the following skill sets:

Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Savant	Shooting	Bravado
-	Primary	Secondary	-	Secondary	-	-	-	-





LYCE HORGON
BIGHOLE MINING CREW GAMMA
HOUSE ORLOCK DRUDGE

HIRED GUNS

The Imperium of Mankind is a dangerous place. Countless billions of wretched souls deal with the bleakness of their existence by cowering from the horrors of the galaxy, dedicating their lives to relentless toil and drudgery in the service of Him on Terra.

Yet there are those who do not. Untold millions of brave or desperate souls take up arms, fighting for the fate of humanity in the Emperor's glorious armies. Many others, in numbers beyond counting, take to a life of violence for their own amusement, violent souls drawn to violent work. Yet more come to their bloody work through desperation, simply hoping to put food in their bellies. Ruthless bounty hunters prowl the underhive, hoping to get rich from their bloody-handed trade. Lowlife scum eke out a meagre existence, hiring their services to uncaring gang leaders looking for some expendable muscle. Even those who would prefer not to raise arms in violence find themselves drawn into the endless cycle of gang warfare, their skills retained in service of the crew that runs their hab block.

The hives of Necromunda are meat grinders for humanity. There is always someone willing to sell their services to keep the mechanism turning.

BOUNTY HUNTERS, HOUSE AGENTS AND HIVE SCUM

In Campaign play, gangs have the chance to recruit Hired Guns. These fall into three broad categories: Bounty Hunters, House Agents and Hive Scum, some of which will be named characters, better known as Dramatis Personae. Such fighters can be hired during the pre-battle sequence, thus securing their services for that one battle. They are not added to the gang roster, but a Fighter card will need to be filled out for them. They can be hired again for subsequent battles – as such, players might find it useful to keep an appropriate Fighter card, already filled in, for each Hired Gun model they have.

Hired Guns never gain Experience, they cannot purchase Advancements, and they do not suffer Lasting Injuries – if they go Out of Action, they simply play no further part in the battle.

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

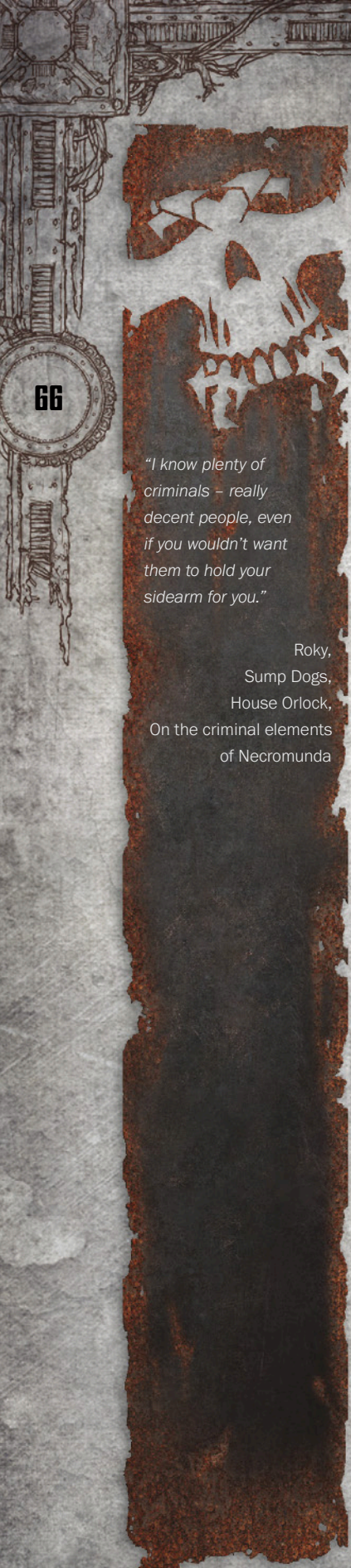
In either mode of play, a Hired Gun increases the gang's Rating in the same way as any other fighter.

OUTLAW HIRED GUNS

For the most part, in spite of appearances, Bounty Hunters, House Agents, Hive Scum and Dramatis Personae are relatively upright citizens of the underhive who follow Lord Helmawr's laws as best they can. Therefore, ordinary Hired Guns can only be hired by Law Abiding gangs; they cannot be hired by Outlaw gangs (the rules for Outlaw gangs can be found in *Necromunda: The Book of Judgement*).

This does not mean that Outlaw gangs cannot hire Hired Guns. Outlaw gangs may purchase the services of a Hired Gun as normal. If they do however, the fighter must be designated an "Outlaw" and will gain the Outlaw special rule. Additionally, Outlaw gangs may hire any Dramatis Personae with the Outlaw special rule on their profile.

Law Abiding gangs cannot hire Dramatis Personae with the Outlaw rule on their profile and cannot designate a Hive Scum or a Bounty Hunter they have hired as an outlaw.



HIVE SCUM.....30 CREDITS

Hive Scum, or Scummers, are masterless or itinerant hivers who will fight for anyone who offers them coin. Many are drunkards and down-and-outs, but even these have their uses and, despite appearances, are quite capable of holding their own in a fight. Others are mercenaries who travel from zone to zone, making few friends or commitments, earning whatever easy money is around before moving on. Scum are too wild and independent to submit to the leadership of anyone for very long, and they hire out their services as they feel like it. Despite their carefree lifestyle and happy-go-lucky attitude, Scummers are good fighters, so their services are always in demand. Many end up working for the Guilders, but there are always a few willing to tag along with a gang for a share of the spoils.

"I know plenty of criminals – really decent people, even if you wouldn't want them to hold your sidearm for you."

Roky,
Sump Dogs,
House Orlock,
On the criminal elements
of Necromunda

Hive Scum are especially valuable to a newly-founded gang, especially one whose fighters may be neither numerous nor especially experienced. In general, more established gangs eschew their services, preferring to rely on their own in the heat of battle. Nonetheless, Hive Scum are considered of great value as cannon fodder...

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

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

SPECIAL RULES

Outlaw: A Hive Scum hired by an Outlaw gang is automatically an Outlaw themselves. In addition to the equipment options listed above, Outlaw Hive Scum may purchase Common items and any item with a Rare or Illegal value of 7 or below from the Black Market.

"You Get What You Pay For": Unlike other fighters, Hive Scum are not counted during the Choose Crew step of the pre-battle sequence. Instead, at the end of this step, any Hive Scum available to the gang may be added to the crew, regardless of the Crew Selection method in use. This may take the number of fighters in a starting crew above the number specified by the scenario.

EQUIPMENT

Hive Scum may purchase up to 60 credits worth of weapons and Wargear from the Hive Scum equipment list. They may be armed with up to three weapons, only one of which may have the Unwieldy trait, and this counts as two weapons choices. Note that the value of these weapons and Wargear should be included when determining Gang Rating.

HIVE SCUM EQUIPMENT LIST

WEAPONS

BASIC WEAPONS

- Autogun 15 credits
- Reclaimed autogun 10 credits
- Lasgun 15 credits
- Sawn-off shotgun 15 credits
- Shotgun with solid & scatter ammo 30 credits
- Throwing knives 10 credits

PISTOLS

- Autopistol 10 credits
- Reclaimed autopistol 5 credits
- Laspistol 10 credits
- Stub gun 5 credits
- Dumdum rounds +5 credits

CLOSE COMBAT WEAPONS

- Axe 10 credits
- Chainsword 25 credits
- Fighting knife 10 credits
- Flail 20 credits
- Maul (club) 10 credits
- Two-handed axe* 25 credits
- Two-handed hammer* 35 credits

WARGEAR

GRENADES

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

ARMOUR

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

PERSONAL EQUIPMENT

- Armoured undersuit 25 credits
- Drop rig 10 credits
- Filter plugs 10 credits
- Photo-goggles 35 credits

WEAPON ACCESSORIES

- Telescopic sight†
(Pistols, Basic and
Special Weapons only) 25 credits





BOUNTY HUNTERS.....80 CREDITS

Bounty Hunters are amongst the toughest and most dangerous of all underhivers. They survive perilous conditions, living out in the wastes, pursuing their quarry through the tunnels and ruins. Bounty Hunters are loners who neither need, nor want, to be associated with a gang. They will hire their services to a gang leader, though, if there are no decent bounties to be had or if their interests are aligned, but such allegiances tend to be temporary.

Bounties are displayed at all Trading Posts, offering rewards to anyone who brings in outlaw leaders, gangs, mutants and other criminal types. The rewards offered are good, but the job is a perilous one and many Bounty Hunters die out in the wastes, slain by the outlaws and mutants they set out to hunt.

Bounty Hunters are drawn from a wide range of backgrounds. Some were once gangers, still bearing the trappings of their former Clan House. Many Abhumans also find the life of a Bounty Hunter suits them well, for the Blood Warrant that serves as license and writ allows them to go where others of their kind might ordinarily be barred. Thus it is not uncommon to see Beastmen, Squats and other stable Abhuman strains operating as Bounty Hunters far from those areas set aside for their kind.

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

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	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+

SPECIAL RULES

Outlaw: A Bounty Hunter hired by an Outlaw gang is automatically an Outlaw themselves. In addition to the equipment options listed opposite, Outlaw Bounty Hunters may purchase Common items and any item with a Rare or Illegal value of 10 or below from the Black Market.

“You Get What You Pay For”: Unlike other fighters, Bounty Hunters are not counted during the Choose Crew step of the pre-battle sequence. Instead, at the end of this step, any Bounty Hunters available to the gang may be added to the crew, regardless of the Crew Selection method in use. This may take the number of fighters in a starting crew above the number specified by the scenario.

Dead, Not Alive: Any gang, Outlaw or otherwise, that employs a Bounty may claim a reward from the authorities for troublesome enemies they bring in dead. During the post-battle sequence, when an opponent deletes a dead fighter from their roster, the gang that hired the Bounty Hunter immediately claims half of that fighter's value, rounded up to the nearest 5 credits, as a reward.

*“Legal, illegal, forbidden...
these are just words...
what I care about is creds
– and if you got ‘em.”*

Ursa Athrana,
Port Mad Dog ‘Importer’

Claiming Bounties: Any gang, Outlaw or otherwise, that employs a Bounty Hunter may claim a reward from the authorities for enemy fighters they help to Capture. If during the Wrap-up the recruiting gang captures an enemy fighter, roll a D6 in the Receive Rewards step of the post-battle sequence. On the roll of a 3 or higher, the Bounty Hunter recognises the Captive as a particularly wanted individual. The gang is given their cut of the reward for keeping this dangerous miscreant off the streets, immediately receiving D6x10 credits.

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

- If, at the end of the Update Roster step of the post-battle sequence, only one of the Dead, Not Alive or Claiming Bounties special rules has been used, roll a D6. If the result is a 4 or higher, the Bounty Hunter is dissatisfied with their earnings and is available for the recruiting gang’s next battle for free. If the result is a 1-3, they take their credits and leave.
- If neither the Dead, Not Alive or Claiming Bounties special rules are used, there is no need to roll and the Bounty Hunter is automatically available for the recruiting gang’s next battle for free.
- If, however, both the Dead, Not Alive and Claiming Bounties special rules are used during the post-battle sequence, the Bounty Hunter, happy with their payment, automatically leaves.
- If a Bounty Hunter that is available for the next battle for free in this way is not used, they will automatically leave. In other words, they must be used in the next battle, or be lost.
- If a Bounty Hunter is taken Out of Action during a Campaign battle, they are considered to have automatically rolled a result of 12-26 Out Cold on the Lasting Injuries table.

SKILLS

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

EQUIPMENT

In addition to their hiring fee, a Bounty Hunter may purchase up to 150 credits worth of weapons and Wargear from the Orlock Road Captain equipment list on [page 35](#) and from the Trading Post (note that, in addition, Outlaw Bounty Hunters may purchase items from the Black Market, as described previously). They may be armed with up to five weapons, only one of which may have the Unwieldy trait. A weapon with the Unwieldy trait counts as two weapons choices. Note that the value of these weapons and Wargear should be included when determining Gang Rating.

"If Slate Merdena takes an interest in your crew, you gotta ask yourself, if it's time for a beating, just who's the one getting beat."

Cor Munda,
Ash-drunk Dogs,
House Orlock

HOUSE AGENTS.....HIRING FEE VARIES*

The Clan Houses of Necromunda are at once dependent upon one another for their mutual prosperity and deadly rivals that seek to damage or destroy one another. Each controls its own share of the industry and resource that makes Necromunda so vital to the Imperium, jealously guarding its rights and power against rivals and enemies.

Often in the long history of Necromunda such rivalries have exploded into harmful civil wars, wars that damage industry and commerce. In the millennia since the ascendancy of House Helmawr such wars have been... discouraged, and Houses that would take up arms and threaten the status quo dealt with harshly. Yet war and conflict is only natural. The Clan Houses fulfil their need to draw one another's blood through the eternal struggle of the gangs, proxy warfare in the cramped habs and manufactoria replacing open battle and keeping the wide avenues and clan residences of the upper hive safe.

Many loyal scions of the Clan Houses have risen to positions of power and influence as gang fighters of great renown. Such famed warriors are often deployed as agents by the lords they serve, sent to aid gangs beset by enemies. These agents can be considered as both weapons of their masters' will and demonstrations of their power. Their arrival in the midst of a raging gang war sows fear in both allies and enemies alike, for their presence represents not just the interests of their masters, but highlights the failings of the local gangs to protect those interests...

A gang can recruit no more than one House Agent at a time. To represent the variety of renowned champions within each House, the recruiting player chooses one of the following profiles to use:

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	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+

SPECIAL RULES

***Petition:** A gang does not simply hire a House Agent. Instead, a House Agent may be dispatched to aid a gang when a petition is made by a gang leader. If a gang wishes to hire a House Agent, the controlling player must roll on the following table during the appropriate step of the pre-battle sequence:

D6+Rep Result

- | | |
|--------------|--|
| 1-5 | The House heeds the gang's plea for aid and a House Agent is dispatched. The gang may hire a House Agent for this battle for 40 credits. |
| 6-10 | The House reluctantly agrees to send aid to the gang, but it will cost them. The gang may hire a House Agent for this battle for 80 credits. |
| 11-15 | The House feels the gang is capable of fighting its own battles. The gang may not hire a House Agent for this battle. |
| 16+ | The House is angered that such a capable and notorious gang would petition for further aid. The gang may not hire a House Agent for this battle and must pay a fine of 2D6x10 credits to the House as punishment for making foolish petitions. |

Note that a gang may make a petition to hire a House Agent, or it may roll on the House Favours table. It may not do both.

Gang Hierarchy (Champion): During a battle, should this fighter pass a Bottle test, friendly Orlock fighters without this special rule that have not already taken a Bottle test this round and that are within 6" of this fighter will automatically pass their Bottle test for that round.

Group Activation (1): When a fighter with this special rule is activated, their controlling player can choose to activate a number of additional Ready friendly Orlock fighters equal to the number shown in brackets that are within 3" of this fighter as part of a 'Group Activation':

- The controlling player must nominate all of the fighters who will be activated in this way before any of them are activated.
- Once all participants of the Group Activation have been nominated, the controlling player selects one and activates them as normal, fully resolving their activation before selecting and activating the next. Each fighter activates individually; groups do not activate simultaneously.

Additional fighters with this special rule activated in this way may not themselves use this special rule during this activation.

"You Get What You Pay For": Unlike other fighters, House Agents are not counted during the Choose Crew step of the pre-battle sequence. Instead, at the end of this step, any House Agents available to the gang may be added to the crew, regardless of the Crew Selection method in use. This may take the number of fighters in a starting crew above the number specified by the scenario

SKILLS

A House Agent may take either three skills determined at random, or one skill determined at random and one skill chosen by the recruiting player. Each skill is chosen from the following skill sets: Brawn, Combat, Ferocity, Leadership, Bravado or Shooting (as described in the *Necromunda Rulebook*). To determine a random skill, the player declares which skill set they are generating the skill from and rolls a D6, re-rolling if the House Agent already has that skill. Choosing a skill is a simple matter of picking the desired skill from the sets available.

LEGENDARY NAMES

A House Agent may take either two Legendary Names determined at random, or one Legendary Name chosen by the recruiting player (see [page 93](#)). To determine a random Legendary Name, the player declares which category they are generating the Legendary Name from and rolls a D6, re-rolling if the House Agent already has that Legendary Name. Choosing a Legendary Name is a simple matter of picking the desired name from one of the categories available.

EQUIPMENT

A House Agent may be equipped with up to 150 credits worth of weapons and Wargear chosen for free from the Orlock Road Captain equipment list on [page 35](#). They may be armed with up to three weapons, only one of which may have the Unwieldy trait, and this counts as two weapon choices. Note that the value of these weapons and Wargear should be included when determining Gang Rating.



MARGO MERDENA, THE DUSTSEA ROAD BOSS, ORLOCK HOUSE AGENT

The seventh daughter of Slate Merdena, Margo runs the Dustsea road crews for Clan Orlock. Young for a Road Boss – still shy of her 30th grand cycle – she has nonetheless garnered a lot of respect from her peers for opening up the Dustsea road to Hive Rothgol. For years, the Dustsea, Deadsea and Drysea crews were at odds, their fractious gangs fighting for control of the vast wasteland off the western edge of the Palatine Plateau. While they struggled, Ash Waste Nomad tribes, mutie packs, wasteland critters and other clan gangs raided the roads between Hive Primus and the western hive clusters. Margo changed all that. In brutal succession she bested a dozen Orlock gang bosses, uniting their riders under her control, and launching a raid against the largest Ash Waste Nomad settlement in the Deadsea. During the savage battle a Dust Stalker tore off her legs, Margo killing the beast with her harpoon gun and using its coil to staunch the bleeding. For an hour she lay in a pool of her own blood, killing anything that was foolish enough to try to finish her off. And afterwards she fashioned new legs from the wheel blades and axle springs of her wrecked ash-runner. After that, the rest of the gangs fell into line and her influence continued to spread.

Margo moves terrifyingly fast for a woman with cyber-augmented legs, often dashing across the ash in a blur of movement to hack someone apart with an axe kick. To help her get around on her rig, she has created a gauntlet-mounted harpoon gun, firing a spear into her intended target and then dragging it, or herself to where she needs to be. This comes in especially handy when boarding enemy vehicles, but no less so when it comes to climbing through the tangled ruin of the underhive.

SPECIAL RULES

***Petition:** An Orlock gang does not simply hire Margo. Instead, she may agree to aid a gang when a petition is made by a gang leader. If a gang wishes to hire Margo, the controlling player must roll on the following table during the appropriate step of the pre-battle sequence:

D6+Rep	Result
1-8	Margo heeds the gang's plea for aid. The gang may hire her for this battle for 100 credits.
9-15	Margo reluctantly agrees to aid the gang, but it will cost them. The gang may hire her for this battle for 200 credits.
16+	Margo feels the gang is capable of fighting its own battles. The gang may not hire her for this battle.

Note that an Orlock gang may make a petition to hire Margo, or it may roll on the House Favours table. It may not do both. Only House Orlock gangs may petition Margo Merdena.

Queen of the Road: If Margo Merdena is included as part of a crew, then all Orlock fighters on the battlefield may use her Cool characteristic instead of their own.

MARGO MERDENNA, HOUSE AGENT

*
CREDITS

M	WS	BS	S	T	W	I	A	LD	CL	WIL	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
Harpoon Fist	3"	9"	+2	-	5	-2	1	6+	Drag, Impale, Sidearm

SKILLS: Bring it On!, Clamber, Spring Up, Sprint

WARGEAR: Flak armour, Respirator

STRONG ALLIANCES

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House Orlock has special relationships with various other factions on Necromunda, either because of something these factions can offer the Clan House that it sorely needs, or because the faction benefits greatly from the strength the Orlocks offer. Orlock gangs benefit from strong ties with the Guild of Coin, Fallen Houses and House Ran Lo.

Clan House gangs are given great freedom when it comes to furthering the interests of their House, and in the underhive operate about as independently as any group of people on Necromunda can. However, even a gang sometimes needs friends, access to extra ordnance or a little official clout to get the job done. In these instances a gang might make a temporary alliance with locals, Enforcers, Guilders or some other faction, donning the veneer of officialdom while it aligns with their interests. Such alliances rarely last for long, as once the gang has achieved its goal, independence becomes more important than the support they were offered.

For their part, both Guilders and other sanctioned groups regard gangs as temporary tools to be used when it suits, but never fully trusted.

The Alliance rules represent a short-term alliance between a player's gang and a body such as a Guild, a criminal organisation or a Noble house. The benefits of having an Alliance depend on the ally, but can mean access to cheaper weapons and Wargear, bonuses when playing certain scenarios or special Hired Guns who will join the gang while the alliance lasts.

Alliances also come with drawbacks. These can include the allies taking a cut of the rewards from a scenario, gangs being forced to play certain scenarios favourable to their allies, or their opponents getting help from the allies' enemies.

DESIGNER'S NOTE: USING ALLIANCES

Alliances are optional rules that can be included in a campaign at the discretion of the Arbitrator. While it is possible to use the rules for alliances during Skirmish play, provided both players agree, they really come into their own when used over several battles – meaning players must take both the good (cheaper weapons, special Hired Guns) with the bad (having to play certain scenarios or giving up some of their scenario rewards).

Players and Arbitrators are encouraged to keep track of alliances as they can really help build an exciting narrative over the course of a campaign, with certain allies refusing to work with a gang based on their past history, or gangs developing rivalries depending on the allies they have chosen to back. Arbitrators could even require all gangs to make alliances for their campaign, forcing them to choose sides in a larger confrontation between Guilders, Enforcers, recidivists or seditious cults!

MAKING AN ALLIANCE

Alliances are not to be entered into lightly. Once a gang has pledged its support to an ally, you can be sure their new friends will force them to stick with it – at least until the ally gets some results or they decide the gang has become a liability.

Follow these steps to make an Alliance:

1. Any gang can decide to enter into an Alliance at the beginning of a campaign, or before any battle in a campaign, provided they do not already have an ally.
2. Choose an ally from those on offer, both in this supplement or from another supplement. Note that the allies presented in this supplement represent those that House Orlock has a long history of collaboration with, meaning that House Orlock gangs can make a Strong Alliance with these. Making an Alliance with an ally from another supplement is possible, but the Alliance may prove to be weaker.
3. Once a gang has made an Alliance it will last until the end of the current phase of the campaign, or until either they or their ally break it as a result of their actions. If a gang breaks their Alliance before the end of the current campaign phase then they cannot gain another until the following phase unless their Arbitrator decides otherwise.
4. While part of an Alliance, a gang may not use any Sub-plots or roll on any of the House Favours tables.
5. Unless otherwise noted, a gang can never have more than one ally at a time. A gang should make a note of their ally on their gang roster, along with any benefits and drawbacks which the ally brings.

BENEFITS AND DRAWBACKS

Each Alliance brings with it a set of Benefits and Drawbacks. These are special rules that will apply to the gang for the duration of the alliance and can include things such as access to certain equipment, special Hired Guns or having to play certain scenarios when given the option. The exact details of an ally's Benefits and Drawbacks can be found in their individual descriptions, along with guidelines on how, and when, they come into play.

TESTING THE ALLIANCE

Sometimes the strength of an Alliance might be tested. This is usually because of something the gang has done or wants to do, or because the ally wants to exert their will upon the gang and the gang wants to resist. This is known as Testing the Alliance, and applies to the use of some Benefits and Drawbacks.

When an action requires the alliance to be tested, it will be noted in the ally's description. When Testing the Alliance the gang must roll a D6 on the table below, adding 1 to the result for each time their alliance has already been tested during this campaign week:

TESTING THE ALLIANCE TABLE

D6	Result
1-4	Disquiet: The ally is not happy with the gang's actions but continues to hold up their end of the Alliance... at least for now.
5-6	Warning: The ally issues a warning to the gang, who must work to restore their good faith. During the next battle the gang takes part in, it does not gain any of the Benefits of the Alliance, though must still adhere to its Drawbacks.
7+	Broken: The Alliance is broken. The ally leaves the gang and the gang may not enter into an Alliance with another ally until the next phase of the campaign.

*"Everything has
a price."*

*Pashan De'ven,
Mercantile Lord,
Mercator Gelt*

ALLIES OF HOUSE ORLOCK

House Orlock gangs may make any Alliance they wish, but it is with the Guild of Coin and Fallen Houses that the majority of House Orlock gangs choose to work closely, furthering the agendas of both parties.

A House Orlock gang may also form an Alliance with House Ran Lo, the Noble House that backs the House of Iron most frequently in the intricate political battlefields of Necromundan society and industry.

GUILD OF COIN

Travel is restricted on Necromunda, and those rare few who may freely traverse the hives and wastes of the world, Guilders among them, are controlled by the Guild of Coin. House Orlock works closely with the Mercator Gelt – enforcing the tithe-ways and toll bridges controlled by the Merchant Guild as well as skimming their own profits off the top.



**POLTOROX QUISTOROS,
MASTER OF COIN,
MERCATOR GELT**

BENEFITS

Law Abiding Allies: Any gang may form an Alliance with the Guild of Coin provided it is a Law Abiding gang. The Guilds of Necromunda have no interest in collaborating with the criminal classes.

Strong Alliance (House Orlock): The first time a gang belonging to House Orlock is required to Test the Alliance (see [page 75](#)) with this ally, do not roll. Instead count the result as Disquiet.

Tollways: While the gang is allied with the Guild of Coin, whenever they would gain credits as a reward for playing a scenario roll one more D6 than normal (i.e., if the scenario reward is D6x10 credits then a gang allied to the Guild of Coin would roll 2D6x10 credits).

Toll Collectors: While the gang is allied with the Guild of Coin, in the pre-battle sequence the gang may attempt to add Guild Representatives in the form of Toll Collectors (see [page 82](#)) to their gang for the battle ahead:

Roll a D6 and add the gang's current Reputation:

- If the total is 11 or below, the Guild of Coin deigns to aid their allies on the battlefield.
- If the total is 12 or more, the Guilders decide the gang can cope alone.

This group of fighters does not cost a gang allied to the Guild of Coin any credits to hire, but if chosen they must be included in the gang's crew, even if crew selection is normally random. If, however, the gang is playing the Looters, Smash and Grab, Caravan Heist or Escort Mission scenario and is the defender (see Guard Duty as follows) then Toll Collectors must be included. Roll a D6 and add the gang's current Reputation:

- If the total is 11 or below, the gang is glad of this aid.
- If the total is 12 or more, the gang is unhappy about this forced interference and they must Test the Alliance.

DRAWBACKS

Guard Duty: During the pre-battle sequence, if the gang has the option of choosing the scenario to be played, roll a D6. On a 1, 2 or 3, the gang must choose Looters, Smash and Grab, Caravan Heist or Escort Mission and take on the role of the defender. On a 4+, they can choose any scenario as normal. Alternatively, instead of making this roll the gang can choose to play any scenario, but if they do they must Test the Alliance.

Collecting Tolls: During the post-battle sequence, if the gang gained any credits as a scenario reward, the gang must give up a portion of this to their Guild allies:

- The gang must give D3x10 credits to the Guild. If the amount rolled is greater than the amount gained, the gang must give the full amount gained to their allies and the Alliance is automatically tested.
- Alternatively, the gang can choose to keep all of its rewards, but if they do, they must Test the Alliance.



"Someone needs to do the paperwork, right!"

Roky,
Sump Dogs,
House Orlock,
On the Merchant Guild



SYD TWICE-KILLED
SUMP DOGS WRECKER
HOUSE ORLOCK

FALLEN HOUSE

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. House Orlock's rebellious underclasses have often allied themselves with one such fallen house or another, something the ruling families encourage – provided the disgraced noble in question can be controlled.

BENEFITS

Criminal Allies: Any gang may form an Alliance with a Fallen House provided it is an Outlaw gang. The nature of their operations makes Fallen Houses deeply distrustful of Law Abiding gangs.

Strong Alliance (House Orlock): The first time a gang belonging to House Orlock is required to Test the Alliance (see [page 75](#)) with this ally, do not roll. Instead count the result as Disquiet.

Rebellion: While the gang is allied with a Fallen House, if they win a battle against a Law Abiding gang they gain an additional D6x10 credits. If their opponent was an Enforcer gang or a gang allied with the Merchants Guild or the Imperial House, they gain an additional 2D6x10 credits and 1 extra point of Reputation instead.

Rebel Lords: In the pre-battle sequence the gang may add a Rebel Lord Hired Gun (see [page 84](#)) to their gang for the battle. This Hired Gun does not cost a gang any credits to hire, but if chosen they must be included in the gang's crew, even if crew selection is normally random.

If the gang is playing against an Enforcer gang or a gang allied with the Merchant Guild or the Imperial House then a Rebel Lord Hired Gun must be included unless the gang rolls to Test the Alliance.

DRAWBACKS

For the Cause: In a campaign, when choosing an opponent to challenge, if there are any Enforcer gangs, or gangs allied with the Merchant Guild or the Imperial House, this gang must choose to challenge them if they can. Alternatively, the gang can choose to challenge any opponent, but if they do they must Test the Alliance.

Ancient Oaths: During the post-battle sequence the gang must give up D3x10 credits to the Fallen House. If the gang will not, or cannot, give this tithe to the Fallen House, they must instead Test the Alliance.



"House Aranthus will rise again!"

Slogan scrawled on gutted Mercator Gelt ash-rig

HOUSE RAN LO

If the Mercator Gelt count Necromunda's coins, then House Ran Lo guard its coffers. The Great House long ago established itself as the hive world's bankers and creditors, their legions of scribes responsible for the countless debts and loans that keep the planet's wealth firmly in the hands of Lord Helmawr. It is a sacred position on a world as wealthy as Necromunda, and the Imperial House relies heavily upon Ran Lo for both its assistance, and its discretion. Understandably, this position means most of the other Great Houses despise House Ran Lo, even more so than the general hatred they have reserved for each other. While the other Noble Houses must rely upon political manoeuvring, or the efforts of clandestine agents, to get their way, House Ran Lo only needs to tighten its purse strings to exert almost unbearable pressure.

"They can pay our contracts, but I ain't bowing and scraping when they come round."

Roky,
Sump Dogs,
House Orlock,
On House Ran Lo

The lords and ladies of House Ran Lo are universally austere and serious, dressing in severe clothing of dark or drab colours, putting them in stark contrast with their peers. In conversation they are blunt and to the point, having little love for pomp and ceremony, making social functions in the House Ran Lo areas of the spire dull and painful affairs for other nobles. These traits might seem like a strange pairing with the rough and rebellious reputation of House Orlock. However, for the wealth of Necromunda to flow, goods must make it to Hive Primus – and when it comes to transportation no one is as efficient as the House of Iron. The alliance between Orlock and Ran Lo has endured for centuries – the House of Iron moving the goods, and the Noble House paying the bills.

BENEFITS

Noble Intrigues: Any gang may form an Alliance with House Ran Lo. In addition, House Ran Lo does not care if a gang is Law Abiding or Outlaw – what matters is that the Alliance benefits House Ran Lo!

Strong Alliance (House Orlock): The first time a gang belonging to House Orlock is required to Test the Alliance (see [page 75](#)) with this ally, do not roll. Instead count the result as Disquiet.

Checks and Balances: House Ran Lo always looks to balance the books and ensure the flow of creds into their coffers, and those of their allies, remains steady. During the Collect Income step of the post-battle sequence, a gang allied with House Ran Lo gains an additional 2D6x10 credits if their opponent earned more credits than they did from the scenario.

Auditing Conclave: While the gang is allied with House Ran Lo, in the pre-battle sequence the gang may attempt to add an Auditing Conclave (see [page 86](#)) to their gang for the battle ahead:

Roll a D6 and add the gang's current Reputation:

- If the total is 11 or below, House Ran Lo deigns to aid their allies on the battlefield.
- If the total is 12 or more, the Noble House decides the gang can cope alone.

This group of fighters does not cost a gang allied to House Ran Lo any credits to hire, but if chosen they must be included in the gang's crew, even if crew selection is normally random.

DRAWBACKS

Every Cred Counted: House Ran Lo auditors are pedants when it comes to keeping track of expenditures, and a gang can find itself forced to keep a close eye on its Stash. If the gang's Stash has fewer than 50 credits in it at the end of the post-battle sequence then they must Test the Alliance.

The Price of Business: The Noble Houses always get their cut. When collecting a random amount of income from Territories, Rackets or similar sources, if a 6 is rolled on a dice then that dice is discarded and does not generate any credits.



"If you must gun down workers and steal goods from other Clan Houses, please make sure you keep your records in order – otherwise how else will we provide the correct compensation?"

Vener Jung,
House Ran Lo Auditor

TOLL COLLECTORS

On Necromunda, every road, byway, tunnel and gate are owned by the Imperial House. These are the arteries of its trade and much of its power and, as a result, each one is carefully controlled. The Guild of Coin taxes and controls these pathways for Lord Helmawr, and acts as guardians to the many trails and tunnels that link the levels of a hive together, or link hive clusters across the toxic wastes. Clad in glittering cloaks of keys, with staves graven with passwords and hung with tokens of their long journeys, each Master of Coin is a keeper of the ways. While these agents of the Guild often oversee the comings and goings of prospectors, Clan House work crews and Ash Waste expeditions, ensuring that the Imperial House gets its due, many ply the Badzones, keeping the connections between the settlements alive. Masters of Coin regularly recruit gangs for underhive expeditions, for what the keepers find, they can trade, and if they are fortunate enough to forge a new route through the Badzones then they can claim taxes on all who use it.

Masters of Coin are almost always accompanied by Skinflints, miserly coin counters who test and tally the creds gathered by their masters before stowing them in armoured trade-coffers. These coffers are carried by the master's Grovellers, indentured oath-breakers. Some Grovellers even have this precious knowledge carved, branded or tattooed onto their flesh, acting as living documents for their master to refer to – or, should the need arise, flay off to give to an expedition leader.

	M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
Master of Coin	5"	4+	4+	3	3	2	3+	1	6+	5+	7+	5+
Skinflint	5"	4+	4+	3	3	1	4+	1	7+	6+	7+	6+
Groveller	5"	5+	4+	3	3	1	4+	1	8+	6+	8+	7+

COMPOSITION

Toll Collectors consist of one Master of Coin, one Skinflint and two Grovellers.

TOLL COLLECTORS SPECIAL RULES

Highways and Byways: If the gang that the Toll Collectors are fighting for is the defender in any scenario, they may attempt to steal the initiative from the enemy. After step 2 but before step 3 of the pre-battle sequence, make a Leadership check for the Master of Coin. If the check is failed, the battle progresses as normal with the other player continuing as the attacker and choosing the scenario. If the check is passed, the Master of Coin has successfully led their gang into position to ambush their attackers. Play either the Ambush scenario or the Trap scenario with the Master of Coin's gang as the attacker. This does not have any effect on the Territory at stake or any other outcomes of the battle within a campaign.

A Band Apart: Members of the Guild of Coin take care of their own, especially valued representatives and their favoured attendants. Toll Collectors will remain separate and aloof from the gang they are working beside, disappearing during the post-battle sequence to tend to their wounds. If a Toll Collectors fighter goes Out of Action during a battle, there is no need to roll for Lasting Injury; they are considered to have rolled 12-26 Out Cold.

“Here to Help”: Unlike other fighters, Toll Collectors are not counted during the Choose Crew step of the pre-battle sequence. Instead, at the end of this step, these fighters may (and, in some cases, must) be added to the crew, regardless of the Crew Selection method in use. This may take the number of fighters in a starting crew above the number specified by the scenario.

MASTER OF COIN SPECIAL RULES

Toll Collectors Hierarchy (Leader): During a battle, should this fighter pass a Bottle test, friendly Toll Collectors fighters without this special rule that have not already taken a Bottle test this round and that are within 12" of this fighter will automatically pass their Bottle test for that round.

Group Activation (2): When a fighter with this special rule is activated, their controlling player can choose to activate a number of additional Ready friendly Toll Collectors fighters equal to the number shown in brackets that are within 3" of this fighter as part of a 'Group Activation':

- The controlling player must nominate all of the fighters who will be activated in this way before any of them is activated.
- Once all participants of the Group Activation have been nominated, the controlling player selects one and activates them as normal, fully resolving their activation before selecting and activating the next. Each fighter activates individually; groups do not activate simultaneously.

Additional fighters with this special rule activated in this way may not use this special rule themselves.

SKINFLINT SPECIAL RULES

Toll Collectors Hierarchy (Champion): During a battle, should this fighter pass a Bottle test, friendly Toll Collectors fighters without this special rule that have not already taken a Bottle test this round and that are within 12" of this fighter will automatically pass their Bottle test for that round.

Group Activation (1): When a fighter with this special rule is activated, their controlling player can choose to activate a number of additional Ready friendly Toll Collectors fighters equal to the number shown in brackets that are within 3" of this fighter as part of a 'Group Activation':

- The controlling player must nominate all of the fighters who will be activated in this way before any of them is activated.
- Once all participants of the Group Activation have been nominated, the controlling player selects one and activates them as normal, fully resolving their activation before selecting and activating the next. Each fighter activates individually; groups do not activate simultaneously.

Additional fighters with this special rule activated in this way may not use this special rule themselves.

EQUIPMENT

The Master of Coin is armed with a laspistol and a power knife, and equipped with a displacer field and a gun skull.

The Skinflint is armed with a plasma pistol and fighting knife, and equipped with mesh armour and a cult icon.

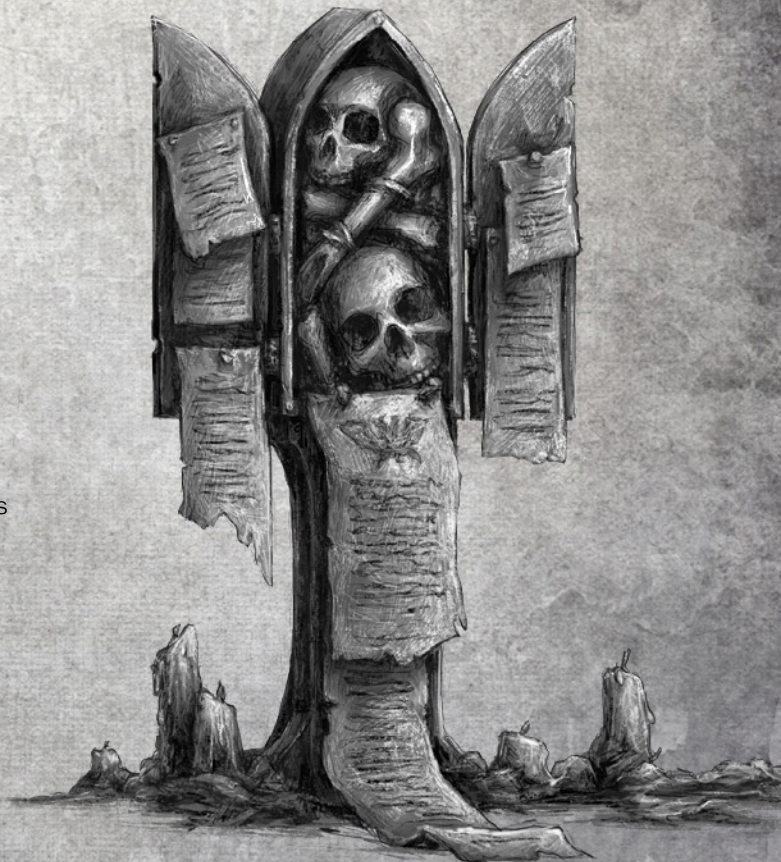
A Groveller is armed with either a long rifle and a fighting knife or a shotgun (with solid and scatter ammunition) and a fighting knife. Each Groveller may be armed differently.

SKILLS

The Master of Coin has the Escape Artist and the Overseer skills. They may, however, only use the Overseer skill to Order another member of the Toll Collectors.

The Skinflint has the Lie Low skill.

Both Grovellers have the Lie Low skill.



"One day he'll get his."

Roky,
Sump Dogs,
House Orlock,
On Lord Helmawr

REBEL LORD

The Noble Lords of Necromunda are powerful individuals of a kind to rival the elite of the Imperium. Hundreds of generations of selective breeding and genetic manipulation combined with access to almost limitless wealth has transformed them into living demi-gods cloaked in mortal form. When a Great House falls these mighty lords are almost always hunted to extinction, lest they escape into the wilds of Necromunda and become rebels. The bounties placed on the heads of these fantastically dangerous souls are often enough to raise a common ganger up from the brutality of the underhive and give them a life of privilege and plenty in the upper reaches of Hive City. This is how dangerous they are to the continuance of the ruling Houses and their masters.

Each Rebel Lord is a deadly adversary of the Imperial House who might come to their allies' aid if it serves their interests; usually if it involves the restoration of their personal glory. Augmented with bionics or biometrics, their bodies are more resilient, while the faded opulence of their clothes hide an armourer's vault of digi-weapons and rarefied combat tech. More dangerous than their masterwork firearms or energy blades, however, is their will. A Rebel Lord is more than a mere villain – for they are among the last of their line and burn with vengeance to see the Imperial House brought down.

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

EQUIPMENT

All Rebel Lords are armed with two digi lasers. Additionally, a Rebel Lord may be armed with either a power sword, a stiletto sword or a thunder hammer, and either a bolt pistol or a master-crafted needle pistol. A Rebel Lord is equipped with mesh armour and either a displacer field or a refractor field.

SKILLS

A Rebel Lord may have two skills of your choice, chosen from the Agility, Combat, Cunning or Shooting skill sets.



LORD CREDO
LAST PATRIARCH
OF HOUSE CREDO
REBEL LORD

HOUSE RAN LO AUDITING CONCLAVE

To ensure their investments are yielding the expected returns, House Ran Lo may decide to dispatch an Auditing Conclave. These severe and pitiless individuals are universally feared throughout the hives. Many clan lords, who wouldn't flinch from facing a swarm of Ripper Jacks or a slaving Phyrr Cat, pale at the thought of meeting a Ran Lo Auditor. This terror is well founded, as the Auditor can inflict terrible and lasting wounds upon a settlement, organisation or gang, levying crippling taxes upon them or ensuring their access to the Merchant Guild and its goods and services suddenly disappears.

Auditing Conclaves like to get a first-hand look at a situation, and do not shy away from combat like many other nobles. Of course, a dead man cannot pay their debts, so Auditors favour suppression and non-lethal weapons, and are very adept at their use. Should the Auditor be seriously threatened, their bodyguard, the Gelt-scrivener will step in. These are talented combat-hardened individuals who have chosen to pay their debts to House Ran Lo through service, and know that should their master die, they will never be free of their obligations to the Great House – and so fight all the harder to protect them as a result.

	M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
Ran Lo Auditor	5"	5+	5+	3	3	2	4+	1	5+	7+	7+	5+
Gelt-scrivener	5"	4+	3+	3	3	1	4+	2	8+	6+	7+	7+

COMPOSITION

A House Ran Lo Auditing Conclave consists of one Ran Lo Auditor and one Gelt-scrivener.

HOUSE RAN LO AUDITING CONCLAVE SPECIAL RULES

Always more Coin: An Auditing Conclave adds 2D6x10 credits to the Rewards section of any scenario they take part in. These extra credits are awarded to the gang they are allied with, regardless of the outcome of the scenario.

Cut our Losses: If, in the End phase of any round, either the Auditor or the Gelt-scrivener is Seriously Injured, or has been taken Out of Action, the Auditing Conclave is removed from the battlefield.

A Band Apart: Members of House Ran Lo take care of their own, especially valued representatives and their favoured attendants. A House Ran Lo Auditing Conclave will remain separate and aloof from the gang they are working beside, disappearing during the post-battle sequence to tend to their wounds. If a House Ran Lo Auditing Conclave fighter goes Out of Action during a battle, there is no need to roll for Lasting Injury; they are considered to have rolled 12-26 Out Cold.

“Here to Help”: Unlike other fighters, a House Ran Lo Auditing Conclave is not counted during the Choose Crew step of the pre-battle sequence. Instead, at the end of this step, these fighters may (and, in some cases, must) be added to the crew, regardless of the Crew Selection method in use. This may take the number of fighters in a starting crew above the number specified by the scenario.



RAN LO AUDITOR SPECIAL RULES

House Ran Lo Hierachy (Leader): During a battle, should this fighter pass a Bottle test, friendly House Ran Lo Auditing Conclave fighters without this special rule that have not already taken a Bottle test this round and that are within 12" of this fighter will automatically pass their Bottle test for that round.

Group Activation (1): When a fighter with this special rule is activated, their controlling player can choose to activate a number of additional Ready friendly House Ran Lo Auditing Conclave fighters equal to the number shown in brackets that are within 3" of this fighter as part of a 'Group Activation':

- The controlling player must nominate all of the fighters who will be activated in this way before any of them is activated.
- Once all participants of the Group Activation have been nominated, the controlling player selects one and activates them as normal, fully resolving their activation before selecting and activating the next. Each fighter activates individually; groups do not activate simultaneously.

Additional fighters with this special rule activated in this way may not use this special rule themselves.

GELT-SCRIVENER SPECIAL RULES

Bodyguard: If the Auditor is hit by a ranged attack, the controlling player may choose to transfer the hit and all of its effects onto a Gelt-scrivener within 2" of the Auditor.

Indentured Fighters: If the Auditor is removed from play for any reason, the Gelt-scrivener, without guidance, will automatically behave as if the crew they are part of has failed a Bottle test, regardless of how many fighters in total have been removed from play.

EQUIPMENT

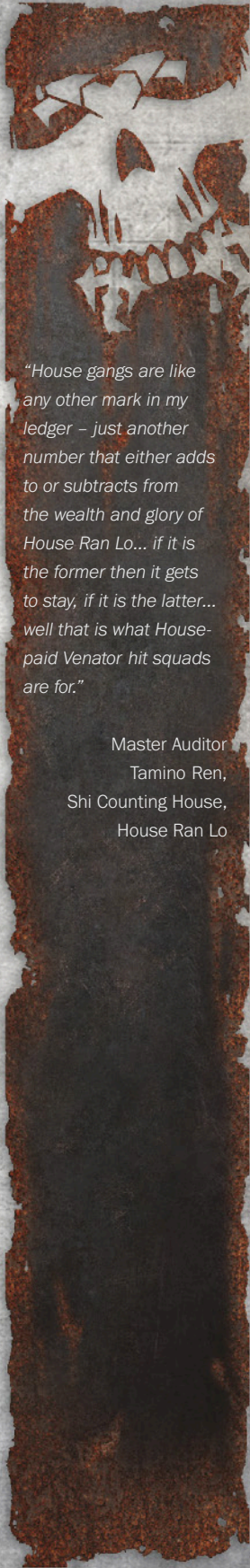
The Auditor is armed with a web pistol and a fighting knife and wears mesh armour.

The Gelt-scrivener is armed with a master-crafted long rifle, a bolt pistol and a power sword.

SKILLS

An Auditor has the Fearsome skill.

A Gelt-scrivener has the Trick Shot skill.



"House gangs are like any other mark in my ledger – just another number that either adds to or subtracts from the wealth and glory of House Ran Lo... if it is the former then it gets to stay, if it is the latter... well that is what House-paid Venator hit squads are for."

Master Auditor
Tamino Ren,
Shi Counting House,
House Ran Lo



ADDITIONAL RULES

In this section we present a collection of additional rules for running Orlock gangs in battles of Necromunda. These rules are intended to provide Orlock players with a variety of new options, including new skills and abilities. This section also includes scenarios specific to House Orlock, as well as extra scenario and post-scenario rules such as sub-plots and House Favours, both keyed to the House of Iron.


ORLOCK HOUSE FAVOURS

Orlock House Favours represent the largess of the Clan Families and their patriarchs or matriarchs taking a personal interest in a particular gang. They might also represent more powerful gangs helping out up-and-comers, or Road Bosses giving their clan brothers and sisters a helping hand.

To use the Orlock House Favours table the gang rolls 2D6, adding +1 to the result for each gang in the campaign with a Rating greater than their own (up to a maximum of +3). The gang then immediately applies the effects of the Favours result.

ORLOCK HOUSE FAVOURS

2D6	RESULT
2	A Long Walk: Clearly the gang needs to be taught a lesson in what it means to be an Orlock. One of the gang's fighters, chosen by the player, is permanently removed from their gang roster, along with any of that fighter's equipment.
3-5	Hard Times: An Orlock can make do with whatever tools are at hand. Up to three fighters in your gang can be given weapons from their equipment list for free. These weapons are kept until the end of the current campaign week, however, these free weapons gain the Unstable and Limited traits, if they did not already have them.
6-8	Guns and Ammo: There is always hardware lying around in the Nexus. The gang receives a shipment of surplus weapons and ammo. The player's gang immediately gains 2D6x10 credits to spend on new weapons and Wargear chosen from the Orlock Gunner equipment list. Any credits not spent on these weapons are lost.
9-10	A Band of Prospects: The Road Boss sends some young bloods looking to prove themselves. The player can add D3 Wreckers to their gang for the rest of this campaign week. These Wreckers may be equipped with weapons and Wargear from the Orlock Wrecker equipment list up to a total value of 100 credits. All the weapons used by these Wreckers, however, gain the Reckless trait.
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 this campaign week, the player's gang can include a House Agent (see page 70) without the need to petition their House or pay a credit cost.
13+	Orlock's Finest: The gang receives a crate of Merdena's Finest Wild Snake. Make a note of this crate in the gang's Stash. It may be consumed before any battle, removing it from the Stash, to allow all fighters in your crew to automatically pass any Cool checks they are required to pass for the duration of that battle.



"They definitely think they're better than the rest of us - which is funny, as we all live in the same cesspit."

Roky,
Sump Dogs,
House Orlock,
On House Escher

ORLOCK SUB-PLOTS

House Orlock gangs enforce the will of their House and ensure its mining operations continue as they have always done. Sometimes, this means straight up killing rivals in as efficient a way as possible, other times it means making an example of them. Orlock gangs are also known for their hardiness, and many times a gang will do something difficult or dangerous just to prove they can.

If players are using sub-plots in their battles (see the *Necromunda Rulebook*), then an Orlock player may choose to use the Orlock Sub-plots table rather than any of the ones in the rulebook. Unlike the sub-plots in the rulebook, Orlock sub-plots do not use suits (i.e., any Ace drawn will represent the Hardman sub-plot regardless of its suit).

ORLOCK SUB-PLOTS (ANY SUIT)

CARD	SUB-PLOT
------	----------

- | | |
|------------|---|
| Ace | Hardman: Reveal this card 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 working out the effects of the hit, your gang gains 1 Reputation. If the fighter is still Standing and Active, they gain D3 Reputation instead. |
| 2 | Sumptown Shakedown: Reveal this card when a friendly fighter performs a Coup De Grace (Simple) action. Instead of rolling on the Lasting Injury table for the opponent's fighter, instead count the result as Out Cold, and add D3x10 credits to your gang's Stash. For the remainder of the battle, whenever a friendly fighter performs the Coup De Grace (Simple) action, the fighter taken Out of Action automatically counts the result on the Lasting Injury table as 12-26 Out Cold, and D3x10 credits are added to your gang's Stash. |
| 3 | Prospecting Mission: Reveal this card at the start of the battle, after both crews have deployed, but before rolling for Priority. Place three markers anywhere on the battlefield at least 12" from your deployment zone, and at least 8" from each other. During the battle, if one of your fighters is activated within 1" of one of these markers they may perform the Prospect (Basic) action, and remove the marker from the battlefield. At the end of the battle, add D6x10 credits to your gang's Stash for each marker that was removed. |
| 4 | Comeback King: Reveal this card at the start of any round if your gang has failed a Bottle test and your opponent has at least three times as many fighters on the battlefield as you do. If you subsequently go on to win the battle, your gang gains D3 Reputation. |
| 5 | Call them Out: Reveal this card at the start of the battle, after both crews are set up but before rolling for Priority. Choose one of your fighters and one of your opponent's fighters. If, during the course of the battle, your chosen fighter takes the chosen enemy fighter Out of Action from a distance of no more than 6", your gang gains D3 Reputation. |

90

"Yeap, just happened to find this gold-plated boltgun lying on the ground - no idea what happened to its previous owner. The Escher symbol on it? Probably best you get rid of that before you get into a gun fight with one of em..."

Ace Dhurm,
Ash Kings,
House Orlock,
trying to offload
stolen goods

ORLOCK SUB-PLOTS (ANY SUIT)

CARD SUB-PLOT

- 6** **Take a Beating:** Reveal this card if you win the battle with three or fewer friendly fighters Standing and Active. If you do, add D6x10 credits to your gang's Stash. If you won the battle with only a single friendly fighter Standing and Active, gain 2D6x10 credits instead.
- 7** **Race the Clock:** If the battle ends before the start of round 7, and you are the winner of the scenario, reveal this card to gain 1 Reputation for your gang. If the battle ended before the start of round 3, and your gang was the winner of the scenario, gain D3 Reputation instead.
- 8** **Outland Showdown:** Reveal this card at the start of any activation if a friendly fighter and one of your opponent's fighters are within 12" of each other, but also both more than 12" from any other fighters. If this is the case, and your fighter can Seriously Injure the enemy fighter, or take them Out of Action, your gang gains 1 Reputation.
- 9** **Hostile Negotiations:** When your opponent plays a gang tactic, if you have fewer fighters on the battlefield than your opponent does, reveal this card to immediately gain a single gang tactic. If they have three times as many, or more, fighters than you, gain two gang tactics instead.
- 10** **Badzone Brotherhood:** Reveal this card if one of your Champions or your Leader use the Leading by Example special rule to allow three or more friendly fighters to automatically pass their Cool checks. The Champion or Leader immediately gains D3 XP. If the Champion or Leader used the Leading by Example special rule to allow all remaining members of the crew to automatically pass their Cool checks, they will gain D6 XP instead.
- Jack** **Mano-a-Mano:** Reveal this card at the start of any activation while your Leader is Engaged with your opponent's Leader. If your Leader takes your opponent's Leader Out of Action with a Fight (Basic) action, add D6x10 credits to your gang's Stash. If your Leader did so while Engaged with more than one enemy fighter, then add 2D6x10 credits to your Stash instead.
- Queen** **Ash Bath:** Reveal this card if three or more enemy fighters are subject to the Blaze condition at the same time to immediately gain a single gang tactic.
- King** **The Last Round:** Reveal this card if one of your fighters successfully reloads one of their weapons and then takes an enemy fighter Out of Action with the same weapon as part of a single activation. That fighter gains D3 XP. If more than one enemy fighter was taken Out of Action during this single activation, the fighter gains D6 XP instead.

"Never rely on your sidearm when your fists will get the job done."

House Orlock saying

BRAVADO SKILLS

The skills of House Orlock are all about relying on your brothers, calling out your enemies and knowing how to get the most out of your kit. Bravado skills are unique to House Orlock, and represent the close-knit nature of the clan, as well as their unique way of getting things done in the unforgiving wastes of the blighted hive world. They are generally restricted to the strongest of the House and gang, such as Leaders and Champions.

BRAVADO SKILLS

D6	Skill
1	Big Brother
2	Bring it On!
3	Guilder Contacts
4	King Hit
5	Shotgun Savant
6	Steady Hands

BIG BROTHER

Whilst this fighter is Standing and Active, any friendly fighter with the Gang Fighter (X) special rule that is within 9" and line of sight of this fighter may use this fighter's Cool characteristic for Nerve tests instead of their own.

BRING IT ON!

The fighter gains the ability to make the Issue Challenge (Basic) action:

Issue Challenge (Basic) – Choose an enemy fighter within 12". Until the end of this round, or until the chosen fighter is attacked by a friendly fighter, they must make a Willpower check if they wish to make a ranged or close combat attack that targets any fighter other than the fighter who issued the challenge (fighters that have been challenged ignore the normal rules for target priority as detailed in the *Necromunda Rulebook*).

GUILDER CONTACTS

Any Bounty Hunters and Hive Scum hired by this fighter's gang (as detailed on [page 65](#)) will reduce their hiring fee by D6x10 credits to a minimum of 20 credits. Roll separately for each Bounty Hunter and Hive Scum hired.

KING HIT

When making an unarmed attack (see the *Necromunda Rulebook*) this fighter may choose to roll a single Attack dice, irrespective of their Attacks characteristic or any other bonuses. If they choose to do so, the attack gains the Knockback, Shock, Pulverise and Concussion traits.

SHOTGUN SAVANT

When armed with a shotgun of any type (including combat shotguns and sawn-off shotguns), this fighter may choose to use the shotgun's Short range Accuracy modifier when making shots at Long range. In addition, when rolling the dice to determine the number of hits from a shotgun with the Scattershot trait, this fighter may roll two D6 and choose the highest.

STEADY HANDS

When this fighter is activated, before declaring their first action, this fighter may perform a Reload (Simple) action for free. This does not prevent them from performing the same action once or twice more during their activation should they choose.

ORLOCK LEGENDARY NAMES

An Orlock ganger lives and dies by their reputation, their fighters following them not just because they are the toughest underhiver around, but because everyone knows it. Road Captains, leaders and champions spend their lives amassing legends about themselves, some by doing great deeds – with plenty of witnesses – others by letting their followers talk them up in drinking holes and wasteland dives. Whether a legend is true or not, all that matters is that it takes on a life of its own. Soon people start referring to the Orlock by their nickname, which in turn is a self-fulfilling prophecy, as they strive to live up to it no matter what.

Orlock Legendary Names are special names that can be given to an Orlock Leader or Champion, granting them additional benefits. For example, Orlock Gang Leader Rothgo Jax, could be given the Legendary Name 'Iron Hard', thus becoming Rothgo 'Iron Hard' Jax, and gaining the benefits of the Iron Hard name. Legendary names are not without their cost, however, as the flip side of being a legend is living up to your own hype. Each Legendary Name comes with a drawback, each of which is included as part of the Legendary Name's special rules.

USING LEGENDARY NAMES

Legendary Names are Advancements. They can be purchased for fighters using Experience points, and they can be given to characters when they are recruited:

- Any fighter can have up to two Legendary Names.
- Any fighter with the Gang Hierarchy (X) special rule can have up to three Legendary Names.

Legendary Names may be taken by fighters as follows:

- Legendary Names can be gained as an Advancement. A fighter may be given a random Legendary Name (from one of the three categories available) for 3 XP, or may choose a Legendary Name for a cost of 6 XP. In both cases, this Advancement increases the fighter's value by 5 credits. If a fighter gains a random Legendary Name that they cannot use, simply roll again.
- Any fighter with the Gang Hierarchy (X) special rule may choose a Legendary Name when they are recruited, as well as choosing a skill (as described in their profile).



HANDSOME DRAK
SUMP DOGS
HOUSE ORLOCK

UNBELIEVABLE ESCAPES

Some fighters are just impossible to kill. The ganger has a reputation for surviving things no ordinary person should – shrugging off rounds to the chest, stepping out of the way of incoming fire like they were dodging a punch, or snapping off knives driven into their gut, before knocking the attacker on their backside.

D6 LEGENDARY NAME

- 1 Iron Hard:** This fighter counts the first Serious Injury or Out of Action result they suffer during any battle as a Flesh Wound instead. However, if this fighter is taken Out of Action, their crew will automatically fail the next Bottle test it is required to make.
- 2 Bullet Dodger:** Once per battle, when an enemy fighter makes a ranged attack that targets this fighter, you can force that enemy fighter to re-roll all successful to hit rolls made as part of that ranged attack. During this fighter's next activation after this ability has been used, they can only make Move (Simple) actions.
- 3 Badzone Legend:** This fighter can make a special 3+ save roll against any damage sustained as a result of any environmental hazard (i.e., damage not originating from an attack by another fighter). During this fighter's next activation after this ability has been used, they cannot initiate or take part in Group Activations.
- 4 Promethium-proof Killer:** This fighter ignores all of the effects of the Blaze trait. However, this fighter cannot benefit from or utilise the Leading by Example special rule.
- 5 Slippery Scummer:** If the fighter is ever captured (see the *Necromunda Rulebook*), they can choose to have another fighter from their gang be captured in their place. If this ability is used and another fighter is taken captive in this way, then the gang cannot and will not attempt a Rescue of that fighter.
- 6 Blade Breaker:** When this fighter is hit by an attack made by an enemy fighter using a weapon with either the Melee trait, the Versatile trait, or both, immediately roll a D6. On a roll of a natural 6, the hit automatically becomes a miss and the enemy fighter is immediately Disarmed (just as if they had been hit on a roll of 6 by a weapon with the Disarm trait).

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"They don't call him
Bad Bryn 'The Bullet
Dodger' because he
gets shot a lot..."

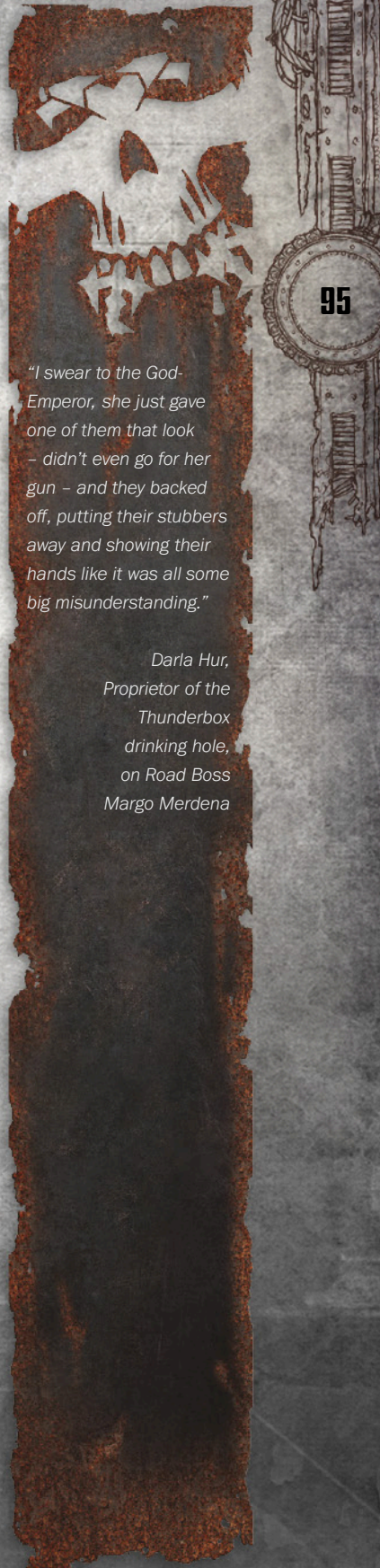
Jo Chance, on her Road
Captain
Bad Bryn,
Sump Dogs,
House Orlock

IMPRESSIVE LEADERSHIP

In the underhive, it takes a big personality to lead a gang, and an even bigger one to be remembered after you're on your way to the corpse-starch factorum. Impressive leaders intimidate those around them, use their guns to make unforgettable statements and get extra creds just for turning up.

D6 LEGENDARY NAME

- 1 Bigman:** When this fighter makes a Group Activation, they may include fighters within 6" rather than the usual 3". However, this fighter must reduce the benefit of any cover they are in by 1 (i.e., while in Full Cover, enemy fighters only suffer a -1 modifier to their hit rolls when targeting this fighter, rather than the usual -2).
- 2 Lucky:** Once per battle, this fighter can change the result of any one dice they have rolled to a 6 (you may decide to use this ability after the dice have been rolled). However, in a battle that uses the Reinforcement rules, this fighter's Fighter card must be placed in the Reinforcement deck.
- 3 Impressive Scars:** As long as a friendly fighter has a line of sight to this fighter, the distance between that fighter and this fighter does not matter for the purposes of the Leading by Example special rule. However, this fighter must reduce the number of fighters they can include in a Group Activation by 1.
- 4 Too Pretty for Primus:** If this fighter is still on the battlefield at the end of a battle, their gang adds 2D6x5 credits to their Stash. However, if a double is rolled, these credits are added to your opponent's Stash instead.
- 5 Iron Stare:** Enemy fighters wishing to target this fighter with a ranged attack must first pass a Cool check if this fighter has a line of sight to that enemy fighter. In addition, this fighter never counts as the closest fighter for the purposes of Target Priority.
- 6 Rock Steady:** As long as this fighter is Standing and Active, or Standing and Engaged, you can roll two D6 for Bottle tests and apply the lowest result. However, if your gang fails its Bottle test, friendly fighters must re-roll a successful Cool check to see if they flee the battlefield.



"I swear to the God-Emperor, she just gave one of them that look – didn't even go for her gun – and they backed off, putting their stubbers away and showing their hands like it was all some big misunderstanding."

*Darla Hur,
Proprietor of the
Thunderbox
drinking hole,
on Road Boss
Margo Merdena*

IMPROBABLE BEAT-DOWNS

Every Orlock has a tale of the time they knocked some underhive killer for six – some of them are even true! Leaders with legendary reputations about their combat prowess are said to be able to kill a foe with a single punch or land a bullet between their enemy's eyes from the other side of a dome!

D6 LEGENDARY NAME

- 1 One Punch:** When making an unarmed attack (see the *Necromunda Rulebook*) this fighter may choose to roll a single Attack dice, irrespective of their Attacks characteristic or any other bonuses. If this attack hits, it is resolved at Strength 8 and Damage 2, and no Save roll can be made (with the exception of Field armour).
- 2 Bullet Lord:** Once per battle, rather than rolling the Firepower dice, this fighter can choose the result of the dice roll to be a 3. However, after working out the effects of the attack, the fighter's weapon counts as having failed an Ammo check.
- 3 Two-guns:** When this fighter uses the Twin Guns Blazing rule, after working out the effect of their attacks, enemy fighters within 6" must make a Nerve test. However, during any round in which this fighter uses the Twin Gun Blazing rule they cannot make, or participate in, a Group Activation.
- 4 Chancer:** Whenever this fighter hits an enemy fighter with an Improbable Shot, they gain D3 XP. When spending Experience on skill Advancements, this fighter cannot choose skills, and must always gain a randomly determined new skill instead.
- 5 Headshot:** If this fighter takes an enemy fighter Out of Action with their first Shoot (Basic) action of the battle, they gain D3 XP. However, all missed ranged attacks made by the fighter count as Stray Shots.
- 6 One Shot:** Once per battle this fighter can choose to automatically hit with a ranged weapon attack, provided the weapon does not have the Rapid Fire (X) trait or the Blast (X) trait. However, if this fighter can take a Shoot (Basic) action during their activation they must do so. Note that, when this fighter uses this ability, they must still roll the Firepower dice.

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"Just another gang
looking for their cut."

Roky,
Sump Dogs,
House Orlock,
On Lord Helmawr's
Palanite Enforcers

ORLOCK TERRAIN

Gangs often make use of terrain in their battles against their rivals. Sometimes this is whatever is lying around the underhive battlefield, such as barrels for cover or boltholes from which to launch ambushes. Other times they bring the terrain with them, setting up fixed weapon platforms, defensive barricades or piles of ammo crates within easy reach of their fighters.

Orlock gangs can call upon a number of specialist terrain features to include in their gang. These pieces of terrain are bought from the Trading Post during the post-battle sequence. Once bought, they are added to the gang's Stash, and can be fielded in any battle the gang plays unless noted otherwise.

PLACING GANG TERRAIN

Gang terrain is placed on the battlefield before any fighters are deployed. A gang can place its terrain in its own deployment zone, or, if noted, in no-man's-land (i.e., anywhere outside their opponent's deployment zone and their own deployment zone). Some pieces of terrain (as noted in their descriptions) can only be used if the gang is the defender in a scenario with an attacker and a defender.

ORLOCK TERRAIN

Terrain	Cost (Credits)	Availability
Sawn-off Surprise	20	Common
Promethium Barrels	30	Rare (8)
Servitor Sentry	100	Rare (11)
Tool Box	50	Rare (9)
Road Relic	75	Rare (10)

SAWN-OFF SURPRISE (BOOBY TRAP)

Sawn-off shotguns are a staple of House Orlock gangs, and find dozens of uses in their crews, including as part of traps to blast unsuspecting foes. A Sawn-off Surprise is a Booby Trap, and follows the rules for Booby Traps. It should be represented by a marker, or model on a 25mm base. When a Sawn-off Surprise explodes, all fighters within 3" take an automatic hit from a Sawn-off shotgun.

PROMETHIUM BARRELS

Bullet-riddled barrels of waste promethium make for useful hazards when it comes to gang warfare. Orlock gangs will roll these barrels into an area before a fight, where their foul contents can leak out to saturate an area, ideally catching enemy fighters in the slick, hindering their movement and making them prone to burst into flames!

A Promethium Barrel can be represented by a marker, an appropriate piece of terrain, or a model on a 25mm base. These pieces of terrain may be placed anywhere on the battlefield at least 3" from the enemy deployment zone. If a fighter, from either crew, activates within 3" of one of these markers, they can only make a single Move (Simple) action during their activation. In addition, 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.



"I haven't met a situation yet that wasn't made easier with a sawn-off shotgun."

Roky,
Sump Dogs,
House Orlock

"Don't let those cold dead eyes fool you – it can pick out a rat sneaking in the shadows from a hundred paces and light it up just as quick."

Lews Gorman,
Road Sergeant,
Ash Runners,
House Orlock,
on Servitor Sentries

SERVITOR SENTRY

Servitors are used extensively throughout the hives of Necromunda, and House Orlock employs vast numbers of them for the autonomous piloting of transport rigs and cargo sorters. Some of these servitors find their way into Orlock gangs, most gangers favouring 'Luggers' for their size and ability to carry heavy weapons. Many of these are ripped right out of their old machines and lack arms or legs, being little more than a torso driven by mono-programming – more than enough to operate an autogun.

A Servitor Sentry can be represented by a marker, an appropriate piece of terrain, or a model on a 25mm base. The servitor can only be deployed when the player's gang is the defender in a scenario with an attacker and a defender, and then it must be placed within their deployment zone. Servitors cannot move themselves, but can be moved by friendly fighters in the same way as a Loot casket. A Servitor Sentry has the following profile:

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
-	6+	5+	2	4	1	6+	1	12+	4+	6+	12+

SPECIAL RULES

Living Wargear: This model counts as a fighter in all regards, but cannot gain Experience, and counts all Lasting Injuries as Out Cold results. In addition, they automatically pass any Cool or Willpower checks they are required to take and automatically fail any Leadership or Intelligence checks they must make. They do not count for the purposes of Bottle tests, nor can they be included in a Reinforcement deck, and must always be deployed on the battlefield, in addition to the specified crew size.

EQUIPMENT

A Servitor Sentry may be armed with either an autogun or a shotgun with solid and scatter ammo.

TOOL BOX

All Orlock fighters carry tools on their belts, these ubiquitous kits a mark of being a member of the clan, as well as the difference between life and death out in the wastes. Sometimes a gang might bring along heavier equipment to help with the servicing of their weapons, vehicles or servitors. Carried around in old ammo containers, these tool boxes contain everything the gang might need for field repairs.

A Tool Box can be represented by a marker, an ammo crate or an appropriate model on a 25mm base. A Tool Box can be moved in the same manner as Loot caskets (see the *Necromunda Rulebook*). A friendly fighter within 1" of a Tool Box can take one Reload (Simple) action for free when they activate. In addition, a Cyber-mastiff, Ambot, Servitor Sentry or 'Lugger' Cargo Servitor that activates within 1" of a Tool Box can remove a single Flesh Wound or recover a single lost Wound on a D6 roll of 4+.

ROAD RELIC (GANG RELIC)

House Orlock gang relics are altars to the road gods of Necromunda. Fashioned from scavenged parts of destroyed ash-runners, crawlers or mighty war-rigs, they remind the gang of their mastery over the Ash Wastes and its trade routes. Often these relics will be hung with icons of the road, such as wheels, fuel tanks, or battered gun turrets – some of which still work.

A Road Relic counts as a Gang Relic (see the *Necromunda Rulebook*) and can be represented by a marker, an appropriate piece of terrain or a model on a 40mm base. In addition, a friendly fighter in base contact with a Road Relic can crew one of its turrets, using the following profile:

Weapon	Rng		Acc		Str	Ap	D	Am	Traits
	S	L	S	L					
Turret heavy stubber - burst fire	20"	40"	-	-	4	-1	1	4+	Rapid Fire (1), Fixed
- suppressive fire	12"	24"	+1	-	4	-1	1	4+	Rapid Fire (3), Fixed, Unstable

"Technology is no substitute for guts, something the archaeo-lovers don't seem to understand."

Roky,
Sump Dogs,
House Orlock,
On House Van Saar



SHOTGUN JACK
SUMP DOGS
HOUSE ORLOCK

HOUSE ORLOCK SCENARIOS

'Hard roads make hard men and women.'

Road Boss Rothgo Jax, House Orlock

House Orlock is known for its no-nonsense approach to running the mining and transportation networks of Necromunda. Its fighters can be found wherever there are toll gates or roadways, whether it is in the wastes or under the iron skies of the hives. When a trade route comes under attack or a rival tries to move into territory watched over by the Orlocks, their gangs are there to ensure the troublemakers pay for their presumption. Orlock gangers also have a reputation for drinking and fighting among themselves when not out in the wastes or chaperoning a shipment, which in turn leads to the other kind of situation they might find themselves in – a drunken brawl within the walls of a settlement or drinking hole.

The following scenarios are designed to reflect some of the tactics and common situations gangs of House Orlock might employ or find themselves in. They include maintaining the transport routes and toll ways of the hive, and the drunken rowdiness Orlock gangers are well-known for.

When an Orlock player has the option of choosing the scenario for their battle, they can, with the permission of the Arbitrator, choose one of the following scenarios. Where one player is the attacker and the other is the defender, this will be detailed in the scenario.

DESIGNER'S NOTE: CHALLENGE ACCEPTED!

While the scenarios presented here have been designed specifically for House Orlock gangs, there is no reason that, with the permission of the Arbitrator, they might not be used for any gang. Both scenarios also lend themselves well to multi-player scenarios – such as the Big Bar Brawl where multiple gangs punch it out in a drunken free-for-all in the middle of some underhive drinking hole. Alternatively, Road Block can make for an interesting Arbitrated battle, with the Arbitrator taking control of the road blocks and one or more gangs trying to break through to the other side of the battlefield, or even with a gang in charge of each road block as part of an uneasy alliance, their fighters under attack by the forces of the Arbitrator.

"If you see one, check your pack, because there are probably three more behind you going through your stuff."

Roky,
Sump Dogs,
House Orlock,
On House Cawdor

ROAD BLOCK

A bloody road to victory.

ATTACKER AND DEFENDER

In this scenario, one gang is the attacker and the other is the defender. The player whose gang has the lower rating is the attacker. If both gangs have the same rating, players roll off and the winner decides whether they will attack or defend.

BATTLEFIELD

The defender sets up the battlefield to represent a 'road' going from one side of the battlefield to the other. This road can twist and turn, may include doors and other obstacles, but must be traversable from one battlefield edge to the other. The rest of the battlefield is considered impassable terrain. The defender then designates one end of the road as the entrance and the other as the exit.

CREWS

This scenario uses the standard rules for choosing a crew, as described in the Battlefield Set-up & Scenarios section of the *Necromunda Rulebook*. The attacker uses the Custom Selection (10) method to choose their crew. The defender uses the Random Selection (10) method to determine their crew.

DEPLOYMENT

The defender deploys their crew within 6" of each of the road blocks. Each road block (see opposite) must have at least one fighter deployed within 6" of it. The attacker then deploys their crew within 6" of the road entrance.

GANG TACTICS

Each player may choose two gang tactics from those available to their gang. If, during the pre-battle sequence, the total credits value of fighters in one player's starting crew is less than their opponent's, they may randomly determine one additional gang tactic for each full 100 credits of difference.

ENDING THE BATTLE

The battle ends when only one gang has fighters remaining on the battlefield.

VICTORY

If the attacker managed to get three fighters off the battlefield via the exit, then they are the winner, otherwise the defender is the winner.

REWARDS CREDITS

The attacker adds D6x10 credits to their Stash for each fighter that exits the battlefield.

The defender adds D6x10 credits to their Stash if they win the battle.

EXPERIENCE

Each fighter who took part in the battle earns 1 XP.

Each of the attacker's fighters who manages to exit the battlefield earns 1 XP.

REPUTATION

If the attacker is victorious, their gang gains D3 Reputation.

If either gang bottled out, they lose 1 Reputation.

ROAD BLOCKS

After the battlefield has been set up, the defender places three road blocks along the length of the road. These road blocks can be made up of barricades, crates or anything else that gives cover, and should completely fill a section of the road. Road blocks act as full cover for fighters behind them, but can be destroyed. A fighter can target a road block with a ranged or melee attack; count the road block as having Toughness 5 and 5 Wounds. Or, alternatively, if a fighter is in base contact with a road block it can be torn down using the same rules as for forcing open a door (see the *Necromunda Rulebook*). Once a barricade has been destroyed or torn down, it is removed from the battlefield.

HOME RUN

The attacker is trying to break through to the defender's trade route. Whenever one of their fighters finishes a Move action in base contact with the road exit, they can be removed from battlefield. Fighters removed in this way do not count having gone Out of Action, but are also not counted for the purposes of Bottle tests.

RED ZEKE
ASH RUNNERS
HOUSE ORLOCK



BIG BAR BRAWL

A drunken insult leads to a free-for-all in the local drinking hole.

BATTLEFIELD

This scenario uses the battlefield set-up guidelines, as described in the *Necromunda Rulebook*.

CREWS

This scenario uses the standard rules for choosing a crew, as described in the Battlefield Set-up & Scenarios section of the *Necromunda Rulebook*. Both players use the Random Selection (7) method to choose their crew.

DEPLOYMENT

Players roll off to see who places a fighter first within 12" of the centre of the battlefield, and then take turns placing fighters within 12" of the centre of the battlefield, at least 1" from an already deployed fighter.

GANG TACTICS

Neither player uses gang tactics in this scenario.

ENDING THE BATTLE

The battle ends when only one gang has Standing fighters remaining on the battlefield at the end of any End phase.

VICTORY

The gang with at least one fighter still Standing at the end of the battle is the winner.

REWARDS CREDITS

The victorious gang adds D3x10 credits to their Stash.

EXPERIENCE

Each fighter who took part in the battle earns 1 XP.

If a fighter ends the battle with four or more Intoxicated tokens on their Fighter card, and is still Standing, they earn 1 XP.

REPUTATION

The victorious gang gains 1 Reputation.



GRIM LANNI
SONS OF IRON
HOUSE ORLOCK

DRINKING HOLE

The fighters are all relaxing in a drinking hole and are not armed for a gang fight. In this scenario, fighters count as being unarmed and unarmoured, so cannot make attacks with any weapons they might be armed with, will get no save rolls for armour or field armour, and cannot use any Wargear they carry. They may, however, still benefit from skills that improve their fighting abilities or grant them special save rolls.

DRINKING PHASE

The Big Bar Brawl adds two new phases to the battle: the Drinking phase and the Fighting phase. These replace the Action phase. After determining priority, the Drinking phase begins. Players take turns activating their fighters as normal. When a fighter activates in the Drinking phase, they can choose to either drink or stagger (this includes fighters who are Seriously Injured). If they choose to drink, place an Intoxicated token on their Fighter card. If they choose to stagger, they can move D6" in any direction.

Once all fighters have either drunk or staggered, the Drinking phase ends.

FIGHTING PHASE

In the Fighting phase, players take turns activating their fighters starting with the player who has priority. Each fighter can take a single Basic, Simple or Double action, regardless of any special rules or skills that would allow them to take more than one action during the round. When a fighter makes a Charge (Double) action, they roll a D6 to see how far they move, instead of D3 plus their Movement characteristic.

For each Intoxicated token on their card, a fighter counts their Toughness characteristic as 1 higher than normal, but must subtract 1 from their to Hit rolls when making attacks (note that a natural roll of 6 will always be a hit).

After all fighters have activated in the Fighting phase, move on to the End phase. In the End phase, any Fighters who are Standing and Engaged are moved 1" apart (move the fighters directly away from each other). After they have been moved, each of these fighters must make an Initiative check, subtracting 1 from the dice roll for each Intoxicated token on their Fighter card. If they fail, they become Prone and Pinned.



"Three things you don't do round here: arm wrestle a Goliath, ask an Escher about her hair, or challenge an Orlock to a drinking competition."

Lacy Rags,
Gun-check girl at
the Six Clans

HOUSE ORLOCK GANGERS & JUVES

Within the ranks of the House of Iron, gangers are referred to as Gunners and Juves as Greenhorns, and between them these two types of fighter make up the bulk of most House Orlock gangs.

House Orlock Gunners are great all-round fighters. Over the course of an extended campaign, they have the chance to earn characteristic advancements and perhaps become Specialists.



**SPECIALIST WITH
HARPOON LAUNCHER**



**GUNNER WITH
COMBAT SHOTGUN**



**GUNNER WITH
COMBAT SHOTGUN**



**GUNNER WITH
AUTOGUN**





**GREENHORN WITH
SAWN-OFF SHOTGUN AND
FIGHTING KNIFE**

Greenhorns are rookie gangers more recently granted the right to wear the gang's colours. Greenhorns are represented by the same miniatures as the Gunners, the difference being experience rather than age. Like all Juvees in Necromunda, Greenhorns have the potential to climb the gang's hierarchy quicker than an ordinary ganger and to become a Specialist, making their story very much worth following.



**GREENHORN WITH
TWO STUB GUNS**



**GREENHORN WITH AUTOPISTOL
AND FIGHTING KNIFE**



**GREENHORN WITH
AUTOPISTOL AND STUB GUN**



WRECKERS

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**WRECKER WITH
FIGHTING KNIFE AND
STUB GUN**

One of the Wrecker miniatures can be assembled either on foot, or mounted on a flying stand. The base of the clear stem can be painted to match the Necromunda base it is mounted on.

Arms Masters come with a variety of weapon options, making them excellent centrepiece models for an Orlock gang when fielded either alone or alongside Leaders and Champions.



**WRECKER WITH TWO
HAND FLAMMERS**



**WRECKER WITH TWO
FIGHTING KNIVES**



**WRECKER WITH
STUB GUN AND
DEMO CHARGE**

ARMS MASTERS



**ARMS MASTER WITH
ARC HAMMER AND FULL
SERVO-HARNESS**



**ARMS MASTER WITH
COMBAT SHOTGUN**

Wreckers, Arms Masters and Cyber-mastiffs all offer great variety to an Orlock gang, both in terms of tactical options on the battlefield as well as modelling and painting opportunities. With their dynamic poses and the option of displaying them on flying stands, Wreckers add some real motion and movement to a gang as they bound across terrain and leap from cover to cover. By contrast, Arms Masters stand out from the rest of the crowd with their impressive array of heavy weapons and armour, their Cyber-mastiffs waiting loyally at their side for the order to attack.

CYBER-MASTIFFS



CYBER-MASTIFFS

It is possible to run the majority of your gang as Wreckers, Arms Masters and Cyber-mastiffs to create an alternative to the standard looking Orlock gang. You could even convert these models further to add to their variety and the uniqueness of the gang, perhaps equipping the Arms Masters with alternative weapons, or modelling your Wreckers so they are jumping over fallen barricades, barrels or other Necromunda terrain pieces.

COLOURS OF HOUSE ORLOCK

The following pages show a range of Orlock miniatures painted by several different hobbyists. While fighters can always be painted in any scheme the owner wishes, each has a recognisable palette of colours that, in practice, is often the most appropriate to use.

The predominant colours of the House of Iron are faded and neutral, with the occasional flash of accent detail. Armour tends to be black or dark metal, and their sleeveless leather jackets tend to be black or very dark brown. A common colour for trousers, vests and sleeves is a faded blue-grey, and the gang's distinctive loincloths (derived from a mechanic's oil rag) tend to be grey, white or cream, sometimes with coloured dags or other decorative motifs applied.

Most fighters of House Orlock wear something about their head, either goggles or a bandana. The latter, along with the details on the loincloths, provide an opportunity to include gang-specific colours in order to make one group of Orlocks stand out from another, such as all fighters wearing headgear the colour of dried blood.

Whatever exact colour scheme is chosen, the most important thing is that it brings to mind the nature and background of the House of Iron, whose gangers are tough, resourceful and utilitarian in their approach to gang warfare.



**GUNNER WITH
CHAINSWORD AND
BOLT PISTOL**



**GUNNER WITH
AUTOGUN**



**SPECIALIST WITH
HEAVY STUBBER**





HOUSE ORLOCK WEAPONRY



CHAINSWORD
CLAN PATTERN COMBAT WEAPON



FIGHTING KNIFE
ASH WASTE UTILITY PATTERN



MAUL (CLUB)
MODIFIED OMNI-WRENCH



TWO-HANDED HAMMER
CHAIN GANG ROCK-BREAKER HAMMER



AUTOPISTOL
HOUSE ORLOCK DRUM FEED



PLASMA PISTOL
QUINSPIRUS PATTERN



STUB GUN
HOUSE ORLOCK, MODIFIED
'FAST DRAW' PISTOL GRIP



HAND FLAMER
CRUCIBLE VARIANT



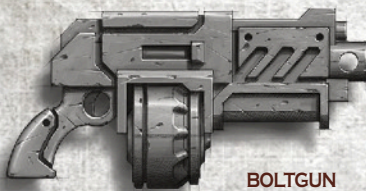
BOLT PISTOL
HOUSE ORLOCK DRUM FEED



COMBAT SHOTGUN
HOUSE ORLOCK, 'HIPSHOOTER'
STOCK MODIFICATION



PLASMA GUN
QUINSPIRUS PATTERN



BOLTGUN
CUSTOM ROAD CREW CASING &
HOUSE ORLOCK DRUM FEED



FLAMER
'WILD SNAKE' FLAME UNIT



AUTOGUN
FOLDING STOCK
& HOUSE ORLOCK DRUM FEED



SHOTGUN
OVER/UNDER
HUNTING PATTERN

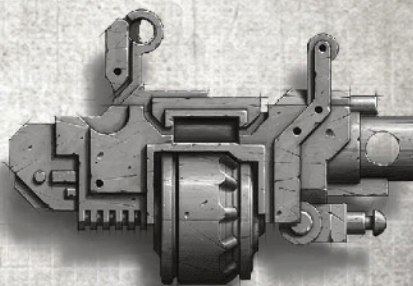


MELTAGUN
MODIFIED INDUSTRIAL
PATTERN MELTA UNIT

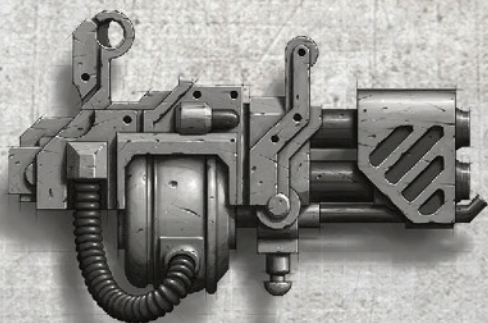
HOUSE ORLOCK WEAPONRY



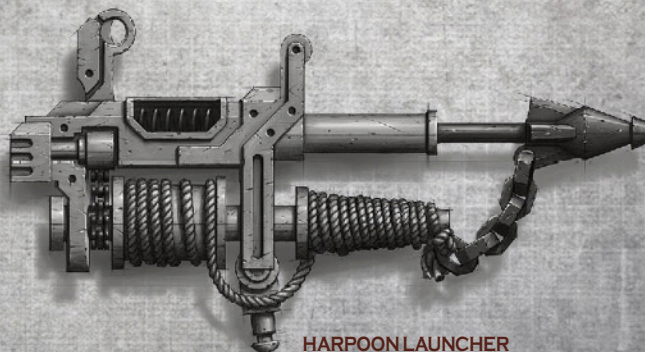
HEAVY STUBBER
REPURPOSED VEHICULAR
DEFENCE ARMAMENT



HEAVY BOLTER
SNUB-NOSED HEAVY BOLTER WITH
HOUSE ORLOCK DRUM FEED



HEAVY FLAMER
FIREDAMP PURGATION UNIT



HARPOON LAUNCHER
REPURPOSED VEHICULAR
RECOVERY HARPOON & TETHER

WEAPON REFERENCE CHART

This reference section contains weapon profiles, Wargear rules and weapon traits for all of the weapons and Wargear available to House Orlock gangs.

BASIC WEAPONS

Weapon	Rng		Acc		Str	Ap	D	Am	Traits
	S	L	S	L					
Autogun	8"	24"	+1	-	3	-	1	4+	Rapid Fire (1)
Reclaimed autogun	8"	24"	+1	-	3	-	1	5+	Rapid Fire (1)
Boltgun	12"	24"	+1	-	4	-1	2	6+	Rapid Fire (1)
Master-crafted boltgun	12"	24"	+1	-	4	-1	2	6+	Master-crafted, Rapid Fire (1)
Combat shotgun									
- salvo ammo	4"	12"	+1	-	4	-	2	4+	Knockback, Rapid Fire (1)
- 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+	Plentiful, Scattershot
- solid shot	4"	8"	-	-2	4	-	2	6+	Knockback, Plentiful
Shotgun									
- solid ammo	8"	16"	+1	-	4	-	2	4+	Knockback
- scatter ammo	4"	8"	+2	-	2	-	1	4+	Scattershot
- executioner ammo	4"	16"	-1	+1	4	-2	2	6+	Knockback, Limited
- inferno ammo	4"	16"	+1	-	4	-	2	5+	Blaze, Limited
Throwing knives	Sx2	Sx4	-	-1	S	-1	-	5+	Scarce, Silent, Toxin

PISTOLS

Weapon	Rng		Acc		Str	Ap	D	Am	Traits
	S	L	S	L					
Autopistol	4"	12"	+1	-	3	-	1	4+	Rapid Fire (1), Sidearm
Reclaimed autopistol	4"	12"	+1	-	3	-	1	5+	Rapid Fire (1), Sidearm
Bolt pistol	6"	12"	+1	-	4	-1	2	6+	Sidearm
Master-crafted bolt pistol	6"	12"	+1	-	4	-1	2	6+	Master-crafted, Sidearm
Compact autopistol (gun skull)	4"	12"	+1	-	2	-	1	4+	Rapid Fire (1), Scarce
Hand flamer	-	T	-	-	3	-	1	5+	Blaze, Template
Laspistol	8"	12"	+1	-	3	-	1	2+	Plentiful, Sidearm
Needle pistol	4"	9"	+2	-	-	-1	-	6+	Scarce, Sidearm, Silent, Toxin
Master-crafted Needle pistol	4"	9"	+2	-	-	-1	-	6+	Master-crafted, Scarce, Sidearm, Silent, Toxin
Plasma pistol									
- low	6"	12"	+2	-	5	-1	2	5+	Scarce, Sidearm
- maximal	6"	12"	+1	-	7	-2	3	5+	Scarce, Sidearm, Unstable
Stub gun	6"	12"	+2	-	3	-	1	4+	Plentiful, Sidearm
- with dum dum rounds	5"	10"	+1	-	4	-	1	4+	Limited, Sidearm
Web pistol	-	T	-	-	4	-	-	6+	Silent, Template, Web

SPECIAL WEAPONS

Weapon	Rng		Acc		Str	Ap	D	Am	Traits
	S	L	S	L					
Orlock pattern									
Combi-weapon									
Primary component:									
- bolter	12"	24"	+1	-	4	-1	2	6+	Combi, Rapid Fire (1)
Secondary component:									
- grenade launcher (frag)	6"	24"	-1	-	3	-	1	6+	Blast (3"), Knockback
- meltagun	6"	12"	+1	-	8	-4	3	4+	Combi, Melta, Scarce
Flamer	-	T	-	-	4	-1	1	5+	Blaze, Template
Grenade launcher									
- frag grenade	6"	24"	-1	-	3	-	1	6+	Blast (3"), Knockback
- krak grenade	6"	24"	-1	-	6	-2	2	6+	-
- smoke grenade	6"	24"	-1	-	-	-	-	4+	Blast (*), Smoke*
Long rifle	24"	48"	-	+1	4	-1	1	4+	Knockback
Master-crafted Long rifle	24"	48"	-	+1	4	-1	1	4+	Knockback, Master-crafted
Meltagun	6"	12"	+1	-	8	-4	3	4+	Melta, Scarce
Needle rifle	9"	18"	+2	-	-	-2	-	6+	Scarce, Silent, Toxin
Plasma gun									
- low	12"	24"	+2	-	5	-1	2	5+	Rapid Fire (1), Scarce
- maximal	12"	24"	+1	-	7	-2	3	5+	Scarce, Unstable
Storm-welder	8"	16"	+1	-	5	-	1	3+	Rapid Fire (3), Reckless, Shock, Unstable

HEAVY WEAPONS

Weapon	Rng		Acc		Str	Ap	D	Am	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, Template, Unwieldy
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+	Knockback, Rapid Fire (1), Seismic, Unwieldy
- long wave	12"	24"	-1	-	3	-	1	5+	Knockback, Rapid Fire (2), Seismic, Unwieldy
Turret heavy stubber									
- burst fire	20"	40"	-	-	4	-1	1	4+	Rapid Fire (1), Fixed
- suppressive fire	12"	24"	+1	-	4	-1	1	4+	Rapid Fire (3), Fixed, Unstable

CLOSE COMBAT WEAPONS

Weapon	Rng		Acc		Str	Ap	D	Am	Traits
	S	L	S	L					
Arc hammer	E	1"	-	-	S+3	-1	3	-	Melee, Pulverise, Versatile
Arc welder (‘Jotunn’ Servitor)	-	E	-	-	S+2	-3	3	-	Blaze, Melee
Augmetic fist (‘Jotunn’ Servitor)	-	E	-	-	S+1	-1	2	-	Knockback, Melee
Axe	-	E	-	-	S+1	-	1	-	Disarm, Melee
Chainsword	-	E	-	+1	S	-1	1	-	Melee, Parry, Rending
Digi laser	E	3"	-	-	1	-	1	6+	Digi, Melee, Versatile
Fighting knife	-	E	-	-	S	-1	1	-	Backstab, Melee
Master-crafted fighting knife	-	E	-	-	S	-1	1	-	Backstab, Master-crafted, Melee
Flail	-	E	-	+1	S+1	-	1	-	Entangle, Melee
Grav fist (Ambot)									
- melee	-	E	-	-	S	-1	2	-	Melee, Pulverise
- ranged	6"	12"	+1	-	*	-1	2	5+	Blast (3"), Concussion, Graviton Pulse
Las cutter	E	2"	+1	-	9	-3	2	6+	Melee, Scarce, Versatile
Maul (club)	-	E	-	-	S	+1	2	-	Melee
Power hammer	-	E	-	-	S+1	-1	2	-	Melee, Power
Power knife	-	E	-	-	S+1	-2	1	-	Backstop, Melee, Power
Power maul	-	E	-	-	S+2	-1	1	-	Melee, Power
Power pick	-	E	-	-	S+1	-3	1	-	Melee, Power, Pulverise
Power sword	-	E	-	-	S+1	-2	1	-	Melee, Parry, Power
Savage bite (Cyber-mastiff)	-	E	-	-	S	-2	1	-	Disarm, Melee
Servitor combat weapon (‘Lugger’ Cargo Servitor)	-	E	-	-	S	-1	1	-	Knockback, Melee
Servo claw	-	E	-	-	S+2	-	2	-	Melee
Spud-jacker	-	E	-	-	S+1	-	1	-	Knockback, Melee
Stiletto sword	-	E	-	-	-	-1	-	-	Melee, Parry, Toxin
Thunder hammer	-	E	-	-	S+1	-1	3	-	Melee, Power, Shock
Tunnelling claw (Ambot)									
- melee	-	E	-	-	S	-1	2	-	Melee
- ranged	4"	8"	-	-	6	-2	2	5+	Melta, Scarce, Sidearm
Two-handed axe	-	E	-	-1	S+2	-	2	-	Melee, Unwieldy
Two-handed hammer	-	E	-	-1	S+1	-	3	-	Knockback, Melee, Unwieldy

GRENADES

Weapon	Rng		Acc		Str	Ap	D	Am	Traits
	S	L	S	L					
Blasting charge	-	Sx2	-	-	5	-1	2	5+	Blast (5"), Grenade, Knockback
Demo charge	-	Sx2	-	-	6	-3	3	*	Blast (5"), Grenade, Single Shot
Frag grenade	-	Sx3	-	-	3	-	1	4+	Blast (3"), Grenade, Knockback
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, Melta, Scarce
Photon flash grenade	-	Sx3	-	-	-	-	-	5+	Blast (5"), Flash, Grenade
Scare gas grenade	-	Sx3	-	-	-	-	-	6+	Blast (3"), Fear, Gas, Grenade
Smoke grenade	-	Sx3	-	-	-	-	-	4+	Blast (*), Grenade, Smoke*

ARMOUR

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

CARAPACE ARMOUR

Light: Light carapace armour grants a 4+ save roll.

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

FLAK

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

FURNACE PLATES

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

HAZARD SUIT

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

MESH

Mesh armour grants a 5+ save roll.

FIELD ARMOUR

Field armour provides its wearer with an alternative to conventional armour and may be worn in addition to conventional armour. The save given by field armour cannot be modified by a weapon's Armour Piercing value. However, a fighter can only make one save attempt per attack, therefore the controlling player must choose to either make a save attempt using the fighter's Armour save, or using a field.

CONVERSION FIELD

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

DISPLACER FIELD

A displacer field reacts to the energy of an impact by teleporting the wearer a safe distance away. The harder the impact, the further the wearer will be moved. For each hit a fighter wearing a displacer field suffers, roll a D6:

- On a 4+, the fighter is protected from harm by the field and the hit is ignored (even if any part of the fighter is still under the Blast marker or Flame template – if the attack used one – after being displaced as described below).
- If a fighter is saved from one or more hits by a displacer field, they will be moved once as the field displaces them. The fighter is moved a number of inches equal to the Strength of the attack in a random direction, determined by rolling a Scatter dice.
- A displacer field will not deposit its wearer inside a terrain feature – the fighter will move by the shortest route possible so that it can be placed clear of any impassable terrain features.
- Similarly, the fighter's base cannot overlap another fighter's base and the wearer must be moved by the shortest route possible until its base can be placed without overlapping.
- Note that the wearer may not end up within 1" of an enemy fighter as a result of being displaced and must be moved by the shortest possible route so that they can be placed 1" away.

However, displacer fields are notoriously oblivious to safe footings. A fighter wearing a displacer field may simply be flung into the open air. If, after being displaced, any part of the fighter's base is overhanging a hazard or overhanging a platform edge, the fighter must pass an Initiative test or will fall, following all of the rules for falling as required by the terrain type being fought over. If the entirety of the fighter's base is over a hazard or in the open air, they will simply fall.

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

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

REFRACTOR FIELD

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

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

EQUIPMENT

This section covers equipment carried by fighters of House Orlock and their allies to help them survive the rigours of battle and the harsh environment of the underhive.

ARMoured UNDERSUIT

An armoured undersuit may be worn in addition to any armour type, with the exception of an armoured bodyglove. If a fighter is wearing an armoured undersuit, their save roll is improved by 1. For example, if they are wearing flak armour and an armoured undersuit, they would have a 5+ save, which would be increased to 4+ against Blasts. If a fighter does not already have a save roll, an armoured undersuit grants a 6+ save.

BIO-BOOSTER

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

CHEM-SYNTH

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

CULT ICON

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

DROP RIG

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

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

FILTER PLUGS

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



JUMP BOOSTER

Once per activation, a fighter equipped with a jump booster may choose to use it when they make either a Move (Simple) action or a Charge (Double) action. When a jump booster is used, it may be used in one of two ways, chosen by the controlling player:

- The fighter may use the jump booster in 'safe mode', allowing them to add 3" to their Movement characteristic for the duration of this action.
- The fighter may 'overcharge' the jump booster, allowing them to add D3+3" to their Movement characteristic for the duration of this action. However, doing so is not without risk, and should a natural 1 be rolled when rolling the dice, something has gone wrong and the jump booster will malfunction. The fighter does not move at all, and instead immediately becomes Prone and Pinned.

When a fighter moves with the aid of a jump booster, up to half of their total movement may be made vertically, allowing the fighter to move between levels and even to move over impassable terrain if they have sufficient movement to do so. However, should the fighter's movement end in the air, i.e., if the fighter does not have sufficient movement to land safely on a level surface, they will fall the remaining distance (note that, if this distance is 2" or less, the fighter will count as jumping down).

Should a fighter use a jump booster when making a Charge (Double) action, for the duration of this activation they may apply both a +1 modifier to each Hit roll they make and a +1 modifier to their Strength characteristic.

HAZARDOUS EQUIPMENT

Using a jump booster is not without its risks, and this is never more true than when the user is attempting to use flame weapons or lob grenades! To represent this added danger, during any activation in which a fighter equipped with a jump booster uses it when making a Move (Simple) action, any weapons they are armed with that have either the Grenade or Template trait will also gain the Unstable trait. Once the fighter's activation ends, this rule ceases to apply.

LHO STICKS

A fighter equipped with lho sticks is considered to be 'cool' by the more gullible members of their gang. Any friendly fighter with an Intelligence characteristic of 8+ or worse may use this fighter's Cool characteristic instead of their own if they are within 6" and line of sight of this fighter.

MEDICAE KIT

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

PHOTO-GOGGLES

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

RESPIRATOR

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

SERVO HARNESS – PARTIAL

A fighter wearing a partial servo harness gains a +2 modifier to their Strength characteristic and a +1 modifier to their Toughness characteristic. This may take them above their maximum characteristics but it is not a permanent increase and will be lost should the servo harness be lost or cease to function for any reason. Additionally, a fighter wearing a partial servo harness gains the benefits of suspensors on any Unwieldy ranged weapon they carry. However, a fighter wearing a partial servo harness reduces their Movement and Initiative by 1. This item cannot be combined with a servo claw or any other type of servo harness.

SERVO HARNESS – FULL

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

WEAPON ACCESSORIES

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

GUNSHROUD (BASIC WEAPONS AND PISTOLS)

A weapon fitted with a gunshroud gains the Silent trait.

HOTSHOT LAS PACK (LASGUN AND LASPISTOL ONLY)

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

LAS-PROJECTOR (PISTOLS, BASIC AND SPECIAL WEAPONS)

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

MONO-SIGHT (BASIC, SPECIAL AND HEAVY WEAPONS)†

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

SUSPENSORS (HEAVY WEAPONS)

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

TELESCOPIC SIGHT (PISTOLS, BASIC AND SPECIAL WEAPONS)†

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

WEAPON TRAITS

The following list contains all of the Weapon traits in full.

BACKSTAB

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

BLAST (3"/5"/*)

The weapon utilises a Blast marker, as described in the *Necromunda Rulebook*.

BLAZE

After an attack with the Blaze trait has been resolved, roll a D6 if the target was hit but not taken Out of Action. On a 4, 5 or 6, they become subject to the Blaze condition. When activated, a fighter subject to the Blaze condition suffers an immediate Strength 3, AP -1, Damage 1 hit and must act as follows, after which their activation will end:

- If Prone and Pinned the fighter immediately becomes Standing and Active and acts as described below.
- If Standing and Active the fighter moves 2D6" in a random direction, determined by the Scatter dice. The fighter will stop moving if this movement would bring them within 1" of an enemy fighter or into base contact with impassable terrain. If this movement brings them within ½" of the edge of a level, platform or pitfall, they risk falling. If this movement takes the fighter beyond the edge of a level, platform or pitfall, they will simply fall. At the end of this move, the fighter may choose to become Prone and Pinned. The fighter may then attempt to put the fire out.
- If Standing and Engaged or Prone and Seriously Injured, the fighter does not move and attempts to put the fire out.

To attempt to put the fire out, roll a D6, adding 1 to the result for each other Active friendly fighter within 1". On a result of 6 or more, the flames go out and the Blaze marker is removed. Pinned or Seriously Injured fighters add 2 to the result of the roll to see if the flames go out.

COMBI

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

CONCUSSION

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

DEMOLITIONS

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

DISARM

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

DRAG

If a fighter is hit by a Drag weapon but not taken Out of Action, the attacker can attempt to drag the target closer after the attack has been resolved. If they do, roll a D6. If the score is equal to or higher than the target's Strength, the target is dragged D3" straight towards the attacker, stopping if they hit any terrain. If they move into another fighter (other than the attacker), both fighters are moved the remaining distance towards the attacker. If the weapon also has the Impale special rule and hits more than one fighter, only the last fighter to be hit can be dragged.

DIGI

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

ENTANGLE

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

FEAR

If this attack would result in an Injury roll being made for any reason, no Injury roll is made and instead the opposing player makes a Nerve test for the target, subtracting 2 from the result. If the test fails, the target is immediately Broken and runs for cover.

FIXED

A fixed weapon is not included on a fighter's card, but instead represented by a weapon on its own base. Fixed weapons can only be moved by fighters who begin their activation in-base contact with the weapon and take the Move Weapon (Double) action. This action allows a fighter to move up to their Movement characteristic and then place the weapon in base contact with themselves when they finish moving.

Fighters in base contact with a fixed weapon count it as if it were a weapon on their Fighter card (i.e., they can aim, shoot and reload it as normal), provided there are no enemy fighters also in base contact with the weapon.

FLASH

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

GRAVITON PULSE

Instead of rolling to wound normally with this weapon, any fighter caught in the Blast must instead roll equal to or under their Strength on a D6 (a roll of 6 always counts as a fail), or suffer Damage with no armour save roll allowed. After the weapon has been fired, leave the Blast marker in place. For the remainder of the round, any fighter moving through this area will use 2" of their Movement for every 1" they move. Remove the Blast marker during the End phase.

GRENADE

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

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

IMPALE

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

KNOCKBACK

If the hit roll for a weapon with the Knockback trait is equal to or higher than the target's Strength, they are immediately moved 1" directly away from the attacking fighter. If the fighter cannot be moved the full 1" because of impassable terrain or another fighter, they move as far as possible and the attack's Damage is increased by 1. If a Blast weapon has the Knockback trait, roll a D6 for each fighter that is hit. If the result is equal to or higher than their Strength, they are knocked back as described above – however, they are moved directly away from the centre of the Blast marker instead. If the centre of the Blast marker was over the centre of their base, roll a Scatter dice to determine which way they are moved. If a Melee weapon has the Knockback trait, the attacking fighter can choose to follow the target up, moving directly towards them after they have been knocked back to remain in base contact. If the attack was made across a barricade, the attacker cannot do this. If any part of the knocked back fighter's base crosses the edge of a platform, make an Initiative check. If this is failed, they will fall. If this is passed, they stop moving at the edge of the platform.

LIMITED

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

MASTER-CRAFTED

Once per battle, a fighter with a Master-crafted weapon may re-roll a single failed hit roll.

MELEE

This weapon can be used during close combat attacks.

MELTA

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

PARRY

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

PLENTIFUL

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

POWER

The weapon is surrounded by a crackling power field. Attacks made by Power weapons cannot be Parried except by other weapons with the Power trait. In addition, if the hit roll for a Power weapon is a natural 6, no save roll can be made against the attack (except Field armour save rolls) and its Damage is increased by 1.

PULVERISE

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

RAPID FIRE (X)

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

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

RECKLESS

Reckless weapons are indiscriminate in what they target:

- Before making a ranged attack with a Reckless weapon, randomly determine the target of the attack from all eligible fighters (including friendly fighters) within this fighter's line of sight and range of the weapon.
- Attacks made with a Reckless weapon that also has the Melee trait are randomly distributed between any fighters (including friendly fighters) that are in base contact with this fighter.
- Attacks made with a Reckless weapon that also has the Versatile trait are randomly distributed between any fighters (including friendly fighters) that are within the weapon's Long range.

If the weapon also has the Rapid Fire (X) trait, then any additional hits generated from the Firepower dice must be distributed among the maximum number of eligible targets. If there are more hits than eligible targets, the fighter may choose where any spare hits are allocated.

RENDING

If the roll to wound with a Rending weapon is a 6, then the attack causes 1 extra point of Damage.

SCARCE

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

SCATTERSHOT

When a target is hit by a Scattershot attack, make D6 wound rolls instead of 1.

SEISMIC

If a fighter hit by a weapon with this Trait is Standing and Active, they will always become Prone and Pinned – even if they have an ability that would normally allow them to avoid being Pinned by ranged attacks. In addition, if the wound roll for a Seismic weapon is a natural 6, no save roll can be made against that attack.

SHOCK

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

SIDEARM

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

SILENT

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

SINGLE SHOT

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

SMOKE

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

TEMPLATE

Template weapons use the Flame template to determine how many targets they hit, as described in the *Necromunda Rulebook*.

TOXIN

Instead of making a wound roll for a Toxin attack, roll a D6. If the result is equal to or higher than the target's Toughness, or is a natural 6, make an Injury roll for them (regardless of their Wounds characteristic). If the roll is lower than the target's Toughness, they shrug off the toxin's effects.

UNSTABLE

If the Ammo symbol is rolled on the Firepower dice when attacking with this weapon, there is a chance that, in addition to needing an Ammo check, the weapon will prove as hazardous to its user as the enemy. Roll a D6. On a 1, 2 or 3, something has gone wrong and the attacker is taken Out of Action. The attack is still resolved against the target.

UNWIELDY

A Shoot action made with this weapon counts as a Double action as opposed to a Basic action. In addition, a fighter who uses a weapon with both the Unwieldy and Melee traits in close combat cannot use a second weapon at the same time – this one requires both hands to use.

VERSATILE

The wielder of a Versatile weapon does not need to be in base contact with an enemy fighter in order to Engage them in melee. During their activation or when making Reaction attacks, they may Engage and make close combat attacks against an enemy fighter so long as the distance between their base and that of the enemy fighter is equal to or less than the distance shown for the Versatile weapon's Long range characteristic.

An enemy fighter is considered to be Engaged by a fighter armed with a Versatile weapon if they are within both the Long range of the Versatile weapon and the Vision Arc of that fighter. An enemy fighter may not in turn be Engaging the fighter armed with the Versatile weapon unless they too are armed with a Versatile weapon, and so may not be able to make Reaction attacks.

At all times other than during this fighter's activation or when making Reaction attacks, this Trait has no effect.

WEB

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

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

HOUSE ORLOCK GANG TACTICS

Each scenario details how many gang tactics each player gets and how they are selected, with players either choosing the gang tactics they want or determining them at random. Gang tactics can be randomly determined either by drawing cards from a shuffled deck of Gang Tactics cards or by rolling a D66 (taking care to keep the result a secret), and referring to the table below:

D66	Name	Timing	Effect
11-12	What's in a Name?	Play this gang tactic at the start of the battle, after both sides have deployed but before the first round.	Choose a friendly Orlock fighter in your starting crew. Until the end of this battle, that fighter gains one additional Orlock Legendary Name of your choice. This does not affect their Credit cost.
13-14	Quick Trick	Play this gang tactic when an enemy fighter declares a Charge (Double) action and moves within 1" of a friendly Orlock fighter.	The fighter can immediately make an attack with a sawn-off shotgun against the charging fighter even if they are not equipped with one. The enemy fighter cannot be Pinned by this attack but, if they are Seriously Injured, their activation ends.
15-16	Boom Boom Surprise	Play this gang tactic instead of activating a fighter.	Choose a Promethium Barrel Gang Terrain feature that is within 8" of a friendly fighter that can see the chosen Promethium Barrel. The barrel explodes; resolve the effects of an attack with an incendiary charge centred on the Promethium Barrel. After this gang tactic is resolved, remove the Promethium Barrel from the battlefield.
21-22	Blood Brothers	Play this gang tactic at the start of the Deployment step of the pre-battle sequence, before any fighters have been deployed.	The gang may recruit two Hive Scum for this battle without needing to pay a hiring fee or the cost of their weapons and Wargear. If they do so, during the post-battle sequence the gang gains only half the amount of credits from scenario rewards. If you do not have models available to represent these Hive Scum, you may discard this gang tactic and select another.
23-24	Down but not Out	Play this gang tactic when activating a Seriously Injured friendly fighter that is within 3" of a friendly Standing and Active Orlock fighter.	The activated fighter suffers a Flesh Wound and then becomes Standing and Active. The fighter may then make a single Basic or Simple Action, after which the fighter's activation ends.
25-26	Bond of Iron	Play this gang tactic during the Priority phase of any round, after Roll for Priority, but before Ready Fighters.	Until the End phase of this round, all friendly Orlock fighters with the Group Activation (X) special rule can activate one additional fighter as part of any Group Activation they make, e.g., a fighter with Group Activation (2) can activate three fighters instead.

D66	Name	Timing	Effect
31-32	Trigger Discipline	Play this gang tactic during the Priority phase of any round, after Roll for Priority, but before Ready Fighters.	Until the End phase of this round, all friendly Orlock fighters that start their activation within 6" of a friendly fighter with the Gang Hierarchy (X) rule count as having the Steady Hands skill.
33-34	Stepping Up	Play this gang tactic when a friendly Orlock fighter with the Gang Hierarchy (Leader) trait is taken Out of Action.	Choose a friendly Orlock fighter that is on the battlefield and has the Gang Hierarchy (Champion) skill. Until the end of this battle, or until the chosen fighter is taken Out of Action, the chosen fighter replaces their Gang Hierarchy (Champion) and Group Activation (1) special rules with the Gang Hierarchy (Leader) and Group Activation (2) special rules.
35-36	Initiation	Play this gang tactic at the start of the Deployment step of the pre-battle sequence, before any fighters have been deployed.	Your gang may immediately recruit up to three Greenhorns. These fighters are recruited for free but will leave the gang at the end of this battle. Each Greenhorn is armed with a sawn-off shotgun and flak armour. These fighters are not counted towards your maximum crew size – they are taken in addition to your starting crew. If you do not have models available to represent these fighters, you may discard this gang tactic and select another.
41-42	Strength of Arms	Play this gang tactic during the Priority phase of any round, after Roll for Priority, but before Ready Fighters.	Until the End phase of this round, attacks made by friendly Orlock fighters made with a weapon that has the Melee trait gain +1S for each additional friendly fighter that is also Engaged with the target, to a maximum of +3.
43-44	Grandstanding	Play this gang tactic at the start of the Deployment step of the pre-battle sequence, before any fighters have been deployed.	If your (Leader) is not part of your crew, one (Champion) of your choice within your crew may be replaced with your (Leader). If no (Champions) are part of your crew, a (Ganger) may be replaced instead. If your (Leader) is part of your crew already, you may discard this gang tactic and select another.
45-46	Wall of Iron	Play this gang tactic during the Priority phase of any round, after Roll for Priority, but before Ready Fighters.	Until the End phase of this round, any friendly fighter that is in base contact with one or more Standing and Active friendly Orlock fighters cannot be involuntary placed Prone and Pinned (they may, however, voluntarily go Prone should you wish).



D66

Name

Timing

Effect

51-52 Showboating Play this gang tactic when a friendly Orlock fighter takes an enemy fighter Out of Action with an attack as part of a Charge (Double) action. If the fighter is no longer Engaged, they may immediately make a second, free Charge (Double) action. If the fighter is Engaged, they may immediately make a free Fight (Basic) action instead.

53-54 Protection Duty Play this gang tactic at the start of the Deployment step of the pre-battle sequence, before any fighters have been deployed. Your gang may be joined by a Rebel Lord. This fighter will leave the gang at the end of this battle. This fighter is not counted towards your maximum crew size – they are taken in addition to your starting crew. If you do not have a model available to represent this fighter, you may discard this gang tactic and select another.

If this Rebel Lord is taken Out of Action, every friendly fighter suffers a -2 modifier to their Cool for the remainder of this battle. Additionally, if this battle is part of a campaign, your gang loses 5 Reputation (to a minimum of 0), and the gang that takes the Rebel Lord Out of Action gains 3 Reputation, at the end of the battle.

55-56 Seismic Surprise Play this gang tactic when a friendly Orlock fighter performs a Shoot (Basic) action with a frag grenade. Until the end of their activation, this fighter's frag grenades gain the Seismic trait.

61-62 Up Close and Personal Play this gang tactic during the Priority phase of any round, after Roll for Priority, but before Ready Fighters. Choose up to three friendly Orlock fighters. Until the end of the battle, any sawn-off shotguns carried by those fighters gain the Sidearm trait.

63-64 Ammo Pack Play this gang tactic instead of activating a fighter. Choose a friendly Orlock fighter with the Munitioneer skill. All friendly fighters within 6" and line of sight of that fighter that have the Out of Ammo condition may immediately perform a free Reload (Simple) action. A fighter can perform this action even if they would normally be unable to do so (eg, if their weapon has the Scarce trait). Seriously Injured fighters are not affected by this gang tactic.

65-66 Tough as Nails Play this gang tactic during the Priority phase of any round, after Roll for Priority, but before Ready Fighters. Choose a friendly Orlock fighter with the Gang Hierarchy (X) special rule. For the remainder of this battle, roll a D6 each time the chosen fighter suffers a wound (roll separately for each wound caused by a single attack). On a 2+, that wound is ignored. On a 1, the fighter suffers the wound as normal and this gang tactic is immediately discarded.

Should the fighter suffer an Injury without suffering a wound (e.g., due to a weapon with the Gas trait), this gang tactic is immediately discarded.

Hive Primus The Palatine

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Imperial House Helmawr
Lords of the Spire,
Guardians of all Necromunda.

Great Houses
Grim
Ullanti
Cy
Ran Lo
Catallus
Ro'iron

Clan Houses
Cawdor
Escher
Gollath
Van Saar
Orlock
Delaque

The Spire

Hive City

The Underhive

Hive Bottom

The Sump

Primary Heat Sink

Lower
Atmospheric
Level

Imperial Fist
Chapter House

The Shell

Landing Field

The Wall

Cloud Cover

Slab Zones
Manufactory Zones
Ruined Manufactories

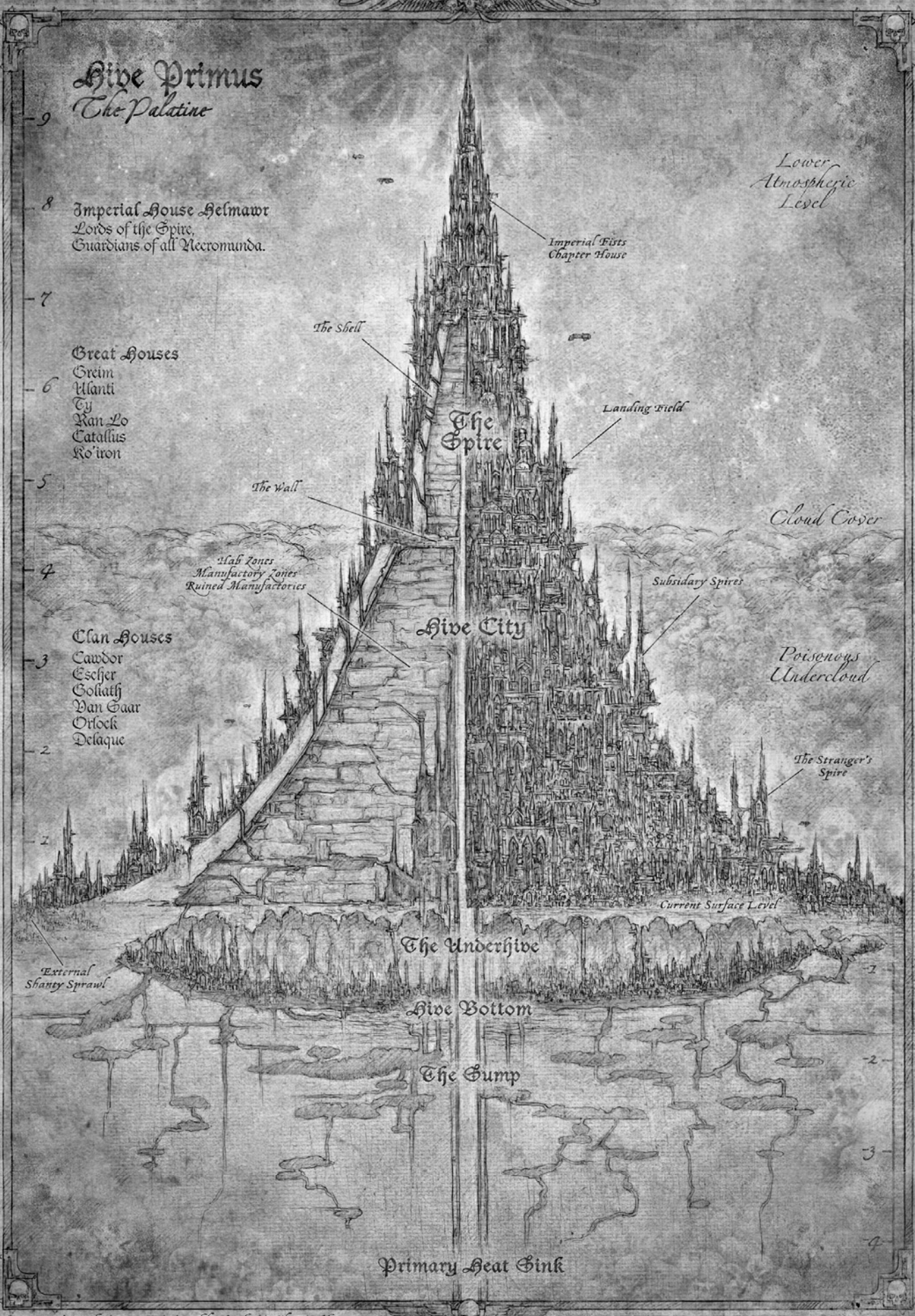
Subsidiary Spires

Poisonous
Undercloud

The Stranger's
Spire

Current Surface Level




External
Shanty Sprawl



Aecromunda

Cartograph by Order of Adeptus Terra
C.M.47.966



-  Major Hives
-  Deep Core Mine
-  Major Settlement

(Approx 1,000+ Minor Hives excluded from view)



Survivorator's Note CX83-7. Not shown on this map is an extensive tunnel network that spans much of the planet. Recent surveys determine that less than 23.9% of this network remains in operative condition.