

NECROMUNDA[®]



GANG WAR

GAMING SUPPLEMENT



THE CARRION QUEENS



RHOSINN



JELENA



REINA



TUMALA



ZARANN



MARIKA



NECROMUNDA®

HOW MIGHT ONE COMPREHEND THE TRUE NATURE OF
THE HIVE CITIES OF NECROMUNDA?

EACH OF THESE MAN-MADE MOUNTAINS OF PLASTEEL,
CERAMITE AND ROCKCRETE HAS ACCRETED OVER
CENTURIES TO PROTECT THEIR INHABITANTS FROM A
NIGHTMARISHLY HOSTILE ENVIRONMENT, SO VERY MUCH
LIKE THE TERMITE MOUNDS THEY RESEMBLE. EACH
HIVE HOUSES POPULATIONS IN THE BILLIONS, AND
EACH COMMANDS THE MANUFACTURING POTENTIAL OF
AN ENTIRE PLANET COMPACTED INTO A FEW HUNDRED
SQUARE KILOMETRES. EACH IS RULED BY A SPIRE-
DWELLING LEADER CASTE SEATED IN UNDREAMED OF
LUXURY AT THE SUMMIT; EACH IS SERVED BY THE
INDUSTRY OF ITS COUNTLESS, NAMELESS, HOPELESS
WORKERS; EACH IS POLICED BY ITS RUTHLESS
SOLDIER-OVERSEERS.

BUT... HUMANS ARE NOT INSECTS. THEY DO
NOT HIVE TOGETHER WELL...



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- >>> Subject: Event log: shift 337 of the year of Him of Terra 996.M41.
>>> Conduit: Necro-vox KNN933.
>>> Thought for the Day: A questioning servant is more dangerous than an ignorant heretic.

Subjects of Lord Helmawr, heed now the voice of Necromunda!

- ++ The Imperial House commends 2.23% increase in authorised Industrial Martyrdom Sectors Phi-129 to 157.
 - ++ Productivity in Sector Omega-112 up 3.55% over single shift. Acceptable. Manufactory Commissar Squads withdrawn.
 - ++ House Orlock gross yield +4.9%. Sub-crust mining +4.3%.
 - ++ Underhive Hazardous Environment Grade +2 Sectors Lamda-38 and below.
 - ++ Average authorised gang violence quotient +6.5% all mid-hive dome-sectors.
 - ++ Average unauthorised gang violence quotient +19.1.
 - ++ Psychopathology maladjustment grade maintained at +2% (cf House Orlock intervention in House Goliath and House Escher territory wars).
- >>> [Abstract:] The recent surge in house-sanctioned gang violence has increased still further as groups affiliated to House Orlock have exploited the chaos to expand their own holdings at the expense of their rivals. High level Prognostications indicate a 45% probability that this intervention will instigate a Tier 9 inter-house conflict in at least thirty Sector Mechanicus manufactory domes and an as-yet undetermined sub-level region of the Underhive.
- >>> It is anticipated that the intervention of gangs allied to House Orlock will result in a significant increase in fatalities, separating the weak from the strong, the faithless from the faithful and the mutant from the pure. Thus shall the hives be purged and the Clan Houses strengthened. This is the will of Him of Terra as interpreted by our Lord Imperial Commander Helmawr.

GANG WARS IN THE SECTOR MECHANICUS

Gang War provides, among many other things, rules for taking games of Necromunda out of the tunnels of the Underhive and into the 'Sector Mechanicus' industrial zones above, presenting a whole new range of challenges to gangs seeking to prove themselves the undisputed masters of the hive.

4

A 'Sector Mechanicus' tabletop can be as complex as you wish. The many terrain sets in the Citadel range combine in ways limited only by your imagination. Veteran Necromunda players will attest that the more levels and walkways the better, and that open areas should feature plenty of 'scatter terrain' so that fighters crossing such areas can move from one area of cover to the next as they approach their foe. The more terrain, the more bloody, tense and challenging the confrontation!



Rork is negotiating the industrial landscape of a Sector Mechanicus zone, and must jump down to the platform below in order to close on his objective. Doing so carries the risk of injury – the rules for jumping down can be found on page 9.



House Goliath fighter Grendel of the Ironlords is closing in on a loot casket located upon a walkway, but to loot it he must cross the pipeline in his path, slowing him down and potentially exposing him to shots fired by his enemy. The rules for crossing obstacles can be found on page 8.



Bonesnapper of the Ironlords and Jelena of the Carrion Queens encounter one another high up on a walkway in a Sector Mechanicus industrial zone. Both duck for cover, but Bonesnapper has the upper hand as he is able to make use of a nearby barricade, while Jelena finds only barrels nearby. The rules for differing levels of cover are to be found on page 7.



For those wishing to create a Necromunda Sector Mechanicus zone of this density, this table is made from the following Citadel terrain kits:

- 2 x Promethium Forge
- 3 x Galvanic Magnavent
- 2 x Ferratonic Furnace
- 1 x Alchomite Stack
- 1 x Ferratonic Incinerator
- 1 x Munitorium Armoured Containers
- 2 x Necromunda Barricades and Objectives
- 1 x Thermic Plasma Regulators
- 2 x Thermic Plasma Conduits
- 4 x Realm of Battle: Sector Imperialis Tiles



In the midst of a bitter gang fight, House Goliath ganger Skullshank spies his hated rival Zarann of House Escher sneaking towards him behind the sprawling pipes. The rules for drawing line of sight between two gangers can be found on page 6.

SECTOR MECHANICUS

The *Necromunda: Underhive* rules cover battles set in the claustrophobic tunnels that underpin entire zones. However, gangs clash above ground as well, amid sprawling machinery that fills domes from ground to ceiling. The following rules allow players to make use of 3D terrain in their games of *Necromunda*, bringing a literal new dimension to their games.

ADDITIONAL RULES TRUE LINE OF SIGHT

The Line of Sight rules on page 42 of the *Necromunda: Underhive* rulebook are used exclusively for Zone Mortalis games. In Sector Mechanicus, they are replaced with the following:

While a fighter's vision arc is determined by their facing, their 'line of sight' (i.e., what they can see) is determined by the presence of terrain and other fighters. Unlike measuring distances, which can only be done when the rules call for it, a fighter's line of sight can be checked at any time.

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

Designer's Note: Agreeing on Line of Sight

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

ZONE MORTALIS AND SECTOR MECHANICUS

With the addition of these rules, *Necromunda* has two styles of play: 'Zone Mortalis', which makes use of flat board sections (or actual Zone Mortalis tiles, available separately) and 'Sector Mechanicus', which uses 3D terrain in the same way as games such as *Warhammer 40,000*.

The majority of the rules are identical, with the exceptions listed in this section. Before setting up for a game, players should decide whether they will play with Zone Mortalis or Sector Mechanicus rules.



There would be line of sight to the fighter in the first example above, but not the second example below.

COVER

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

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



The first example shows a fighter in the open, even though his base is obscured. The second shows a fighter in partial cover. The third shows a fighter in full cover.



'MISS FIRE' MERT,
CARRION QUEENS,
HOUSE ESCHER

SECTOR MECHANICUS TERRAIN

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

TYPES OF TERRAIN

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

OBSTACLES AND STRUCTURES

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

CROSSING OBSTACLES

A fighter can cross an obstacle as they move; each 1" they move across the obstacle uses 2" of their movement.

PLATFORMS

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

FALLING HAZARDS

A fighter is at risk of falling while they are within ½" of the edge of a platform. If a fighter in this position goes from Standing to Prone (for instance, when Pinned by enemy fire), an Initiative check must be made for them. If the check fails, or a natural 1 is rolled, they fall from the platform (see page 10). If the fall was triggered by an attack, the hit from the attack is resolved before the hit from the fall.

RAILINGS

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

DIFFICULT TERRAIN

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

SLOWED MOVEMENT

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

DUCTWAYS AND PITFALLS

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

NAVIGATING THE SECTOR MECHANICUS

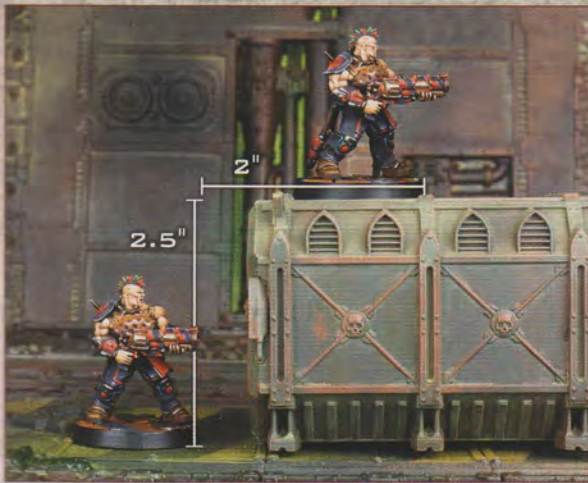
The rules for Barricades and Obstacles on page 47 of the *Necromunda: Underhive* rulebook are not used in Sector Mechanicus games.

STEPPING UP

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

CLIMBING

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



In this example, the fighter climbs 2.5" and moves 2" horizontally (which counts as 5" of movement) – this means they have moved a total of 7". Note that Goliath gangsters have a Movement characteristic of 4", meaning that it would take two Move actions to reach the top of the container.

LADDERS

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



In this example, the fighter climbs 5" and moves 3" horizontally (if they were not climbing a ladder, this would be counted as 10"). Again, it would take both of the fighter's actions to make this climb.

OVERHANGS

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



In this example, the overhang is less than 1" so the fighter can traverse it.

JUMPING DOWN

A fighter can attempt to jump down to a lower level during their move instead of climbing down. They can also leap to a lower platform, but must test to jump down once they have crossed the gap. The vertical distance does not count towards their movement, but they must make an Initiative check after moving to the lower level. Apply the following modifiers based on the vertical distance they moved (rounding up to the nearest inch), see the table below. If the result is less than the fighter's Initiative (even if a natural 6 is rolled), they are immediately Pinned and suffer a hit as if they had fallen (see page 10). If the check is passed, they can continue their move.

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



LEAPING GAPS

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

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

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

The two platforms do not have to be the same height. A fighter can leap to a platform that is up to 2" higher than their current level. They can also leap to a lower platform, but must test for Jumping Down (see page 9) once they have crossed the gap.



In this example, the ganger is leaping across the gap from left to right. He pauses at the edge of the gap, then an Initiative check is made. It passes, so he continues his move; if it had failed, he would have fallen. Also, note that if he did not have sufficient Movement for his base to end fully on the right-hand platform, he would not have been able to attempt the leap.

FALLING

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

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

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

If a falling fighter lands within ½" of a platform edge, they must make an Initiative test to see whether they fall again, as though they had gone from standing to Pinned within ½" of the edge (see page 8).



'SPIKE' BORGON,
DOG SOLDIERS,
HOUSE GOLIATH

CAMPAIGNS

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

WHAT IS A CAMPAIGN?

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

CAMPAIGN VS SKIRMISH

With the introduction of campaign games to Necromunda, it is necessary to lay out some terminology. Broadly, Necromunda games will be either skirmish games or campaign games. Skirmish games are the pick-up-and-play battles that exist outside of a campaign, including the scenarios from *Necromunda: Underhive* and any other one-off battles. Campaign games are the battles that take place as part of a campaign, and use all of the requisite additional rules.



KILL-COIN,
JAW BREAKERS,
HOUSE GOLIATH

RUNNING A CAMPAIGN HOW A CAMPAIGN WORKS

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

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

THE ARBITRATOR

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

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

ZONE NAMES

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

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

Designer's Note: Campaign Newsletters

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

ZONES

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

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

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

TURF WARS AND CYCLES

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

Designer's Note: What are we fighting for?

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

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

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

APOTHEOSIS

Each Turf War ends with an Apotheosis – a climactic series of battles to determine which of the gangs comes out on top. Apotheosis is described in more detail on page 26.

EXAMPLE: STARTING A CAMPAIGN

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

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

Designer's Note: Keeping it Short

Although it might be tempting to run an extended campaign that lasts several months – or, indeed, runs indefinitely – we don't recommend it. In our experience, campaigns that don't have a definite end point only run until players get distracted, or until one player gets so far ahead that they are nigh unbeatable! This is never a good way to end a campaign, especially if the Arbitrator's been putting a lot of work into it. Trust us – keep your campaigns short, snappy and action-packed, and players will be crying out to start a new Turf War!

CAMPAIGN BATTLES

Playing a game which is part of a campaign has a few more steps than a skirmish battle – for a start, the choice of scenario and the fighters in each crew mean a lot more in the context of a campaign. Immediately before playing a Campaign battle, players must follow the pre-battle sequence as detailed on page 20. Then, once the battle has been completed, they must follow the post-battle sequence as detailed on page 22.

GANGS IN CAMPAIGNS

Each player taking part in a campaign controls one gang – although the Arbitrator may be tempted to allow players to control more than one gang, this generally leads to complications down the line. Each gang is a living thing – it will gain and lose fighters, and those fighters will learn new skills or suffer crippling injuries. Should a player wish, they can retire their gang during Downtime and start with a new gang for the next Turf War.



FOUNDING A GANG FOR A CAMPAIGN

Before the campaign begins, each player must found a gang. The rules for founding a gang in a campaign are different from those found in the *Necromunda: Underhive* rulebook. Each gang has a starting budget of 1,000 credits, and must be created using the House Lists on pages 45-51 of this book (or any additional House Lists that are released in the future). This budget can be spent on fighters (following the restrictions in each House List) and equipment from that House's Equipment List; any credits that are not spent are added to the gang's Stash and stored away for later use.

A blank Fighter card must be completed for each fighter in the gang, and a gang roster (see page 15) must be completed to record all of the gang's details.

GANG ATTRIBUTES

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

GANG RATING

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

REPUTATION

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

TURF SIZE AND SPECIAL TERRITORIES

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

At the start of each Cycle after the first, gangs draw income from their Turf, representing anything from ill-gotten credits to willing donations paid

by local hivers. By default, this is their Turf Size multiplied by 10, but it can be modified by Special Territories and other effects.

FIGHTER CAMPAIGN ATTRIBUTES

EXPERIENCE (XP)

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

ADVANCEMENTS

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

IN RECOVERY AND CAPTURED BY

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

COMPLETING A GANG ROSTER

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

The gang roster is made up of a number of elements, as shown opposite: the gang's name (1) and House (2), its Gang Rating (3), Reputation (4) and the size of its Turf (5), any special Territories (6) it controls and its Stash (7), containing any spare credits, surplus wargear, and so on. It also has a line for each fighter in the gang, with spaces for their names (8), fighter type (9), Cost (10), Experience (11) they have earned, the number of Advancements (12) they have purchased, and whether they are In Recovery (13) or have been Captured (14). Although there is a limited number of rows, a gang does not have an upper limit on the number of fighters it can contain; if a gang is lucky enough to have too many fighters to fit on a single gang roster, a second roster should be used.

GANG NAME

1

HOUSE

2

GANG RATING REPUTATION TURF SIZE

3

4

5

SPECIAL TERRITORIES

6

STASH

7

FIGHTER NAME

B

TYPE

9

COST

10

XP

11

ADV

12

REC

13

CAPTURED BY

14

CAMPAIGN BATTLES

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

GAINING EXPERIENCE

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

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

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

A fighter who Rallies (see page 63 of the *Necromunda: Underhive* rulebook) gains 1 Experience for having the courage to return to the fight.

ADVANCEMENTS

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

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

For example, a Champion already has an Advancement, which has increased their Initiative by 1. If they wish to increase their Movement by 1", the cost will be 7 XP (the base cost of 5 XP, plus 2 for the Advancement they already have).

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

GANGERS

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

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

SPECIALISTS

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

MAXIMUM CHARACTERISTICS

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

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



SKILLS

Skills can be obtained by Leaders, Champions and Juves (as well as Gangers who have become Specialists). The skills that are available are divided into eight sets: Agility, Brawn, Combat, Cunning, Ferocity, Leadership, Shooting and Savant.

Each House fights in its own way, and this is reflected by the skill sets that are available to them. A fighter has different levels of access to sets depending on their House and their type; for example, Goliath Champions can gain Brawn skills more easily than Escher Juves! In each House list (see page 45 onwards), there is a section showing the skill set access for that House. Fighters have Primary access to some skill sets, making it easiest to gain skills from those sets, and Secondary access to others, which have a higher cost. Fighters can access skills from other sets, but the cost is higher still.

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

GAINING A SKILL

When a fighter gains a skill, it will either be chosen or determined randomly, depending on how much XP is spent. Choosing a skill is simply a case of turning to the Skills section (see page 40) and picking a skill from the relevant set. To determine a random skill, the player declares which set they are generating the skill from, rolls a D6 and looks up the result on the table below (re-rolling if the fighter already has that skill). In either case, the skill is added to the fighter's card.

LASTING INJURIES

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

For example, a fighter with Toughness 3 has already suffered two *Flesh Wounds*. They are wounded by a plasma gun firing on Maximal Power, which has Damage 3, so three *Injury Dice* are rolled. The result is two *Flesh Wounds* and one *Out of Action*. The first *Flesh Wound* reduces the fighter's Toughness to 0, taking them *Out of Action*. The second *Flesh Wound* wound puts their Toughness even lower, so it is treated as a second *Out of Action*. As a result, three *Lasting Injury* rolls are made.

GOING INTO RECOVERY

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

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

D66 Lasting Injury

11	Lesson Learned. The fighter goes into recovery, but gains D3 Experience.
12-26	Out Cold. The fighter misses the rest of the battle, but avoids any long-term injuries.
31-45	Grievous Injury. The fighter goes into recovery.
46	Humiliated. The fighter goes into recovery. In addition, their Leadership and Cool are each decreased by 1.
51	Head Injury. The fighter goes into recovery. In addition, their Intelligence and Willpower are each decreased by 1.
52	Eye Injury. The fighter goes into recovery. In addition, their Ballistic Skill is decreased by 1.
53	Hand Injury. The fighter goes into recovery. In addition, their Weapon Skill is decreased by 1.
54	Hobbled. The fighter goes into recovery. In addition, their Movement characteristic is reduced by 1".
55	Spinal Injury. The fighter goes into recovery. In addition, their Strength characteristic is reduced by 1.
56	Enfeebled. The fighter goes into recovery. In addition, their Toughness characteristic is reduced by 1.
61-65	Critical Injury. The fighter is in critical condition – if their injury is not successfully treated by a visit to the Doc (see page 23) in the post-battle sequence, they will die.
66	Memorable Death. The fighter is killed instantly – not even a visit to the Doc can save them. If the injury was caused by an attack, the attacker gains one additional Experience.

CHARACTERISTIC PENALTIES

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

MINIMUM CHARACTERISTICS

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

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

SUCCUMBING TO INJURIES

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

BEING CAPTURED

If only one gang has fighters on the battlefield at the end of the battle, there is a chance that they might capture a fallen enemy. Roll 2D6 and add the number of opposing fighters who went Out of Action (including those who have succumbed to their injuries). If the result is 13 or greater, shuffle together the Fighter cards of any enemy fighters who went Out of Action and draw one at random – that fighter is captured. Fighters who have suffered a Critical Injury cannot be captured (they are left for dead!); if their card is drawn, discard it and draw again. Fill in the Captured By box on the gang roster for that fighter, noting down the gang that has captured them.

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

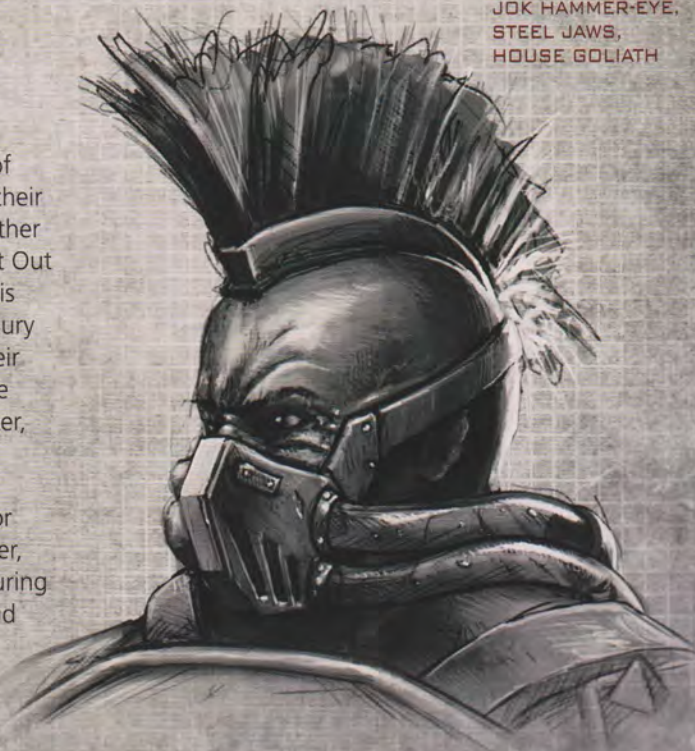
CAPTURED FIGHTERS

Once a fighter has been captured, their gang has one chance to attempt to free them. The next time the same two gangs fight, the captured fighter's controlling player can declare that they will attempt a rescue mission. This supersedes the Determine Scenario step of the pre-battle sequence (see page 20) – instead, the Rescue Mission scenario is played, as per page 64.

If the gang does not wish to attempt the Rescue Mission scenario, and a different scenario is played, the capturing gang can choose to sell them to the Guilders (see page 23) in the post-battle sequence of that battle or any subsequent battle (they might wish to keep their captive, especially if they have the Mine Workings territory). If the fighter is still captured next time the two gangs fight, the captured fighter's controlling player can once again attempt a rescue mission.

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

JOK HAMMER-EYE,
STEEL JAWS,
HOUSE GOLIATH



FLEEING THE BATTLEFIELD

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

Once a gang has bottled out (whether voluntarily or by failing a Bottle test), the controlling player can declare that the gang will flee the battlefield at the start of any Action phase. Any Active and Pinned fighters from their gang immediately flee the battlefield, as described on page 63 of the *Necromunda: Underhive* rulebook. Engaged fighters must first attempt to break away from their fight – make an Initiative check for each of them. If the check is passed, they flee, but if it fails, they are Seriously Injured. Once the gang that has declared it will flee has only Seriously Injured fighters on the battlefield, the battle ends. Roll to see whether fighters succumb to their injuries or are captured as normal.

THE PRE-BATTLE AND POST-BATTLE SEQUENCES

In a campaign, there are additional steps that take place before and after a battle, as listed below. They must be followed in the order shown, and must be done while both players are present.

THE PRE-BATTLE SEQUENCE

The pre-battle sequence has six steps:

1. Buy Advancements and Recruit Hired Guns
2. Determine Scenario
3. Set up Battlefield
4. Draw Tactics Cards
5. Choose Crews
6. Deploy

1. BUY ADVANCEMENTS AND RECRUIT HIRED GUNS

Each player can spend Experience to purchase Advancements for their fighters (see page 16). If both players wish to do so, the player with the higher Gang Rating goes first, purchasing any Advancements they wish, then the other player does so. If both players have the same Gang Rating, the winner of a roll-off chooses whether to go first or second.

Once any Advancements have been bought, players can spend credits to recruit Hired Guns (rules for these will be presented in a future supplement). Again, if both players wish to do so, the player with the higher Gang Rating goes first.

Designer's Note: Speedings Things Up

Having this step at the start of the pre-battle sequence means that players can plan ahead between battles, working out which Advancements they will purchase. There are often several options available when spending Experience, so a bit of forward planning is recommended to get the game under way in a timely fashion.

2. DETERMINE SCENARIO

To determine which scenario will be used, roll 2D6 on the following table:

2D6	Result
2-3	The player with the higher Gang Rating chooses which scenario to play. If both players have the same Gang Rating, the winner of a roll-off chooses which scenario to play. If there is an attacker and a defender, the player who chose the scenario is the attacker.
4-6	Play the Stand-off scenario (this can be found on page 55).
7-12	The player with the lower Gang Rating chooses which scenario to play. If both players have the same Gang Rating, the winner of a roll-off chooses which scenario to play. If there is an attacker and a defender, the player who chose the scenario is the attacker.

Then, the players should agree whether they will fight using the Zone Mortalis or Sector Mechanicus rules. If they cannot decide, the player who chose the scenario has the deciding vote. If neither player chose the scenario (for example, because a 4-6 was rolled on the table), the players should roll off and the winner's choice applies.

RESCUE MISSIONS

If one of the players has captured one of the other player's fighters, the captured fighter's player has the opportunity to override the Scenario table and attempt a rescue mission – see page 64.

3. SET UP BATTLEFIELD

The players now set up the battlefield. Some scenarios have special instructions for how to do this, but the default system is as follows. If both players prefer, they can ignore this system and simply set up a battlefield however they wish!

ZONE MORTALIS

Starting with the winner of a roll-off (or the defender, if the scenario has one), the players take turns to pick a board tile and place it. Each tile after the first must be placed so that at least half the length of one of its edges is touching an existing tile. A tile cannot be placed if it would make the entire board more than four tiles wide in any direction. At any time, as long as at least three tiles have been placed, a player can declare that they have finished placing tiles. Their opponent then has the opportunity to place one more tile.

Once all tiles have been placed, doors are added. If the scenario has a defender, they can place any number of doors and/or door terminals. Otherwise, starting with the winner of a roll-off, the players take turns placing a door, with a door terminal if they wish. At any time, as long as at least three doors have been placed, a player can declare that they have finished placing doors. Their opponent then has the opportunity to place one more door.

Then roll a D6 and set aside that many barricades. Starting with the defender (if there is one) or the winner of a roll-off, players take turns placing a barricade until all have been set up. Then, if there is an attacker, they can place up to two ductways; otherwise, each player (starting with the one who did not place the last barricade) sets up one ductway.

Finally, the winner of a roll-off places a loot casket anywhere on the battlefield that is not within 6" of an edge of the board. The other player then does the same, with the added restriction that it cannot be within 12" of another loot casket. Each player then rolls a D6; on a 4 or more, they can place another loot casket as long as they can follow the same restrictions.

SECTOR MECHANICUS

The players should mark out an area roughly 4'x4' to be the battlefield, and set aside a selection of terrain pieces. These should be divided into scatter terrain (e.g. barricades, crates, barrels and other small pieces) and large terrain (everything else). Starting with the winner of a roll-off (or the defender, if the scenario

has one), the players take turns placing one of the large terrain pieces anywhere on the battlefield. At any point, a player can declare that they do not wish to place any more large terrain; the other player can then place one more piece if they wish.

Then, scatter terrain is added. Starting with the winner of a roll-off (or the defender, if the scenario has one), players take turns placing up to three pieces of scatter terrain. At any point, a player can declare that they do not wish to place any more scatter terrain; the other player can then place up to three more if they wish.

Finally, the winner of a roll-off places a loot casket anywhere that is not within 6" of an edge of the battlefield. The other player then does the same, with the added restriction that it cannot be within 12" of another loot casket. Each player then rolls a D6; on a 4 or more, they can place another loot casket as long as they can follow the same restrictions.

4. DRAW TACTICS CARDS

Each player prepares their deck of Tactics cards – by default this is one copy of each Gang Tactics card, plus any House Tactics cards relating to their gang's House (for example, an Escher gang would take one of each Gang Tactics card and one of each House Escher card). If players have any additional Gang Tactics or relevant House Tactics cards (for example, any from the expansion packs or which have been made available separately, such as Event exclusive cards), these are also added to their decks. Any cards marked as 'Zone Mortalis' are left out of the deck if this is a Sector Mechanicus game, and vice versa.

Once each player's deck has been prepared and thoroughly shuffled, they draw Tactics cards as described in the scenario instructions. Unless a scenario specifically states otherwise, a player cannot draw the same card more than once, even if they own a duplicate copy.

RIGGED DOOR AND HIDDEN PASSAGE

The Rigged Door and Hidden Passage cards found in the Necromunda: Underhive boxed set are intended for use in Zone Mortalis battles only. They cannot be chosen for Sector Mechanicus battles; if either of them is drawn randomly, they should be discarded and another card should be drawn to replace it.

5. CHOOSE CREWS

Each player chooses a crew from their available fighters, using one of the following methods. The scenario will state which method is used by each player, or might instruct one or both players to use a different, bespoke method. Unless the scenario states otherwise, any fighters not included in the crew will not take any part in the battle.

RANDOM SELECTION (X)

The player first removes from their deck of Fighter cards any fighters who cannot take part in the battle (for example, because they are in Recovery or have been Captured). If their Leader or any of their Champions has multiple equipment sets, one of their Fighter cards, drawn at random, is kept in the deck – the others are removed. Then the player shuffles their deck and deals out a number of face-down cards dictated by the number shown in brackets (for example, a player using the Random Selection (D3+4) method would roll a D3, add 4 to the result and deal out that many cards). The fighters shown on these cards are the gang's crew for this scenario.

CUSTOM SELECTION (X)

The player chooses their crew, in secret, by creating a face-down pile of Fighter cards. They cannot include any fighters who cannot take part in the battle for any reason. The number in brackets shows the maximum number of fighters that can be included in the crew; if this is a random number (for example, D3+4), this should be determined before the crew is chosen. If there is no number in brackets, there is no maximum size to the crew.

6. DEPLOY

The crews are set up on the battlefield. Some scenarios have special rules for this, but the default method is as follows:

The players roll off, and the winner decides whether to take the Priority marker or give it to their opponent. Then, the player with the Priority marker chooses one of the edges of the battlefield and sets up their entire gang within 12" of that edge. The other player then sets up their gang within 12" of the opposite edge. For the first round, the player who already has the Priority marker keeps it (do not roll off in the Priority phase).

THE POST-BATTLE SEQUENCE

The post-battle sequence has six steps:

1. Wrap Up
2. Collect Income (first battle of the Cycle only)
3. Receive Rewards
4. Post-battle Actions
5. Update Roster
6. Report Results

1. WRAP UP

Each player checks to see whether any of their Seriously Injured fighters succumb to their injuries (see page 18), and whether they capture any enemy fighters (see page 19). Any other events that take place 'at the end of the battle' are triggered here. Players should also consider shaking hands, congratulating/commiserating with their opponent and sharing favourite moments from the battle – some would say this is the most important step!

2. COLLECT INCOME

If this is the gang's first battle of this Cycle, they collect income from their Turf. The gang's Turf Size is multiplied by 10, and that many credits are added to their Stash. In addition, most Special Territories generate additional income at this point.

This step is disregarded in the first Cycle of each Turf War (including the first battle of the campaign).

3. RECEIVE REWARDS

Each scenario shows a list of rewards which the gangs can receive based on their performance during the battle. Any equipment gained is added to the gang's Stash – it can be distributed to fighters in Step 5.

GAINING, LOSING AND STEALING TURF

A gang's Turf is often hard to define, and can change depending on their victories and defeats. After a gang's Turf Size increases, roll a D6 and add the amount by which it increased. On a result of 7 or more, it gains a new Special Territory.

Conversely, after a gang's Turf Size decreases, roll a D6 and subtract the amount by which it decreased. On a result of 0 or less, they lose one of their Special Territories, chosen randomly.

If a reward lets a gang steal Turf from another gang, the latter gang's Turf Size is decreased as described previously, and the stealing gang's Turf Size is increased by the same amount. Roll a D6 and subtract the amount by which the latter gang's Turf Size decreased. On a result of 0 or less, they lose one of their Special Territories, chosen randomly, and it is added to the stealing gang's roster.

GAINING AND LOSING REPUTATION

Each scenario contains a number of ways in which a gang can gain or lose Reputation. If a gang both gains and loses Reputation, any gains are applied before any losses.

4. POST-BATTLE ACTIONS

Each Leader or Champion in the gang can make one post-battle action. Each of these actions is carried out one at a time, in an order of the controlling player's choice. Fighters who are in recovery or who have been captured cannot make post-battle actions. Unless otherwise stated, the same action can be made more than once.

The actions below are always available, but others might also become available through Special Territories, skills or other means.

WORK THE GANG'S TURF

The fighter generates D6x10 credits, which are immediately added to the gang's Stash.

VISIT THE TRADING POST

The fighter attends the Trading Post, increasing the gang's chances of finding rare items. This is resolved in step 5.

SELL TO THE GUILDERS

The fighter can sell any number of captive fighters to the Guilders – as long as their gang has had a chance to rescue them (see page 19). Each captive is worth half their value, rounding up to the nearest 5 credits – this many credits are added to this gang's Stash. The captive's controlling player should be informed as soon as possible, and must delete the captive from their roster.

MEDICAL ESCORT

The fighter escorts a critically injured fellow gang member to the Doc. Pick another fighter in the gang who suffered a Critical Injury during the battle and pay 2D6x10 credits from the gang's Stash. If the gang does not have sufficient funds, or does not wish to pay the full amount, no roll is made and the fighter dies. Otherwise, roll a D6 on the table below:

D6	Result
1	Complications. The fighter dies.
2-5	Stabilised. Roll a D6 and apply the result from the Lasting Injuries table, assuming that it is the second dice of a D66 roll and the first dice rolled a 5 (in other words, a roll of 1 counts as 51, a roll of 2 counts as 52, and so on).
6	Full Recovery. The fighter goes into recovery, but suffers no lasting effects.

5. UPDATE ROSTER

These steps are carried out in order:

A. FIGHTERS RECOVER

If a fighter missed this battle because they were recovering, their Recovering box on the gang roster is cleared. They are able to take part in the next battle.

B. DELETE DEAD OR RETIRING FIGHTERS

Dead fighters are deleted from the roster. Their equipment (except for armour) is added to the gang's Stash as long as their gang had at least one fighter on the battlefield at the end of the battle, or if the fighter was taken to the Doc but still died (either because the gang could not pay for their treatment, or there were complications). Otherwise, the dead fighter's equipment is lost.

Also, at this point, the controlling player can choose to retire fighters – usually because Lasting Injuries have rendered them unfit for battle. These fighters are deleted from the roster, and their equipment is added to the gang's Stash.

Equipment in the gang's Stash can be sold or transferred to a new fighter in the next step.

LOSS OF A LEADER

If a gang's Leader is killed or is retired, a new Leader must be nominated from among the gang's Champions. If it has no Champions, the new Leader must be either a Specialist or Juve. If it has no Specialists or Juves, the new Leader is a Ganger.

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

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

C. VISIT THE TRADING POST

The gang can make any of the Trading Post actions described as follows, allowing them to hire new fighters and buy or sell equipment. The actions can be taken in any order, and there is no limit to how many times a gang can perform each one. Any spent credits are deducted from the gang's Stash; any gained credits are added to the gang's Stash.

HIRE A FIGHTER

The gang can hire a new fighter from their House list, paying for them as they did when founding the gang. No equipment is purchased for them – they receive equipment in the next step.

GANG COMPOSITION

The Gang Composition section of the House List must be honoured when hiring new fighters. For example, if a gang with a Reputation of less than 10 already has two Champions, it cannot hire any more. Similarly, if a gang has fewer Gangers (including Specialists) than its total number of Leaders, Champions and Juves, only Gangers can be hired until this is no longer the case.

RECRUIT HANGERS-ON

The gang can spend credits to add a Hanger-on to their roster (as explained in a future supplement). Their Reputation must be sufficient to allow this.

SELL UNWANTED EQUIPMENT

Any equipment in the gang's Stash can be sold. The item is deleted from the Stash, and the gang gains its value in credits, minus D6x10 (to a minimum of 5).

PURCHASE EQUIPMENT

The gang can purchase any equipment from their House Equipment list at the price shown, adding it to their Stash. They can also purchase Common equipment from the Trading Post, at the price shown. They cannot use this action to purchase Rare equipment from the Trading Post – that can only be obtained with the Seek Rare Equipment action, as follows.

SEEK RARE EQUIPMENT

This action can be taken multiple times, but is only resolved once. Roll 2D6 to determine the availability of items, adding the following bonuses:

- +2 if the gang's Leader is making a Trade post-battle action.
- +1 for each Champion making a Trade post-battle action.
- +1 for every full 10 Reputation the gang has (for example, a gang with Reputation 24 would get +2)

The result is the Availability level – the higher it is, the rarer the equipment that is on offer. For each fighter making the action, the gang can now purchase one Rare item from the Trading Post with a Rarity value equal to or lower than the Availability level. Any items that are purchased are immediately added to the gang's Stash.

D. DISTRIBUTE EQUIPMENT

Any equipment in the gang's Stash can now be distributed among its fighters. Weapon choices must respect the restrictions shown in the gang's House list – for example, a Goliath Juve could not be equipped with a heavy bolter, as they can only be equipped with Pistols and Melee Weapons. Also, the limit of no more than three weapons must be adhered to, with Unwieldy weapons taking the space of two. Once any equipment has been added to a Fighter card, the card's credits value is updated accordingly. If the fighter is equipped with an item that has two different costs – one in the fighter's House Equipment list and the other in the Trading Post – the value in the House list takes precedence.

EQUIPMENT SETS

Leaders and Champions, enjoying the privilege of rank, often maintain a cache of weapons that allows them to equip themselves appropriately for each battle. As such, a Leader or Champion can have multiple Fighter cards, each representing a different set of equipment. An appropriate miniature should be available for each. There is no additional cost for having multiple equipment sets; the controlling player can make an additional Fighter card for a Leader or Champion at any time.

Regardless of the number of equipment sets a fighter has, they still have a single entry on the gang roster. If the fighter suffers any Lasting Injuries or gains any Advancements, they should be recorded on all of their Fighter cards. The fighter's cost, as shown on the roster, is equal to the cost of their most expensive Fighter card.

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 Leader or Champion's cards, and can even be moved to more than one.

For example, the Slaughterfists' Leader, Deg the Skinner, has two equipment sets. On one Fighter card he is equipped with a Renderizer, and on the other he has a grenade launcher and spud-jacker. The controlling player wishes to equip him with a set of frag grenades, which are currently in the gang's Stash. The grenades are removed from the Stash and could be added to either or both of the Fighter cards.

E. UPDATE GANG RATING

Recalculate the gang's Gang Rating, and update the roster accordingly. Note that this is not done until this step, meaning that any other references to the Gang Rating in the post-battle sequence are referring to the value before it is updated.

Designer's Note: Put away the Clippers

Note that once a fighter has been equipped with a weapon or item of wargear, it cannot be removed from them unless they die or are retired. Gang members become attached to their weapons, often customising them or going so far as to give them names, and asking them to part with their beloved gear would be akin to asking them to remove an arm. On a more practical point, this means that players never have to snip the weapons off their miniatures!

UPDATING MINIATURES

Each fighter in the gang must always be represented by an appropriate miniature. If a fighter gains a new weapon, it must be added to their model. Grenades and wargear are a little more flexible, and can usually be assumed to be concealed or tucked into a pocket, although players are still encouraged to model these items if possible – after all, it is very easy to forget that a fighter has a piece of wargear when it is only written on their Fighter card.

6. REPORT RESULTS

The players should report the outcome of the battle to the Arbitrator, who will update the campaign stats accordingly. The report should contain which gangs fought, the outcome of the battle (i.e., who won), and the final Gang Rating, Reputation and Turf Size of each of the gangs.

ENDING A TURF WAR

Each Turf War in a campaign only runs for a limited time, and ends with an Apotheosis – a climactic series of battles which will determine an eventual winner. Then there is a period of Downtime before a new Turf War begins.

"Territory is everything. Lose ground, lose face and lose your life. If they ain't gonna love ya, make 'em fear ya. Break a few necks, drop an obscura-fiend or two in the slop pits. A few days of that and the cattle will be dying to pay you protection money."

Gonk
'the Leg-breaker',
Goliath Hive Fiends

APOTHEOSIS

During the final Cycle of a Turf War, Apotheosis is in effect. A number of additional rules come into effect to represent the escalating clashes across the Zone(s).

ADDITIONAL RULES

During this week the following additional rules are in effect:

DESPERATION

If a gang has a lower Reputation than their opponent, they roll 2D6 when making Bottle tests, discarding the highest dice. In a multi-player battle, any gang which does not have the highest Reputation among those taking part benefits from this rule.

CONSOLIDATION

At the start of the Receive Rewards step of the post-battle sequence, the losing gang decreases its Turf Size by 1, to a minimum of 1.

IGNOMINY

If the winning gang has a lower Reputation than the losing gang, the losing gang's Reputation is decreased by 1 and the winning gang's Reputation is increased by 1. This happens in the Adjust Reputation step of the post-battle sequence in addition to any other adjustments.

THE SHOWDOWN

Once the last Cycle of the Turf War has been completed, there is a Showdown to determine which gang takes ultimate control of the Zone. If the campaign uses more than one Zone, there will be a Showdown for each.

The Arbitrator decides the two Top Dogs in the Zone. These are the two gangs with the highest Reputation (with Gang Rating used as a tiebreaker). Each of these gangs prepares for the final confrontation – they follow steps 1, 4, 5 and 6 of the post-battle sequence, collecting income as though it were the first battle in a Cycle then making post-battle actions, updating their roster and

reporting any changes to the Arbitrator. However, the Fighters Recover step of Updating the Roster is skipped – there is not enough time for fighters to recover from their injuries.

Then there is a battle between the two Top Dogs, using the Stand-Off scenario (see page 55) or an alternative Showdown scenario published elsewhere. Owing to the climactic nature of the engagement, each gang automatically passes any Bottle tests it makes, unless it wishes to voluntarily fail.

The gang who wins the Showdown becomes the Zone's Overlord, gaining a number of bonuses in the next Turf War. In the case of a draw, the gang with the higher Reputation becomes the Overlord; if this still fails to resolve an Overlord, use the higher Gang Rating, then the higher Turf Size. Carry out the post-battle sequence as normal.

DOWNTIME

Downtime is just that – a period of time during which the campaign is effectively 'on pause'. It represents the gangs settling back into their normal routine and grabbing onto any turf they still hold, their aggressions and grudges having been temporarily vented.

For the players, Downtime is a chance to relax after the events of the Apotheosis, and to take a short break from playing campaign games. The Arbitrator should decide how long the Downtime will last; they should consider what their players want, giving them enough time off to make them want to return but not leaving it long enough that people lose their enthusiasm.

THE EFFECTS OF DOWNTIME

Although Downtime does not have as much of an effect on a gang as a campaign Turf War, its fighters are not frozen in time. After their last game of a Turf War (the Showdown if they were

a Turf War (the Showdown if they were one of the Top Dogs, or their last game in the Cycle otherwise), players complete the following steps at the end of the post-battle sequence:

1. FIGHTERS RECOVER

Any In Recovery boxes on the gang roster are cleared.

2. CAPTIVES ARE RETURNED

Any Captured fighters are released. The gang that had captured them receives half their Credits value (rounding up to the nearest 5 credits).

3. EXPERIENCED JUVES ARE PROMOTED

If a Juve has five or more Advancements, they are promoted. Their characteristics and credits value are unaffected, but their Type is changed to Champion. From now on, they are treated as a Champion in all respects.

PREPARING FOR THE NEXT TURF WAR

At some point during Downtime, the Arbitrator needs to set a deadline for players to register their interest in participating in the next Turf War. This is a great opportunity for new players to join in, or for existing players to duck out if they wish.

When a player registers their interest, they need to either state that they will use their existing gang, create an offshoot gang or found a new gang.

EXISTING GANGS

Players who took part in the previous Turf War can use their existing gang, as it was at the end of the Turf War. If they were an Overlord at the end of the previous Turf War, their Turf Size stays as it is – otherwise, it is reduced by D6 (to a minimum of 1).

Then, if the gang is particularly large, it might fracture as fighters depart to seek their own fortunes, or are reallocated by their House. If the gang's Rating is

more than 2,000 (more than 3,000 if they were the Overlord in the previous Turf War), the player must reduce their Gang Rating to below this amount by retiring fighters, deleting them from their gang roster.

OFFSHOOT GANGS

Players who took part in the previous Turf War can instead choose to create an Offshoot gang. This is the same as founding a new gang – they have a budget of 1,000 credits, as normal – but follows these steps:

1. NOMINATE A LEADER

The player picks a Champion from their former gang to be the Leader of their new gang. This Champion's Fighter card(s) are transferred to the new gang, and they are added to the new gang roster. They must be paid for, in full, at the cost shown on their old gang roster.

2. CHOOSE FOLLOWERS

The player can pick up to two Juves from their old gang to transfer across to the new gang in the same way. They can also pick up to half of the Gangers in their old gang.

BRING IN NEW BLOOD

The player can purchase new fighters from their House list with any remaining credits in their budget, as though they were founding a gang from scratch.

Any fighters transferred to the new gang are deleted from the old gang roster. The old gang does not take part in the new Turf War, but could potentially come back for a later one.

NEW GANGS

This is the only option for new players, but existing players can take this option if they wish to try something new. The player founds a new gang as they would at the start of the campaign, with a budget of 1,000 credits.

ALLOCATING ZONES

Once the registration deadline has been reached and all gangs have been submitted to the Arbitrator, they should be split into Zones (if multiple Zones are being used). This is done in the same way as at the start of the campaign, with the exception that Overlords always return to the Zone they were in previously.

A NEW TURF WAR BEGINS

When the Arbitrator is satisfied that all players are ready, a start date can be set for a new Turf War. Again, they will need to set the length of a Cycle and how many Cycles will be in the Turf War.

BUYING BACK FIGHTERS

If any fighters are retired at this point, the controlling player should keep their Fighter cards, marking on them how many Advancements the fighter has received. When hiring fighters at the Visit the Trading Post step of the post-battle sequence during the subsequent Turf War, a player can re-hire one of their retired fighters by paying their full credits cost. They return with 0 Experience, but their full number of Advancements.

CAMPAIGN REFERENCE

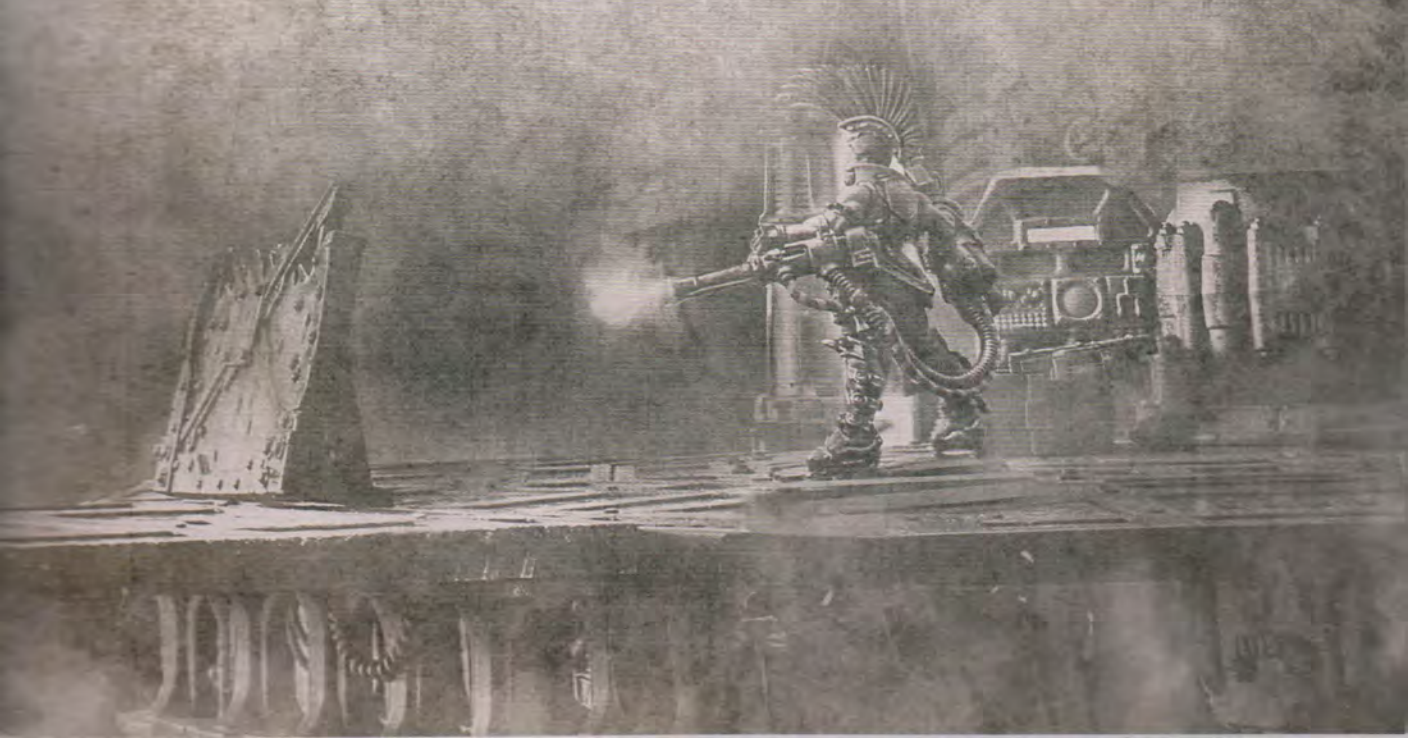
This section gathers together Special Territories, the Trading Post, the Underhive Armoury and Skills, all of which are commonly referenced during a campaign.

SPECIAL TERRITORY TABLE

Whenever a gang gains a special territory, the controlling player rolls a D66 on the table below:

D66	Territory	Rules
11-16	Chem-pit	When the gang collects income, the controlling player can choose an available Ganger from their gang to work the chem-pit and rolls 2D6. If the result is a double, the Ganger suffers a mishap and a Lasting Injury roll is made for them. Otherwise, multiply the result by 10 and add it to the gang's Stash.
21-23	Settlement	When the gang collects income, each Settlement they control generates a free Juve. The Juve can be added to the gang roster (as long as this would not cause there to be fewer Gangers than other fighters in the gang), or can be sent to work elsewhere in the House, earning the gang a 10 credit finders' fee.
24-26	Mine Workings	When the gang collects income, select up to three available Gangers from their gang and roll a D6 for each. If a dice rolls a 1, that Ganger is caught in a collapse and goes into recovery. Otherwise, multiply the result by 10 and add this many credits to the gang's Stash. If the gang has any Captives, each one can be sent into the mines in place of a Ganger. If a 1 is rolled for a Captive, they generate no income but do not go into recovery – it is assumed that their time in captivity is enough to recover.
31-33	Tunnel Network	Each Tunnel Network controlled by the gang allows up to two fighters to infiltrate the battlefield. Infiltrating fighters must be part of the crew for a battle, but instead of being set up on the battlefield they are placed to one side (the controlling player must declare that they are crawling through the tunnels). At the end of the first round, the controlling player nominates any spot on the ground surface of the battlefield and sets up each infiltrating fighter within 2" of that spot. If the gang controls more than one Tunnel Network, the player nominates one spot for each and sets up a maximum of two infiltrating fighters within 2" of each.

D66	Territory	Rules
33-36	Vent Network	Each Vent Network controlled by the gang allows up to two fighters to infiltrate the battlefield when playing a Sector Mechanicus scenario. Infiltrating fighters must be part of the crew for a battle, but instead of being set up on the battlefield, they are placed to one side (the controlling player must declare that they are crawling through the vents). At the end of the first round, the controlling player nominates any spot at least 3" above ground level and sets up each infiltrating fighter within 2" of that spot. If the gang controls more than one Vent Network, the player nominates one spot for each and sets up a maximum of two infiltrating fighters within 2" of each.
41-43	Drinking Hole	When the gang collects income, multiply their Reputation by 10 (to a maximum of 80) and add this many credits to their Stash.
44-46	Guilder Contact	If the gang sells a captured fighter to the Guilders, they receive credits equal to their full value rather than half of it. In addition, if one of the gang's fighters is sold to the Guilders, roll a D6. On a 4 or more they are returned to their gang, along with any equipment – the gang who sold them still receives payment as usual.
51-53	Friendly Doc	Reduce the cost of any Medical Escort post-battle actions made by the gang (see page 23) by 10 credits, to a minimum of 0.
54-56	Workshop	Once per post-battle sequence, when visiting the Trading Post, a fighter making a Trade action can purchase an item with a Rarity value up to two higher than the Availability level.
61-63	Gambling Den	When the gang collects income, roll up to 5D6 – the more dice rolled, the more the games have been rigged against the patrons. Any dice that score a 5 or a 6 are discarded; the total of any remaining dice is multiplied by 10, and that many credits are added to the gang's Stash. If at least three dice are discarded, the patrons have caught wind of the rigged games and the den's owners are run out of town. The territory is deleted from the gang's roster.
64-66	Spore Cave	When the gang collects income, the controlling player can choose an available Ganger from their gang to gather spores and roll a D6. If the result is a 2 or more, multiply it by 20 and add this many credits to the gang's Stash. If the result is a 1, the Ganger contracts spore sickness. They go into recovery, but mark this with an S instead of a tick. Whenever their In Recovery box should be cleared (at the end of a battle, for example), roll a D6 – on a 4 or more they recover, but on a 1-3 they stay in recovery.



THE TRADING POST

The Trading Post represents the various markets, traders and caravans where gangs can barter for weapons and equipment. Whereas the House Equipment lists provide commonly-used equipment for each House's gangs, the Trading Post lets them expand their arsenal beyond the norm. Note that some weapons and wargear that are found on House Equipment lists do not appear here; these items are preciously guarded by each House, and are not available on the open market. Also, note that some items are cheaper in the House Equipment lists, and that some items listed as Rare here are available in the House Equipment lists; this is intentional, representing the increased availability of those items to specific Houses. This list is not exclusive and much more equipment will be added in future supplements.

BASIC WEAPONS

Item	Price	Rarity
Autogun	15	Common
Lasgun	15	Common
Shotgun with solid and scatter ammo	30	Common
Combat shotgun with salvo and shredder ammo	70	Rare (7)

PISTOLS

Item	Price	Rarity
Stub gun	5	Common
Autopistol	10	Common
Laspistol	10	Common
Plasma pistol	50	Rare (9)
Combi-pistol (stub gun/plasma pistol)	65	Rare (11)

SPECIAL WEAPONS

Item	Price	Rarity
Grenade launcher with frag and krak grenades	65	Rare (8)

CLOSE COMBAT WEAPONS

Item	Price	Rarity
Club, maul or hammer	5	Common
Axe	15	Common
Fighting knife	15	Common
Power sword	50	Rare (9)

GRENADES

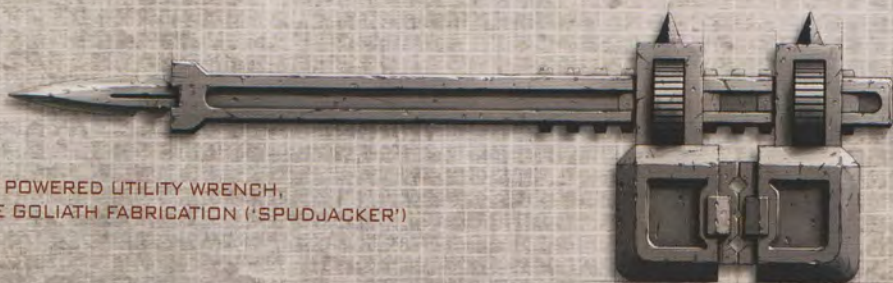
Item	Price	Rarity
Frag grenades	30	Common
Krak grenades	45	Rare (8)
Choke gas grenades	50	Rare (9)

WARGEAR

Item	Price	Rarity
Filter plugs	10	Common
Drop rig	10	Common
Skinblade	10	Common
Respirator	15	Common
Strip kit	15	Common
Armoured undersuit	25	Rare (7)
Grapnel launcher	25	Common
Bio-scanner	30	Rare (8)
Medicae kit	30	Rare (9)
Photo-goggles	35	Rare (9)
Bio-booster	35	Rare (11)
Grav-chute	50	Rare (10)
Ammo cache	60	Rare (8)

RARITY

Each item in the Trading Post has a Rarity, denoting how hard it is to source. Common items are a regular sight, and can be purchased from any number of vendors, while Rare items must be sought out by a Leader or Champion – the number in brackets after Rare shows how difficult it will be to find them.



HEAVY POWERED UTILITY WRENCH,
HOUSE GOLIATH FABRICATION ('SPUDJACKER')

WEAPON ATTACHMENTS

When a weapon attachment is given to a fighter, it must be attached to one of their weapons. Each attachment lists the type of weapons that it can be fixed to. The attachment's name is added to the weapon's Traits, and its cost is added to the fighter's card. A weapon can have multiple attachments, but can only have one gunsight.

Item	Price	Rarity
Gunshroud (Basic, Pistol)	20	Rare (8)
Laz-projector	35	Rare (9)
Pistol, Basic, Special)		
Suspensor (Heavy)	60	Rare (10)
Gunsights (maximum of one per weapon)		
Telescopic sight	25	Common
Pistol, Basic, Special)		
Mono-sight	35	Rare (9)
Basic, Special, Heavy)		
Infra-sight (Pistol,	40	Rare (8)
Basic, Special, Heavy)		

SPECIAL AMMUNITION

Special Ammunition can only be taken by a fighter who is already equipped with the correct type of weapon. The ammunition is added as an additional profile to the fighter's weapon.

STUB GUNS

Item	Price	Rarity
Dumdum rounds	5	Common

SHOTGUNS

Item	Price	Rarity
Inferno shells	15	Rare (8)
Executioner shells	20	Rare (9)

COMBAT SHOTGUNS

Item	Price	Rarity
Firestorm shells	30	Rare (8)

GRENADE LAUNCHERS

Item	Price	Rarity
Smoke bombs	15	Common
Choke gas grenades	35	Rare (9)
Scare gas grenades	45	Rare (10)

COMBI-WEAPONS

In the Trading Post, and some House Equipment lists, combi-weapons are available for purchase. These weapons combine two other weapons in a single package, making them more versatile at the cost of ammo capacity and reliability. A combi-weapon will have its two weapons listed in parentheses, and both profiles are written on the fighter's card. However, each profile also gains the Combi Trait. Plasma weapons that are part of a combi-weapon do not have their Maximal Fire profile, as the combi adaptation reduces their cooling capability to the point where such a fire mode would be suicidal!

'BONE REAPER' KORAK,
JAW BREAKERS,
HOUSE GOLIATH



"A crew is only as well armed as its lowest ganger."

Underhive saying,
Hive Ceres

UNDERHIVE ARMOURY

This section contains rules for all of the weapons, armour and wargear available in the Trading Post and House Equipment lists, including those found in *Necromunda: Underhive*. It also contains a full list of Weapon Traits.

PISTOLS

Weapon	Rng		Acc		S	AP	D	Am	Traits
	S	L	S	L					
Autopistol	4"	12"	+1	-	3	-	1	3+	Pistol, Rapid Fire (1)
Bolt pistol	6"	12"	+2	-	4	-1	2	6+	Pistol
Laspistol	8"	12"	+1	-	3	-	1	2+	Pistol, Plentiful
Plasma pistol – low	6"	12"	+2	-	5	-1	2	5+	Pistol, Scarce
Plasma pistol – maximal	6"	12"	+1	-	7	-2	3	5+	Pistol, Scarce, Unstable
Stub gun	6"	12"	+2	-	3	-	1	4+	Pistol, Plentiful
– with dumdummy rounds	5"	10"	+1	-	4	-	1	4+	Limited
Plasma/stub combi-pistol									
- Stub gun	6"	12"	+2	-	3	-	1	4+	Combi, Pistol
- Plasma pistol - low	6"	12"	+2	-	5	-1	2	5+	Combi, Pistol, Scarce

BASIC WEAPONS

Weapon	Rng		Acc		S	AP	D	Am	Traits
	S	L	S	L					
Autogun	9"	24"	+1	-	3	-	1	4+	Rapid Fire (1)
Combat shotgun – salvo	4"	12"	+1	-	4	-	2	4+	Knockback, Rapid Fire (1)
Combat shotgun – shredder	-	T	-	-	2	-	1	4+	Scattershot, Template
Combat shotgun – firestorm	-	T	-	-	5	-1	1	6+	Blaze, Limited, Template
Lasgun	18"	24"	+1	-	3	-	1	2+	Plentiful
Sawn-off shotgun	4"	8"	+2	-	3	-	1	6+	Plentiful, Scattershot
Shotgun – solid	8"	16"	+1	-	4	-	2	4+	Knockback
Shotgun – scatter	4"	8"	+2	-	2	-	1	4+	Scattershot
Shotgun – executioner	4"	16"	-1	+1	4	-2	2	6+	Knockback, Limited
Shotgun – inferno	4"	16"	+1	-	3	-	1	5+	Blaze, Limited

HEAVY WEAPONS

Weapon	Rng		Acc		S	AP	D	Am	Traits
	S	L	S	L					
'Krumper' rivet cannon									
- Rapid fire	3"	9"	+2	-	4	-1	2	3+	Rapid Fire (1), Unwieldy
- Super-heated	3"	9"	+2	-	6	-2	2	3+	Blaze, Unwieldy

SPECIAL WEAPONS

Weapon	Rng		Acc		S	AP	D	Am	Traits
	S	L	S	L					
Grenade launcher									
- Frag grenade	6"	24"	-1	-	3	-	1	6+	Blast (3"), Knockback
- Krak grenade	6"	24"	-1	-	6	-2	2	6+	-
- Choke gas grenade	6"	24"	-1	-	-	-	-	5+	Blast (3"), Gas, Limited
- Scare gas grenade	6"	24"	-1	-	-	-	-	6+	Blast (3"), Fear, Gas, Limited
- Smoke grenade	6"	24"	-1	-	-	-	-	4+	Smoke
'Nightshade' chem-thrower	-	T	-	-	-	-	-	5+	Gas, Template
Needle/bolter combi-weapon									
- Boltgun	12"	24"	+1	-	4	-1	2	6+	Combi, Rapid Fire (1)
- Needle rifle	9"	18"	+1	-	4	-1	-	6+	Combi, Scarce, Toxin

CLOSE COMBAT WEAPONS

Weapon	Rng		Acc		S	AP	D	Am	Traits
	S	L	S	L					
Axe	-	E	-	-	+1	-	1	-	Disarm, Melee
Fighting knife	-	E	-	-	S	-1	1	-	Backstab, Melee
Power hammer	-	E	-	-	+1	-1	2	-	Melee, Power
Power sword	-	E	-	-	+1	-2	1	-	Melee, Parry, Power
'Renderizer' serrated axe	-	E	-	-	+2	-1	2	-	Melee, Pulverise, Unwieldy
Shock whip	E	3"	-	-	+1	-	1	-	Shock, Melee, Versatile
Stiletto knife	-	E	-	+1	S	-	1	-	Melee, Toxin
Stiletto sword	-	E	-	-	S	-1	1	-	Melee, Parry, Toxin

GRENADES

Weapon	Rng		Acc		S	AP	D	Am	Traits
	S	L	S	L					
Choke gas grenade	-	Sx3	-	-	-	-	-	5+	Blast (3"), Gas, Grenade
Frag grenade	-	Sx3	-	-	3	-	1	4+	Blast (3"), Grenade, Knockback
Krak grenade	-	Sx3	-	-1	6	-2	2	4+	Demolition, Grenade
Photon flash flare	-	Sx3	-	-	-	-	-	5+	Blast (5"), Flash, Grenade
Scare gas grenade	-	Sx3	-	-	-	-	-	6+	Blast (3"), Fear, Gas, Grenade
Smoke bomb	-	Sx3	-	-	-	-	-	4+	Grenade, Smoke

"They say there's been gangs in these zones longer than there's been rats living under them."

Bad Zeke,
Mercenary Scum,
Hive Primus

ARMOUR

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

FLAK ARMOUR

Flak armour grants a 6+ save roll. Against weapons that use a Blast marker, 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 made by fighters who are within the fighter's vision arc (the 90° arc to their front); check this before the target is Pinned. If it is not clear whether the attacker is within the target's front arc, use a Vision Arc template to check – if the centre of the attacker's base is within the arc, 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 target does not have a facing (for example, if they are Prone) use the 6+ save roll.

MESH ARMOUR

Mesh armour grants a 5+ save roll.

WARGEAR

AMMO CACHE

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

Each ammo cache must be set up within 1" of one of their fighters, and within their deployment zone if the scenario has one. It is then deleted from the gang's Stash. During the battle, ammo caches follow the rules on page 66 of the *Necromunda: Underhive* rulebook.

BIO-BOOSTER

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

BIO-SCANNER

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

CHEM-SYNTH

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

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

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.

GRAPNEL LAUNCHER

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

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

GRAV-CHUTE

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

MEDICAE KIT

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

ARMoured UNDERSUIT

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

PHOTO-GOGGLES

A fighter with photo-goggles can attack through smoke clouds (see page 39), and is unaffected by low-light conditions. In addition, if they are hit by a Flash weapon, add 1 to the result of the Initiative test to see whether they are Pinned.

RESPIRATOR

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

SKINBLADE

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

STIMM-SLUG STASH

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

STRIP KIT

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

WEAPON ATTACHMENTS

INFRA-SIGHT (PISTOLS, BASIC, SPECIAL AND HEAVY WEAPONS)

Weapons with the Rapid Fire Trait cannot be fitted with an infra-sight. A weapon with an infra-sight can be used to attack through smoke clouds (see page 39), and is unaffected by low-light conditions. In addition, there is no hit modifier when the weapon targets a fighter in partial cover, and a -1 modifier (instead of -2) when it targets a fighter in full cover.

GUNSHROUD (BASIC WEAPONS AND PISTOLS)

In scenarios that use the Sentries special rules, there is no test to see whether the alarm is raised when a weapon with a gunshroud is fired.

LAS-PROJECTOR (PISTOLS, BASIC AND SPECIAL WEAPONS)

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

MONO-SIGHT (BASIC, SPECIAL AND HEAVY WEAPONS)

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

SUSPENSOR (HEAVY WEAPONS)

A weapon with a Suspensor loses the Unwieldy Trait with regards to the restrictions on page 39.

TELESCOPIC SIGHT (PISTOLS, BASIC AND SPECIAL WEAPONS)

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

WEAPON TRAITS

BACKSTAB

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

BLAST (3"/5")

The weapon utilises a Blast marker, as described in the *Necromunda: Underhive* 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 catch fire – place a Blaze marker on their Fighter card. When a fighter with a Blaze marker is activated, roll a D6, adding 1 to the result for each other Active friendly fighter within 1". On a 6 or more, the flames go out – the Blaze marker is removed and they can act as normal. Otherwise, they suffer an immediate Strength 3, AP -1, Damage 1 hit; if they are standing, they move 2D6" in a random direction (determined using the Scatter dice, and stopping if they would move within 1" of an enemy), and their action ends.

A fighter with a Blaze marker can never make any other actions, and cannot make attacks in any way (including Reaction attacks). Alternatively, when an Active or Pinned fighter is activated, they can make a Double action and become Pinned (if they are not already) to add 4 to the result of the roll to see whether the flames go out.

COMBI

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

DEMOLITION

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 during that combat – they make unarmed attacks instead.

FLASH

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

GAS

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

GRENADE

The weapon uses the Grenade rules, as described in the *Necromunda: Underhive* rulebook.

'STUMPER' NOOK,
STEEL BRUTES,
HOUSE GOLIATH



KNOCKBACK

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

If a Blast weapon has the Knockback Trait, roll a D6 for each fighter that is hit. If the result is equal to or higher than their Strength, they are Knocked Back as described above – however, they are moved directly away from the 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 (re-rolling hits).

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.

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).

MELEE

This weapon can be used during close combat attacks.

PARRY

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

PISTOL

Pistols can be used to make ranged attacks, and can also be used in close combat as described in the *Necromunda: Underhive* rulebook. Note that their Accuracy bonus only applies when shooting.

PLENTIFUL

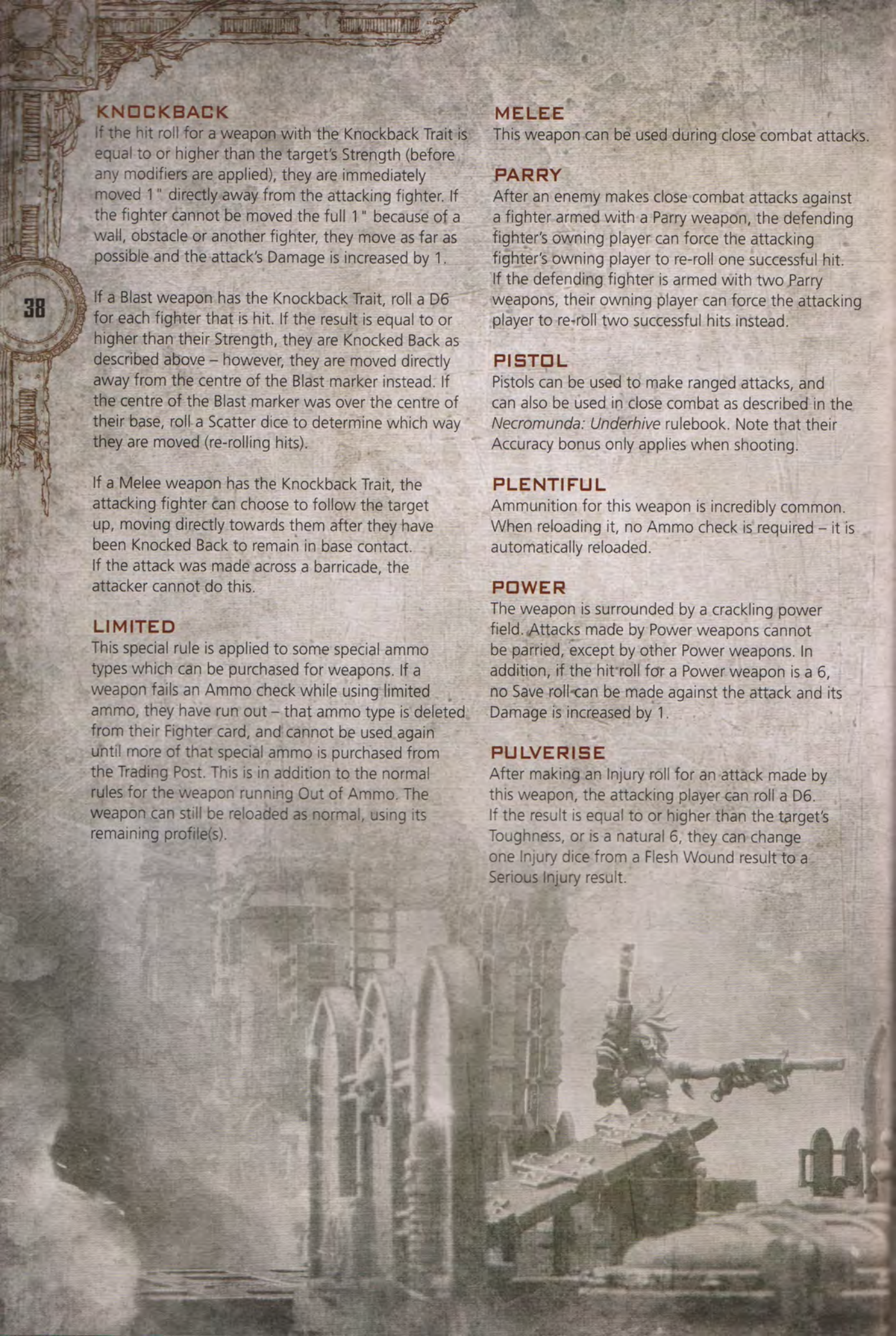
Ammunition for this weapon is incredibly common. When reloading it, no Ammo check is required – it is automatically reloaded.

POWER

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

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.

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.

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).

SMOKE

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

TEMPLATE

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

TOXIN

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

UNSTABLE

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

UNWIELDY

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

SKILLS

This section lists all of the skills that are available to fighters. Each entry in the section lists the skill's name, its set (in parentheses) then its rules.

The following table summarises each of the skill sets, and can be used (by rolling a D6) to determine a random skill from one of the sets.

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

SKILLS

BACKSTAB (CUNNING)

Any close combat weapons used by this fighter gain the Backstab Trait. If they already have the Trait, add 2 to the attacker's Strength rather than 1 when the Trait is used.

BALLISTICS EXPERT (SAVANT)

When this fighter makes an Aim action, make an Intelligence check for them. If it passes, they gain an additional +1 modifier to their hit roll.

BERSERKER (FEROCITY)

When this fighter makes close combat attacks as part of a Charge action, they roll an additional Attack dice.

BULL CHARGE (BRAWN)

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

BULGING BICEPS (BRAWN)

If any weapons carried by the fighter have the Unwieldy trait, the effects of Unwieldy are ignored.

CATFALL (AGILITY)

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

CLAMBER (AGILITY)

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

COMBAT MASTER (COMBAT)

The fighter never suffers penalties to their hit rolls for interference, and can always grant assists regardless of how many enemy fighters they are engaged with.

COMMANDING PRESENCE (LEADERSHIP)

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

CONNECTED (SAVANT)

This fighter can make a Seek Rare Item action in the post-battle sequence (see page 22) in addition to any other actions they make (meaning they could even make two Seek Rare Item actions). They cannot do this if they are not able to make any actions.

COUNTER-ATTACK (COMBAT)

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

DISARM (COMBAT)

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

CRUSHING BLOW (BRAWN)

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

DODGE (AGILITY)

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

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

ESCAPE ARTIST (CUNNING)

When this fighter makes a Retreat action, add 2 to the result of the Initiative check (a natural 1 still fails). In addition, if this fighter is Captured at the end of a battle, roll a D6. On a result of 2 or more, they slip away and are not captured.

EVADE (CUNNING)

If an enemy targets this fighter with a ranged attack, and this fighter is Active and not in Partial cover or Full cover, there is an additional -1 modifier to the hit roll, or a -2 modifier if they are at Long range.

FAST SHOT (SHOOTING)

This fighter treats the Shoot action as Simple rather than Basic as long as they do not attack with an Unwieldy weapon for either action.

FEARSOME (FEROCITY)

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

FIXER (SAVANT)

In the Gain Rewards step of the post-battle sequence, as long as this fighter is not captured or in recovery, their gang earns an additional D3x10 credits. Note that they do not need to have taken part in the battle.

GUNFIGHTER (SHOOTING)

If the fighter attacks with two pistols (see page 58 of the *Necromunda: Underhive* rulebook), they do not suffer the -1 penalty to the hit rolls and can, if they wish, target a different enemy with each pistol.

HEADBUTT (BRAWN)

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

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



KILL-COIN.
STEEL BRUTES SUB-GANG,
HOUSE GOLIATH

HIP SHOOTING (SHOOTING)

If the fighter is Active, they can make the following action:

RUN AND GUN (DOUBLE) – The fighter makes a Double Move then makes an attack with a Ranged weapon. The hit roll has an additional -1 modifier, and Unwieldy weapons cannot be used.

HURL (BRAWN)

If the fighter is Active or Engaged, they can make the following action:

THROW OPPONENT (BASIC) – Pick an Engaged enemy fighter or a Seriously Injured enemy fighter in base contact. If that fighter is standing, the opposing player can make an Initiative check for them; if this is failed, or if the fighter was Seriously Injured, the enemy fighter is hurled. Pick a direction, then move the enemy fighter D3" in that direction – if they were standing, they are Pinned after moving. If they hit a standing fighter or piece of terrain (other than a low obstruction), they stop moving and suffer a Strength 3 hit. If they hit another fighter, that fighter also suffers a Strength 3 hit and is Pinned.

IMPETUOUS (FEROCITY)

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

INFILTRATE (CUNNING)

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

INSPIRATIONAL (LEADERSHIP)

If a friendly fighter within 6" of this fighter fails a Cool check, make a Leadership check for this fighter. If it passes, the Cool check is also treated as having been passed.

IRON JAW (BRAWN)

This fighter's Toughness is treated as being 2 higher than normal when another fighter makes unarmed attacks against them in close combat.

IRON WILL (LEADERSHIP)

Subtract 1 from the result of any Bottle tests while this fighter is on the battlefield and not Seriously Injured.

LIE LOW (CUNNING)

While this fighter is Prone, enemy fighters cannot target them with ranged attacks unless they are within the attacking weapon's Short range. Weapons that do not have a Short range are unaffected by this rule.

MARKSMAN (SHOOTING)

The fighter is not affected by the rules for Target Priority (see page 58 of the *Necromunda: Underhive* rulebook). In addition, if the hit roll for a ranged attack made by the fighter is a natural 6 (when using a weapon that does not have the Blast Trait), they score a critical hit and the attack's Damage is doubled (if they are firing a Rapid Fire weapon, only the first hit's Damage is doubled).

MEDICAE (SAVANT)

When this fighter assists a friendly fighter who is making a Recovery test, re-roll any Out of Action results. If the result of a re-rolled dice is also Out of Action, the result stands.

MENTOR (LEADERSHIP)

Make a Leadership check for this fighter each time another fighter within 6" gains a point of Experience. If the check passes, that fighter gains 2 Experience instead of 1.

HIGHTY LEAP (AGILITY)

The fighter can attempt to leap (see page 10) across gaps that are no wider than their Movement characteristic. If the gap is wider than half their Movement characteristic, the Initiative test has a -1 modifier.

MUNITIONEER (SAVANT)

Whenever an Ammo check is failed for this fighter, or another fighter from the same gang within 6", it can be re-rolled.

NERVES OF STEEL (FEROCITY)

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

OVERSEER (LEADERSHIP)

If the fighter is Active, they can attempt to make the following action:

ORDER (DOUBLE) – Pick a friendly fighter within 12". That fighter can immediately make two actions as though it were their turn, even if they are not Ready. If they are Ready, these actions do not remove their Ready status.

OVERWATCH (CUNNING)

If this fighter is Active and Readied, they can interrupt a visible enemy fighter's action as soon as it is declared but before it is carried out. This fighter loses their Ready marker, then immediately makes a Shoot action, targeting the enemy fighter whose action has been declared. If the enemy is Pinned or Seriously Injured, their turn ends immediately – their action is not made.

PARRY (COMBAT)

The fighter can parry attacks as though they were carrying a weapon with the Parry Trait. If they already have one or more weapons with this Trait, they can parry one additional attack.

PRECISION SHOT (SHOOTING)

If the hit roll for a ranged attack made by the fighter is a natural 6 (when using a weapon that does not have the Blast Trait), the shot hits an exposed area and the opponent cannot make an armour save.

RAIN OF BLOWS (COMBAT)

This fighter treats the Fight action as Simple rather than Basic.

REGROUP (LEADERSHIP)

If this fighter is Active at the end of their turn, make a Leadership check for them. If it passes, each friendly Broken fighter within 6" recovers from being Broken.

SAVVY TRADER (SAVANT)

When this fighter makes a Seek Rare Item post-battle action (see page 24), add 1 to the result of the roll to see whether the item is available and reduce the cost of the item by 20 credits (to a minimum of 10).

SPRING UP (AGILITY)

If this fighter is Pinned when they are activated, make an Initiative check for them. If the check is passed, the fighter can make a free Stand Up action.

SPRINT (AGILITY)

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

STEP ASIDE (COMBAT)

If the fighter is hit in close combat, the fighter can attempt to step aside. Make an Initiative check for them. If the check is passed, the attack misses. This skill can only be used once per enemy in each round of close combat – in other words, if an enemy makes more than one attack, the fighter can only attempt to step aside from one of them.

TRICK SHOT (SHOOTING)

When this fighter makes ranged attacks, they do not suffer a penalty to the hit roll for the target being Engaged or in Partial Cover. In addition, if the target is in Full Cover, they suffer a -1 penalty instead of -2.

TRUE GRIT (FEROCITY)

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

UNSTOPPABLE (FEROCITY)

Before making a Recovery check for this fighter in the End phase, roll a D6. On a result of 4 or more, one Flesh Wound they have suffered is discarded. If they do not have any Flesh Wounds and the result is 4 or more, roll one additional dice for their Recovery check.



'SLEDGE' TUROK,
DOG SOLDIERS,
HOUSE GOLIATH

CAMPAIGN HOUSE LISTS

The following section contains everything that players need to found, equip and expand an Escher or Goliath gang in a Necromunda campaign. Note that this replaces the Founding a Gang section of *Necromunda: Underhive* entirely. More House lists will appear in future supplements.

HOUSE GOLIATH GANGS

GANG COMPOSITION

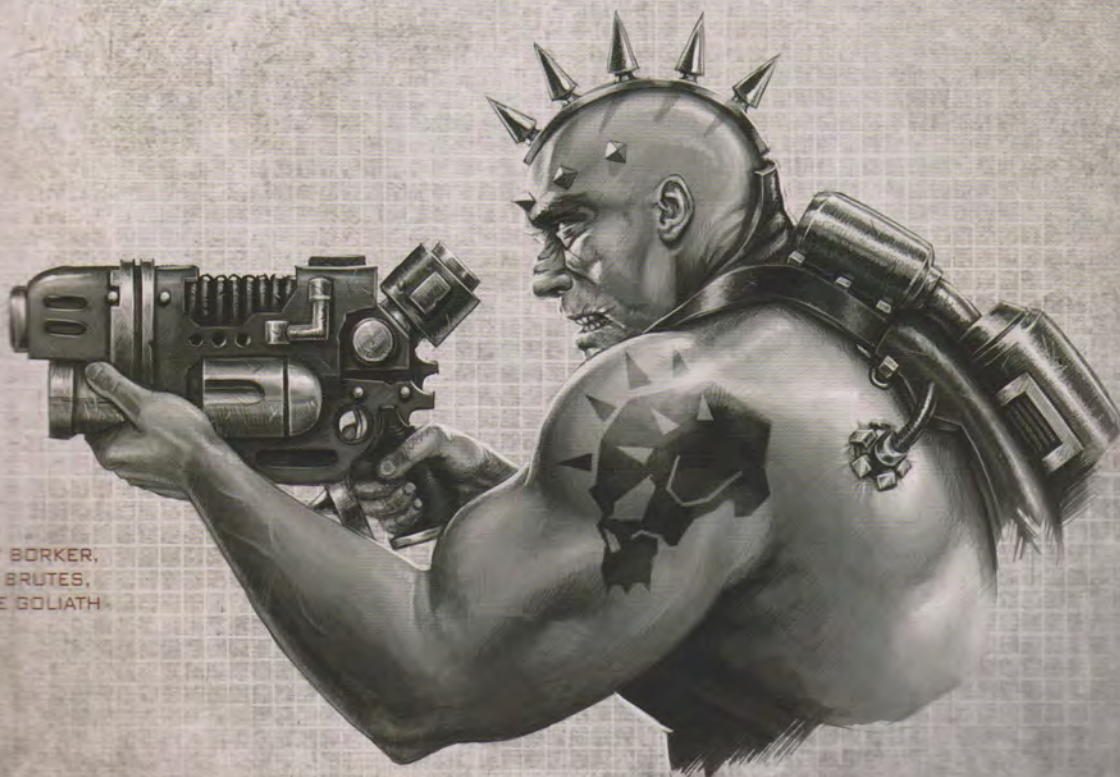
A Goliath gang must follow these rules when it is founded, and when new fighters are added to the gang:

- There must be one Leader (if the Leader is killed, see page 24).
- There can be no more than two Champions, plus one for every full 10 Reputation the gang has – for example, a gang with Reputation 24 could have up to four Champions.
- The total number of Gangers in the gang must be equal to or higher than the total number of other fighters (Leaders, Juves and Champions) in the gang, not counting Hangers-on (as described in future supplements).
- A fighter can be equipped with a maximum of three weapons. Weapons with the Unwieldy Trait take up the space of two weapons – these are marked with an asterisk (*) in the equipment list.

SKILL ACCESS

Goliath fighters have access to the following skills (see page 40):

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



'STLO' BORKER,
STEEL BRUTES,
HOUSE GOLIATH

"Ten minutes. If you can't take a couple of the boys laying into you for ten minutes, you ain't got what it takes. We'll dump your body somewhere your kin might find it."

Lorg Bloodback,
recruiter for the
Breakers. House Goliath

FIGHTERS

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

LEADER 145 CREDITS

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

EQUIPMENT

A Goliath Leader is equipped with Furnace Plates. They have no equipment restrictions.

STARTING SKILL

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

CHAMPIONS 110 CREDITS EACH

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

EQUIPMENT

A Goliath Champion is equipped with Furnace Plates. They have no equipment restrictions.

STARTING SKILL

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

JUVES 25 CREDITS EACH

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	4+	5+	3	3	1	3+	1	9+	5+	10+	9+

EQUIPMENT

A Goliath Juve starts with no equipment. They can be equipped with Pistols and Close Combat Weapons, but cannot be given any weapon that is worth more than 20 credits.

GANGERS 60 CREDITS EACH

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

EQUIPMENT

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



STUB CANNON,
HOUSE GOLIATH MASS MANUFACTURE

HOUSE GOLIATH EQUIPMENT LIST WEAPONS

BASIC WEAPONS

- Stub cannon..... 20 credits
- Combat shotgun (with salvo and shredder ammo) 60 credits

CLOSE COMBAT WEAPONS

- Axe..... 15 credits
- Fighting knife 10 credits
- Spud-jacker 15 credits
- Brute cleaver..... 20 credits
- Power hammer..... 45 credits
- 'Renderizer' serrated axe*... 40 credits

PISTOLS

- Stub gun 5 credits
- Combi-pistol (stub gun/ plasma pistol) 65 credits

SPECIAL WEAPONS

- Grenade launcher (with frag and krak grenades)..... 55 credits

HEAVY WEAPONS

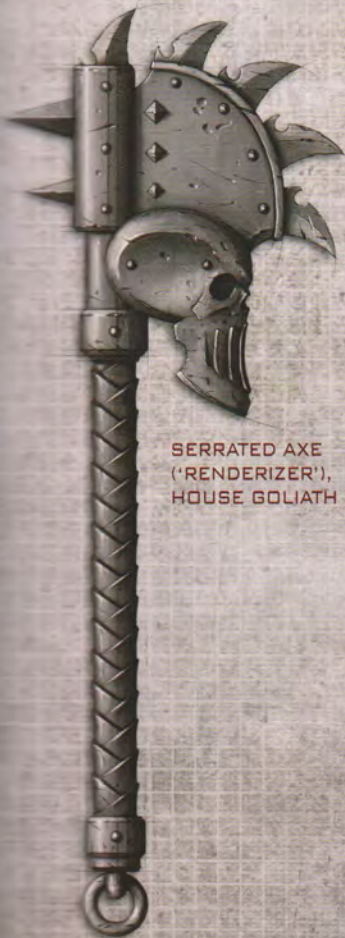
- 'Krumper' rivet cannon*..... 70 credits

GRENADES

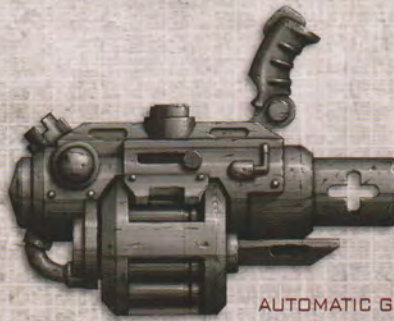
- Frag grenades..... 30 credits
- Krak grenades 45 credits

WARGEAR

- Respirator..... 15 credits
- Stimm-slug stash 30 credits
- Photo-goggles 35 credits



SERRATED AXE
(‘RENDERIZER’),
HOUSE GOLIATH



AUTOMATIC GRENADE
LAUNCHER (‘THUMPER’),
HOUSE GOLIATH



COMBAT SHOTGUN,
HOUSE GOLIATH



CUSTOM HYBRID
STUBBER/PLASMA PISTOL,
HOUSE GOLIATH

“Ever seen a stim-jacked Goliath rip a man’s head off? That’s why any Orlock worth a rust-damn keeps a full fist. Ain’t no gene-hanced meathead nor dead-eyed Delaque gonna get up from a burst of house-pressed manstopper rounds.”

Zeke Grimm, First Gun
– the Mailed Fist Gang
House Orlock



JERRA THE STALKER,
WYRD SISTERS,
HOUSE ESCHER

HOUSE ESCHER GANGS

GANG COMPOSITION

An Escher gang must follow these rules when it is founded, and when new fighters are added to the gang:

- There must be one Leader (if the Leader is killed, see page 24).
- There can be no more than two Champions, plus one for every full 10 Reputation the gang has – for example, a gang with Reputation 24 could have up to four Champions.
- The total number of Gangers in the gang must be equal to or higher than the total number of other fighters (Leaders, Juves and Champions) in the gang, not counting Hangers-on (as described in future supplements).
- A fighter can be equipped with a maximum of three weapons. Weapons with the Unwieldy Trait take up the space of two weapons – these are marked with an asterisk (*) in the equipment list.

SKILL ACCESS

Escher fighters have access to the following skills (see page 40):

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



'RIOT GIRL',
BLACK ORCHID JUVE,
HOUSE ESCHER

"There's always a weak point – collar joint, arm pit or groin. Stick a stiletto dagger in there up to the hilt, and it's a job well done."

Escher ganger
'Red' Asha to
newly-picked Juves.
The Drek-sump Hell Cats

FIGHTERS

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

LEADER..... 120 CREDITS

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

EQUIPMENT

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

STARTING SKILL

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

CHAMPIONS..... 95 CREDITS EACH

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

EQUIPMENT

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

STARTING SKILL

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

JUVES..... 20 CREDITS EACH

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

EQUIPMENT

An Escher Juve starts with no equipment. They can be equipped with Pistols and Close Combat Weapons, but cannot be given any weapon that is worth more than 20 credits.

GANGERS..... 50 CREDITS EACH

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

EQUIPMENT

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



STILETTO KNIFE,
HOUSE ESCHER

HOUSE ESCHER EQUIPMENT LIST WEAPONS

BASIC WEAPONS

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

CLOSE COMBAT WEAPONS

- Shock whip..... 25 credits
- Stiletto knife..... 20 credits
- Power sword 45 credits
- Stiletto sword 35 credits

PISTOLS

- Laspistol 10 credits
- Autopistol..... 10 credits
- Plasma pistol..... 50 credits

SPECIAL WEAPONS

- Combi-weapon (boltgun/ needle rifle) 80 credits
- 'Nightshade' chem-thrower..... 135 credits

GRENADES

- Frag grenades..... 30 credits
- Choke gas grenades 40 credits
- Krak grenades 45 credits

WARGEAR

- Chem-synth..... 15 credits
- Respirator 15 credits



AUTOGUN,
HOUSE ESCHER
QUEENSGUARD ISSUE



LASPISTOL,
HOUSE ESCHER
DUELLING GRIP



PLASMA PISTOL,
'VIXEN' SUB-TYPE,
HOUSE ESCHER
ARTISAN MODEL



CUSTOMISED BOLTGUN FEATURING
AUXILIARY NEEDLE RIFLE,
HOUSE ESCHER

"We collared two. They came kicking and fighting the whole way, even after a dose of shock mauls on full-stun. Kravitz lost an eye and Deforno took a kick to the fruits that left him bleeding through his carapace. If they'd been armed, it would have been worse..."

Enforcer Krast,
Precinct 2203.
Vox-log transcript,
following the
apprehension of two
Escher fighters during
a routine patrol

SCENARIOS

This section features a number of scenarios, which can be used for either campaign or skirmish battles, and are designed to work for both Zone Mortalis and Sector Mechanicus play. In a campaign, the pre-battle sequence rules on page 20 will determine which scenario is played. In a skirmish, players should either come to an agreement regarding which scenario to play, or let the winner of a roll-off decide.

Designer's Note: Thoughts on Balance

It will often be the case that campaign battles will be obviously unbalanced – one gang might be outnumbered, outgunned or faced with an almost impossible task. This is intentional; indeed, when a player is able to choose a scenario, they should look for the one that gives them the best advantage.

In a campaign it is important for a player to realise when their gang is outmatched, and act accordingly. The scenario objectives might not be the only consideration – it is worth considering whether it is better to cut and run, or simply try to take out an important enemy fighter before bottling out.

As a result, some campaign battles can be quite short, meaning that players might be able to fit two or three battles into a single session!

SCENARIO SPECIAL RULES

Some scenarios are subject to additional special rules, which are detailed below:

HOME TURF ADVANTAGE

Some scenarios take place within the territory of one of the gangs. While a gang is fighting on its own Turf, its fighters are more likely to stand and fight. As such, the gang gains the following advantages:

Whenever a Bottle test is made for the gang, the controlling player rolls one more D6 and discards the highest.

Add 1 to the result of any Rally tests made for the gang's fighters.

The gang's territory is marked with a gang relic (see page 67 of the *Necromunda: Underhive* rulebook). Immediately before setting up their first fighter, the controlling player can place the gang relic anywhere on the battlefield.

REINFORCEMENTS

If a gang has Reinforcements available, the scenario instructions will tell them to create a Reinforcements deck – this is all of the fighters in their gang who are available for the battle but are not in their crew.

Reinforcements arrive at the end of the End phase. The scenario will state the round on which Reinforcements arrive, and how many fighters turn up. Whenever a fighter arrives by Reinforcements, the controlling player takes one Fighter card at random from their Reinforcements deck, keeping it face down, and rolls a D6. On a 3 or more they can pick any point on the edge of the battlefield; on a 1 or 2 their opponent does this instead. The card is then revealed, and the fighter is set up within 1" of the chosen point. They are now part of their gang, and are given a Ready marker in the next Priority phase.

Tactics cards that equip a fighter with a piece of wargear from the start of the battle (a frag trap, for example) must usually be played when setting up the gang; they can instead be played when a fighter arrives as Reinforcements to equip them with the wargear.



KILL-COIN,
DEAD EYES,
HOUSE ESCHER

BLOCKED AREAS

It is often the case that, in Zone Mortalis games, the opponent could set up a fighter in blocked-off areas to keep them out of the battle entirely. To prevent this, when picking a point on the edge of the battlefield for Reinforcements to arrive in Zone Mortalis games, a player cannot choose a point that cannot be reached by any of the other fighters on the battlefield (assuming that any doors are open).

SNEAK ATTACKS

In some scenarios, the defender is not initially aware of the attacker's presence. In these scenarios, the rules for Sneak Attacks are used.

SENTRIES

At the start of the scenario, most of the defending gang is not on the battlefield. The few fighters that are present are sentries, patrolling the area and keeping watch. The scenario will explain how many sentries the defender has, how they are chosen and how they are set up.

Sentries never gain Ready markers. Instead, their Fighter cards are shuffled together to form a face-down Sentry deck at the start of the first round. Each time it is the defender's turn to activate a fighter a card is drawn at random from the Sentry deck, and that fighter takes their turn – then the card is shuffled back into the deck. If a sentry is attacked, their card is taken from the deck while the attack is being resolved, then returned. Note that sentries can be activated multiple times in a round. When the attacker has activated their last fighter, the defender activates one more sentry then the Action phase ends.

When a sentry is activated, both players roll a D6:

If the rolls are the same, the sentry turns to face a random direction determined by the roll of a Scatter dice. If a Hit is rolled, the defender chooses which way they are facing.

If the rolls are not the same, the player who rolled the highest can move the sentry a number of inches equal to the other player's roll. For example, if the attacker rolled a 5 and the defender rolled a 3, the attacker could move the sentry up to 3". Once the sentry has moved, the player who moved them chooses which way they will face; then, in Zone Mortalis games, they can open or close a door within 1" (the player moving the sentry can decide).

After a sentry moves, the defender checks to see which attackers are at risk of being spotted by rolling 2D6. Any attacker that is within that many inches of the sentry, and within their vision arc, risks being spotted. Also, any attacker that is within 3" of a sentry risks being spotted, even if they are not within their vision arc. Roll a D6 for each attacker that is at risk of being spotted, subtracting 1 from the result if they are prone:

- If they are in the open, or are within 3", they are spotted on a roll of 2 or more.
- If they are in partial cover and are more than 3" away, they are spotted on a roll of 4 or more.
- If they are in full cover and are more than 3" away, they are spotted on a roll of 6 or more.

Then the defender checks to see whether any other sentries can spot any attackers in the same way, resolving each sentry one at a time in an order of their choice.

If a sentry spots any attackers, they are alerted. Their Fighter card is removed from the Sentry deck and is marked with a Ready marker. Then an Initiative check is made for the sentry – if it is passed they can immediately make a ranged attack against one of the fighters they spotted. Sentries are also alerted (but cannot make a ranged attack) if they are Pinned or Engaged at the start of any of the defender's turns. If an alerted sentry becomes Seriously Injured, they lose their Ready marker.

RAISING THE ALARM

If any sentries have Ready markers at the end of one of the attacker's turns, the alarm is raised. Also, whenever a fighter makes a ranged attack, roll 2D6, adding 2 if the weapon has the Blast Trait, and add the weapon's Strength (if the weapon does not have a Strength do not add anything – just use the 2D6 roll, even if the weapon has the Blast Trait). If the total is 10 or more, the alarm is raised immediately. Finally, at the start of each round after the first, roll a D6 and add 1 to the result for each round that has passed (for example, add 2 at the start of round 3). On a score of 8 or more, the alarm is raised immediately. Gas weapons, and weapons fitted with a gunshroud (see page 36), do not risk raising the alarm in this way.

Once the alarm is raised, the Sentry rules no longer apply. Any sentries who have gained a Ready marker keep it, and can be activated this round.



JETT FARGO,
BITTERSWEET BLADES,
HOUSE ESCHER

SCENARIO 1: STAND-OFF

Two gangs meet in neutral territory and a firefight ensues.

BATTLEFIELD

This scenario uses a standard battlefield, as described on page 21.

CREWS

This scenario uses the standard rules for choosing a crew, as described on page 22. Both players use the Custom Selection method.

TACTICS CARDS

Each player can choose two Tactics cards, and sets the rest of their deck aside.

DEPLOYMENT

This scenario uses the standard rules for deployment, as described on page 22.

OBJECTIVES

Each gang's aim is simple: take out as many of the enemy as possible! Each gang scores points for each opposing fighter that goes Out of Action or flees. They score 3 points for a Leader, 2 points for a Champion and 1 point for any other fighter.

ENDING THE BATTLE

If either gang has no fighters left on the board at the end of any round, the battle ends immediately.

VICTORY (SKIRMISH ONLY)

If one gang has fighters on the battlefield at the end of the battle, they are victorious. If neither gang has fighters, the battle ends in a draw.

REWARDS (CAMPAIGN ONLY)

CREDITS

The gang that scored the most points receives D3x10 credits. In the case of a draw, neither gang receives any credits.

TURF

If one gang scored more points, the controlling player rolls a D6, adding 1 to the result if the other gang bottled out and they did not. On a 4 or more, their Turf Size increases by 1.

EXPERIENCE

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

The Leader of the gang that scored the most points gains 1 XP – in the case of a draw, neither Leader gets this bonus.

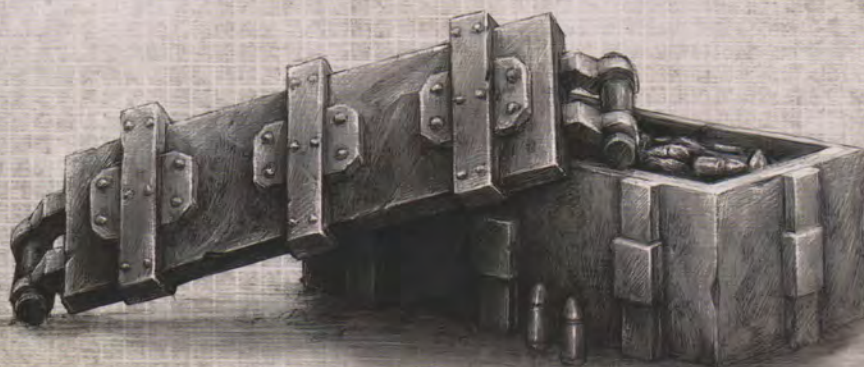
REPUTATION

The gang that scored the most points gains 2 Reputation.

Each gang gains 1 Reputation if this was their first battle against this opponent.

The gang with the lower Gang Rating gains 1 Reputation for each full 100 points of difference. For example, a gang with a Rating of 1,000 that faced a gang with a Rating of 1,230 would gain 2 Reputation.

If either gang bottled out, they lose 1 Reputation.



SCENARIO 2: LOOTERS

A gang launches an all-out attack on a rival's home turf in the hope of raiding their stash.

ATTACKER AND DEFENDER

In this scenario, one gang is the attacker and the other is the defender. In a campaign, the player who chose this scenario is the attacker. In a skirmish, players roll off and the winner decides whether they will attack or defend.

BATTLEFIELD

This scenario uses a standard battlefield, as described on page 21. However, no loot caskets are set up.

TACTICS CARDS

The attacker can choose two Tactics cards. The defender shuffles their Tactics cards deck and draws two cards from it at random.

CREWS

This scenario uses the standard rules for choosing a crew, as described on page 22. The attacker uses the Custom Selection method, while the defender uses the Random Selection (D3+4) method. After the defender has dealt out their starting crew, the rest of their deck is set to one side to form their Reinforcements deck.

DEPLOYMENT

The defender sets up four loot caskets anywhere on the battlefield. Then they set up their crew. Each fighter must be within 3" of one of the loot caskets.

The attacker then picks one edge of the battlefield (in Sector Mechanicus battles) or one edge of a single tile (in Zone Mortalis battles) – this is their escape route. They set up their entire crew within 6" of that edge.

OBJECTIVES

The attackers are attempting to secure the four loot caskets and move them off via their escape route. The defenders are attempting to stop them. The caskets are valuable whether or not they have been opened, even if they have been converted into an ammo cache – however, if the ammo cache is exhausted it cannot be claimed by the attacker. Note that only those four loot caskets can be claimed; any others that are introduced cannot be claimed (for example, if one of the players uses an ammo cache that they have purchased at the Trading Post).

CLAIMING CASKETS AND ESCAPING

If one of the four loot caskets (or ammo caches) is within 1" of the escape route at the start of the End phase, it is claimed and removed from the battlefield (it is assumed that the attackers have a means of moving the caskets quickly, whether that is a waiting cargo hauler, a hidden entrance into a tunnel network, or something similar). In addition, any attacking fighters within 1" of the escape route at the start of the End phase can escape (even if they are Seriously Injured) if the controlling player wishes – they are removed from the battlefield, and count as being Out of Action from now on for the purposes of Bottle tests.

If the attacking gang bottles out, they can no longer claim any caskets, but fighters can still escape.

HOME TURF ADVANTAGE

The defender has the Home Turf Advantage (see page 52).

REINFORCEMENTS

The defender can use Reinforcements (see page 52). One random fighter arrives at the start of the first End phase, two at the start of the second End phase, and so on.

ENDING THE BATTLE

If either gang has no fighters left on the board at the end of any round, the battle ends immediately.

VICTORY (SKIRMISH ONLY)

The attacker wins if, at the end of the battle, they have claimed more caskets than there are left on the battlefield. Otherwise, the defender wins.

REWARDS (CAMPAIGN ONLY)

CREDITS

Roll a D3 for each casket that was claimed by the attackers, and multiply the result by 10. That many credits are moved from the defenders' Stash to the attackers' Stash (note that the attacker's gains cannot exceed the defender's losses).

EXPERIENCE

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

If at least two caskets were claimed by the attackers, their Leader then earns 1 XP (regardless of whether they took part in the battle or not).

REPUTATION

Each gang gains 1 Reputation if this was their first battle against this opponent.

The attackers gain 1 Reputation for each casket that they claimed. The defenders gain 1 Reputation for each loot casket that is still on the battlefield when the battle ends. If all four caskets were claimed, the defenders lose 2 Reputation; if all four were still on the battlefield, the attackers lose 2 Reputation.

The gang with the lower Gang Rating gains 1 Reputation for each full 100 points of difference. For example, a gang with a rating of 1,000 that faced a gang with a rating of 1,230 would gain 2 Reputation.

If either gang bottled out, they lose 1 Reputation.



'WILD' KAIA,
VIOLET DEATH,
HOUSE ESCHER

SCENARIO 3: AMBUSH

A gang sets a trap for their rivals, hoping to catch them unawares...

ATTACKER AND DEFENDER

In this scenario, one gang is the attacker and the other is the defender. In a campaign, the player who chose this scenario is the attacker. In a skirmish, players roll off and the winner decides whether they will attack or defend.

BATTLEFIELD

This scenario uses a standard battlefield, as described on page 21, with the following exceptions:

SECTOR MECHANICUS

No large terrain can be set up within 12" of the centre of the battlefield. Scatter terrain can still be set up in this area. The defender's deployment zone is anywhere within 6" of the centre of the battlefield.

ZONE MORTALIS

The attacker starts by placing up to three tiles. Then the players alternate placing tiles as normal (see page 21), starting with the defender. Once the battlefield has been set up, the attacker picks any point on the battlefield (marking it with a dice or something similar) – the defender's deployment zone is anywhere within 6" of that point.

TACTICS CARDS

The attacker can choose up to two Tactics cards. The defender shuffles their Tactics cards deck and draws two cards from it at random.

CREWS

This scenario uses the standard rules for choosing a crew, as described on page 22. The attacker uses the Custom Selection method, while the defender uses the Random Selection (D3+5) method.

DEPLOYMENT

The defender goes through the Fighter cards in their crew one at a time, in an order of their choice, rolling a D6 for each. On a 1-5, they set up that fighter anywhere within their deployment zone. On a 6, the Fighter card is set aside.

The attacker then sets up their crew anywhere on the battlefield. Attacking fighters must be set up at least 12" from any defenders, or at least 6" away from any defenders if no defenders can draw line of sight to them.

After the attackers have set up, the defender sets up any of their fighters whose cards were set aside. These fighters can be set up anywhere on the battlefield, as long as they are not Engaged with an enemy fighter.

OBJECTIVES

The attackers are attempting to take out as many of the defenders as possible; the defenders are trying to either return the favour, or escape.

SURPRISE ATTACK

The attackers take the Priority marker in the first round of the game. In addition, before activating their first fighter in the first round, the attacker rolls a D3 – they can activate that many fighters before the defender activates their first fighter.

In addition, during the first round, make a Cool check for each fighter when they are activated. If the check is failed, the fighter can only make one action this turn instead of two.

SLIPPING THE NET

Any defending fighter that is within 1" of an edge of the battlefield at the start of the End phase can escape if their controlling player wishes, even if they are Seriously Injured. They are removed from the battlefield, and count as being Out of Action from now on for the purposes of Bottle tests. In a campaign, each defender who escapes earns 1 XP.

ENDING THE BATTLE

If either gang has no fighters left on the board at the end of any round, the battle ends immediately.



VICTORY (SKIRMISH ONLY)

The attacker wins if, at the end of the battle, more defenders were taken Out of Action than escaped – defenders that fled the battlefield do not count. Otherwise, the defender wins.

REWARDS (CAMPAIGN ONLY)

EXPERIENCE

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

If none of the defenders escaped, the attackers' Leader earns 1 XP (regardless of whether they took part in the battle).

REPUTATION

If more attackers escaped than went Out of Action, the defenders gain 2 Reputation. If more attackers went Out of Action than escaped, the attackers gain 1 Reputation.

The gang with the lower Gang Rating gains 1 Reputation for each full 100 points of difference. For example, a gang with a Rating of 1,000 that faced a gang with a Rating of 1,230 would gain 2 Reputation.

If either gang bottled out, they lose 1 Reputation.

'NINE-DEAD' DINAH,
BLACK ORCHID,
HOUSE ESCHER



SCENARIO 4: BORDER DISPUTE

A disagreement over contested ground escalates into a full-blown engagement.

BATTLEFIELD

This scenario uses a standard battlefield, as described on page 21.

TACTICS CARDS

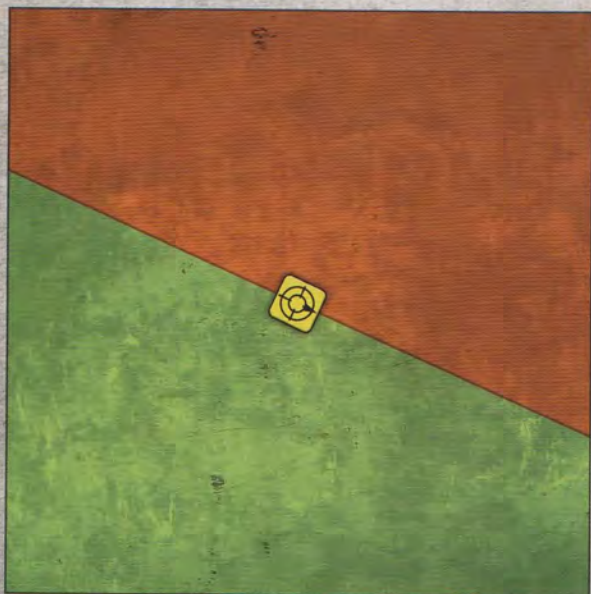
Neither player has any Tactics cards at the start of the battle. Instead, at the start of each round after the first, each player draws a random Tactics card from their deck.

CREWS

Both players use the Random Selection (D3+3) method (see page 22). After dealing out their starting crew, the rest of each player's deck is set to one side to form their Reinforcements deck (see page 52).

DEPLOYMENT

Roll a Scatter dice in the centre of the battlefield, then use the direction it shows to divide the battlefield into two sections, as shown below. In Zone Mortalis games it might be difficult to determine the exact centre, but it does not have to be precise as there is a roughly equal amount of battlefield on either side of the line.



The players roll off, and the winner picks one half to be their Turf, then draws a card at random from their crew and sets up that fighter in their Turf, 1" away from the centre of the board. The other player then does the same in the other half (which is their Turf).

Then, starting with the player that set up the first fighter, the players take turns setting up one of the remaining fighters in their crew. These fighters must all be set up in their own Turf, but none of them can be set up within 12" of the centre of the battlefield or within 6" of another fighter from either gang.

Finally, each player either sets up a gang relic in their own Turf, or nominates a small piece of terrain (such as a set of crates, barrels, a specific door, etc) to act as a gang relic for this battle (it gains the rules for a gang relic found in the *Necromunda: Underhive* rulebook). In either case, the relic must be at least 4" away from any edge of the battlefield.

OBJECTIVES

Each gang is seeking to secure their Turf and drive off the other gang – and the best way to do this is to defile the other gang's Relic.

DEFILING A RELIC

Any Active fighter within 1" of the enemy's relic can make a Double action to wreck it – they might tear it down, mark it with their own gang's tag, or ruin it in a more creative fashion! Once a relic has been defiled, it no longer offers any bonuses to Cool checks and Leadership checks, and cannot be wrecked again. In a campaign, a fighter who wrecks a relic gains D3 Experience. Once a gang's relic has been defiled, they must start making Bottle tests, even if none of their fighters have gone Out of Action, and the result of the check is increased by 2.

REINFORCEMENTS

At the start of each End phase, each player rolls a D3 and receives that many random fighters as Reinforcements (see page 52). These are deployed one at a time, starting with the player who has the Priority marker.

ENDING THE BATTLE

If either gang has no fighters left on the board at the end of any round, the battle ends immediately.

VICTORY (SKIRMISH ONLY)

If one gang has fighters on the battlefield at the end of the battle, they are victorious. If neither gang has fighters, the battle ends in a draw.

REWARDS (CAMPAIGN ONLY)

CREDITS

If a gang's relic was not defiled, it gains D6x10 credits. Otherwise, it gains D3x10 credits.

TURF

If a gang had fighters on the battlefield at the end of the battle, they steal D3 Turf from the other gang (see page 22).

EXPERIENCE

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

If one gang had fighters on the battlefield at the end of the battle, their Leader earns 1 XP (regardless of whether they took part in the battle).

REPUTATION

Each gang gains 1 Reputation if this was their first battle against this opponent.

If one gang's relic was defiled and the other was not, the gang with the defiled relic loses 2 Reputation and the other gang gains 2 Reputation.

The gang with the lower Gang Rating gains 1 Reputation for each full 100 points of difference. For example, a gang with a Rating of 1,000 that faced a gang with a Rating of 1,230 would gain 2 Reputation.

If either gang bottled out, they lose 1 Reputation.



RAGG PAVO,
DEAD EYES,
HOUSE ESCHER

SCENARIO 5: SABOTAGE

A gang sneaks onto a rival's turf, hoping to put one of their territories out of commission.

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ATTACKER AND DEFENDER

In this scenario, one gang is the attacker and the other is the defender. In a campaign, the player who chose this scenario is the attacker. In a skirmish, players roll off and the winner decides whether they will attack or defend.

THE TARGET

In a campaign, the attacker chooses their target – either one of the other gang's Special Territories, or their Turf in general. They must decide this before the battlefield is set up.

BATTLEFIELD

The defender sets up a piece of terrain, which should be at least 2" square, to represent the attacker's target. It is recommended that it is set up as close to the centre of the battlefield as possible. Then the battlefield is set up using the standard rules, as described on page 21.

Designer's Note: Adding some Flavour

This scenario is a good opportunity to put together some themed terrain, based on the territory that the attackers are targeting. For example, players could create an Underhive medical centre to represent a Friendly Doc, or a servitor-drawn trade caravan representing a Guilder contact. For something more wide-ranging, such as a Settlement or Spore Cave, it could be assumed that the entire battle takes place within the territory – so the target could be something that the territory relies on, such as a plasma generator or refinery.

TACTICS CARDS

The attacker can choose up to three Tactics cards. The defender shuffles their Tactics cards deck and draws two cards from it at random – however, they cannot be played until the alarm has been sounded (see page 53).

CREWS

The attacker uses the Custom Selection method to choose their crew. Their crew is kept secret from the defender until the defender has set up their sentries.

The defender's starting crew are their sentries. They use the Random Selection (5) method (see page 22), but before drawing their crew, they can declare any number of fighters unfit (or too important) for sentry duty, removing them from their deck – they are returned to the deck after the crew has been drawn, then the deck is set aside to form their Reinforcements deck (see page 52).

DEPLOYMENT

The defender sets up their sentries anywhere on the battlefield.

The attacker then sets up each of their fighters within 2" of any edge of the battlefield. Their fighters can be set up on separate edges if they wish.

OBJECTIVES

The attackers are attempting to destroy their target and deal a blow to their target's territory. The defenders are trying to stop this at all costs!

DESTROYING THE TARGET

The target has a Toughness of 6 and a 5+ save roll. As it is large and stationary, any Ranged attacks made against it have a +2 modifier to the hit roll, and any close combat attacks hit automatically. If the target suffers 4 Wounds, it is destroyed.

In a campaign, any attacking fighter who wounds the target gains 1 XP for each Wound they cause, plus 1 if they destroy it.

TAKING FLIGHT

Once the attackers have destroyed the target, they can disappear back into the shadows. Any attacking fighter that is within 1" of an edge of the battlefield at the start of the End phase can take flight if the controlling player wishes, even if they are Seriously Injured. They are removed from the battlefield, and count as being Out of Action from now on for the purposes of Bottle tests.

HOME TURF ADVANTAGE

The defender has the Home Turf Advantage (see page 52).

REINFORCEMENTS

The defender can use Reinforcements (see page 52). In the round that the alarm is raised, and in each subsequent round, D6 random fighters arrive at the start of each End phase until their entire gang has arrived.

ENDING THE BATTLE

If either gang has no fighters left on the board at the end of any round, the battle ends immediately.

VICTORY (SKIRMISH ONLY)

The attacker wins if, at the end of the battle, they have destroyed the target and fewer than half of their crew have been taken Out of Action. If they have not destroyed the target, the defender wins. Otherwise, the battle ends in a draw.

REWARDS (CAMPAIGN ONLY)

CREDITS

If the attackers destroyed the target, they gain D6x10 credits.

TURF

If the attackers were targeting the defender's Turf (rather than a special location) and the target was destroyed, the defender's Turf Size is reduced by 1.

If the attackers were targeting a Special Territory and the target was destroyed, the defender rolls a D6. On a 1 or 2, the territory is deleted from their gang roster.

EXPERIENCE

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

If the target was destroyed, the attacker's Leader earns 1 XP (regardless of whether they took part in the battle or not).

REPUTATION

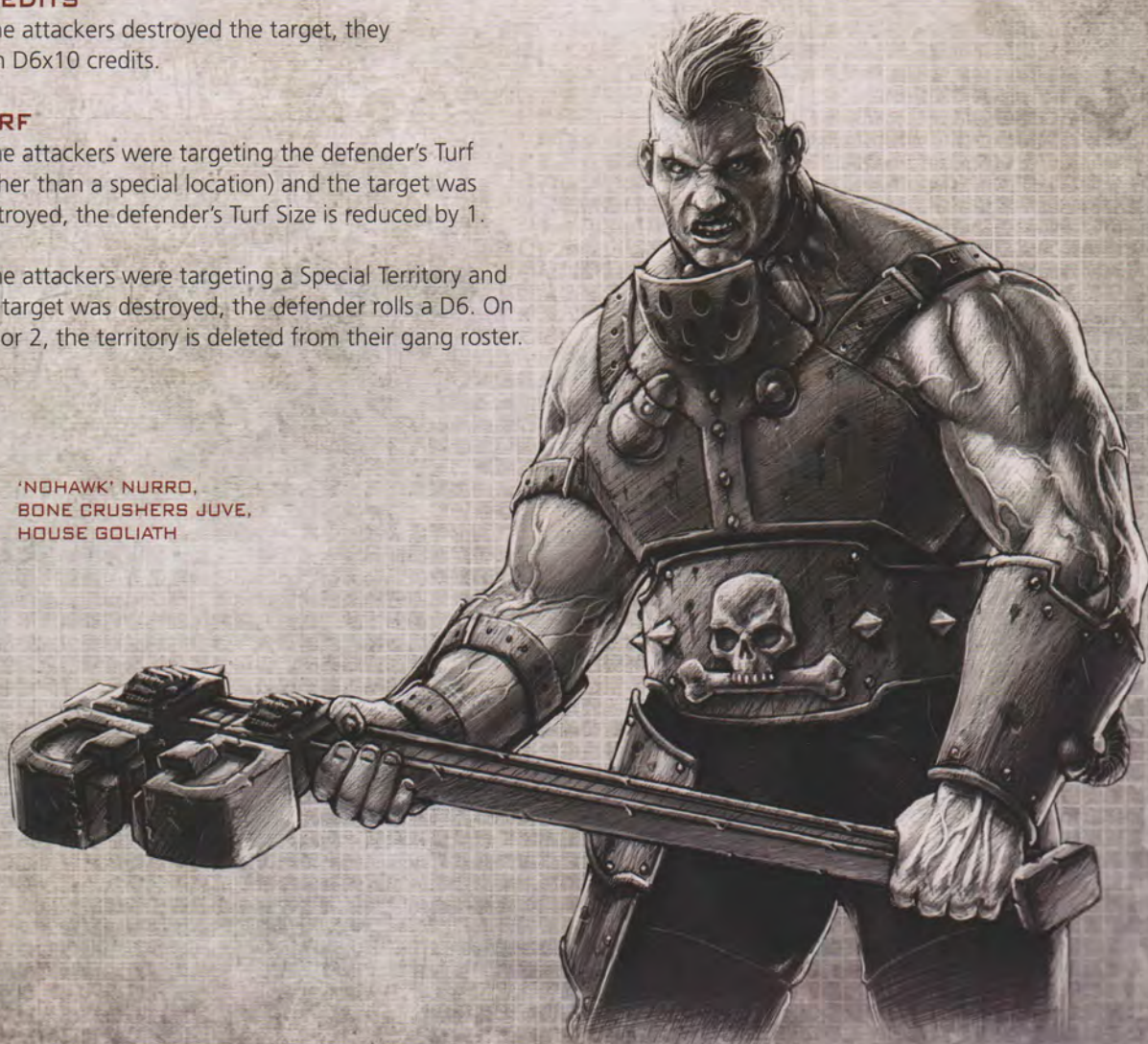
Each gang gains 1 Reputation if this was their first battle against this opponent.

If the attackers destroyed the target, their Reputation increases by 3 and the defenders' Reputation decreases by 1.

The gang with the lower Gang Rating gains 1 Reputation for each full 100 points of difference. For example, a gang with a Rating of 1,000 that faced a gang with a Rating of 1,230 would gain 2 Reputation.

If either gang bottled out, they lose 1 Reputation.

'NOHAWK' NURRO,
BONE CRUSHERS JUVE,
HOUSE GOLIATH



SCENARIO 6: RESCUE MISSION

With one of their number in the hands of their rivals, a gang launches a daring rescue...

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ATTACKER AND DEFENDER

In this scenario, one gang is the attacker and the other is the defender. In a campaign, the player who chose this scenario is the attacker. In a skirmish, players roll off and the winner decides whether they will attack or defend.

THE CAPTIVE(S)

In a campaign, this scenario can only be played if one or more of the attacker's fighters has been captured by the defender. These fighters are the Captives. In a skirmish battle, the defender picks one of their fighters at random to act as the Captive.

BATTLEFIELD

This scenario uses a standard battlefield, as described on page 21.

TACTICS CARDS

The attacker can choose up to three Tactics cards. The defender shuffles their Tactics cards deck and draws two cards from it at random – however, they cannot be played until the alarm has been sounded (see page 53).

CREWS

The attacker uses the Custom Selection method to choose their crew (see page 22). Their crew is kept secret from the defender until the defender has set up their sentries.

The defender's starting crew are their sentries. They use the Random Selection (5) method (see page 22), but before drawing their crew, they can declare any number of fighters unfit (or too important!) for sentry duty, removing them from their deck – they are returned to the deck after the crew has been drawn, then the deck is set aside to form their Reinforcements deck (see Sentries on page 53).

DEPLOYMENT

The defender sets up the Captives and their sentries anywhere on the battlefield.

The attacker then sets up each of their fighters within 2" of any edge of the battlefield. Their fighters can be set up on separate edges if they wish.

OBJECTIVES

The attackers are attempting to free the Captive(s) – preferably without the defender noticing.

CAPTIVE FIGHTERS

Captive fighters never gain Ready markers, and cannot be activated or attacked by either player.

Non-Captive attackers can make the following action:

Free Captive (Basic) – Pick a Captive within 1" and make either a Strength check or Intelligence check for the fighter making this action. If the check is passed, the Captive is freed. In a campaign, the fighter who freed the Captive gains D3 Experience.

In addition, in the End phase of each turn, the active player can declare that one or more of the Captives will attempt to escape. For each Captive that does so, roll 2D6 and add their Strength. On a 13 or more, they slip their bonds and are freed; on a 6 or less they injure themselves in their attempt, and suffer a Flesh Wound.

Freed Captives gain a Ready marker in the following Priority phase, and can then be activated as normal from then on. It is assumed that their rescuers return their equipment to them, or they collect it from nearby.

TAKING FLIGHT

Any attacking fighter that is within 1" of an edge of the battlefield at the start of the End phase can take flight if the controlling player wishes, even if they are Seriously Injured. They are removed from the battlefield, and count as being Out of Action from now on for the purposes of Bottle tests.

HOME TURF ADVANTAGE

The defender has the Home Turf Advantage (see page 52).

REINFORCEMENTS

The defender can use Reinforcements (see page 52). In the round that the alarm is raised, and in each subsequent round, D6 random fighters arrive at the start of each End phase until their entire gang has arrived.

ENDING THE BATTLE

If either gang has no fighters left on the board at the end of any round, the battle ends immediately.

VICTORY (SKIRMISH ONLY)

The attacker wins if, at the end of the battle, all of their Captives were freed. If none of them were freed, the defender wins. Otherwise, the battle ends in a draw.

REWARDS (CAMPAIGN ONLY)

EXPERIENCE

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

If a Captive is freed and takes flight, they earn 1 XP.

If all of the Captives were freed and took flight, the attackers' Leader earns 1 XP (regardless of whether they took part in the battle).

REPUTATION

For each Captive that was freed, the attacker gains 2 Reputation and the defender loses 1 Reputation.

The gang with the lower Gang Rating gains 1 Reputation for each full 100 points of difference. For example, a gang with a Rating of 1,000 that faced a gang with a Rating of 1,230 would gain 2 Reputation.

If either gang bottled out, they lose 1 Reputation.

JEMINI,
VIOLET DEATH,
HOUSE ESCHER



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