

NECROMUNDA

HOUSE OF BLADES



NECROMUNDA[®]

HEROES HAVE NO PLACE WITHIN THE BLIGHTED REALM OF HOUSE HELMAWR; THE LAND POISONING THEIR BODIES, THE STEEL SKIES BREAKING THEIR WILL.

AND YET THE HUMAN SPIRIT ENDURES. TORMENTED AND TWISTED, IT HAS SURVIVED, AND EVEN THRIVED, AMONGST THE IRON WEEDS OF THE ASH-CURSED PLANET. MEN AND WOMEN, CRUSHED BENEATH THE FEUDAL WEIGHT OF THE IMPERIUM, THEIR FACES PUSHED INTO THE DUST, NONETHELESS CAN FIND THE FAINT EMBERS OF THEIR COURAGE. THEY ARE THE DREGS OF ANCIENT BLOODLINES, THE MEMORY OF GREAT DEEDS HIDDEN WITHIN THEIR FLESH, GIFTED TO THEM ACROSS A THOUSAND, THOUSAND GENERATIONS, FROM THE FORGOTTEN ORIGINS OF THE WORLD. THE WOMEN-WARRIORS OF CLAN ESCHER ARE THE INHERITORS OF SUCH GENETIC BLESSINGS, THEIR LONG LOST GENEMOTHERS GRANTING THEM A BIRTHRIGHT STRONGER THAN THE IMPERIAL CHAINS LOCKED AROUND THEIR THROATS.

THE TRUE NECROMUNDANS ARE THE ESCHER; DESCENDED FROM QUEENS, TEMPERED BY MILLENNIA, AND SHARPENED TO A RAZOR'S EDGE, LIKE THE BLADES THEIR HOUSE IS NAMED FOR.



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>>> Subject: Event log shift 421 of the year of Him of Terra 996.M41.

>>> Conduit Necro-vox TES519.

>>> Thought for the Day: Peace is the coward's only weapon.

Subjects of Lord Helmawr heed now the voice of Necromunda!

- ++ All loyal subjects of Lord Helmawr rejoice! Chem output has been increased threefold thanks to the diligent efforts of the House of Blades. Be sure to take your daily dose of Kalma – mandatory with CS rationing. Remember, a Kalm worker is a productive worker.
 - ++ Recidivism within the Cold Trade is punishable by immediate off-world deportation. Those subjects found to be consorting with unsanctioned off-world organisations and individuals will find themselves seconded to the Imperial Navy – where they might make a worthwhile contribution to our grand Imperium serving on the gun decks of a void ship.
 - ++ Extra CS rations will be distributed for worthy subjects of Lord Helmawr in Hive City sub-dome sector K-6-Theta. To claim this rare bounty, the Master of Necromunda invites the residents of K-6 to proceed to the Meat Chutes located in their communal hab waste-reclamation zones, and await further instructions.
 - ++ Year-cycle time saving of the Horologium will be taking place after first night cycle – time reference Y41K Gamma Hive Primus. Subjects are expected to observe the loss of a cycle with the reverence it deserves – and then make up the time by working twice as hard.
 - ++ Outland settlements found to be closer than thumb-distance to a hive city will be subject to sanction. If in doubt, hold your thumb up to the horizon and compare it to the nearest visible hive city. If you are still in doubt, take off your protective facemask for a better look.
- >>> [Additional] Those in possession of off-world creatures will be sanctioned with extreme prejudice. Helot workers found to be hoarding xenos 'pets' will be sent to the pits, where they will be forced to dispose of these beasts for the entertainment of their peers. Lord Helmawr reminds all subjects to keep their eyes firmly fixed upon the ground – Necromunda is blessed by iron skies and toxic clouds so you need not see the terrible blackness of the void!



MATRIARCH FARYRARI SKAL
AMBASSADOR TO THE UPPER HIVE
NOBLE OF HOUSE ESCHER



HOUSESCHER

'Only fools challenge the power of House Escher; our empire is built upon their bones.'

Lilith Morr, Lady of the Bloodspire

At once ancient and youthful, the House of Escher has endured far longer than any other Clan House of Necromunda. Under one name or another, they can trace their lineage back to the age of Martek Helm'ayr, the first Lord Helmawr, and, it is rumoured, even beyond that. Few now know of the early centuries of House Escher, the past of the clan hidden behind ritual and history. Rather, they are seen as what they have become: a matriarchy built upon a throne of chems and violence. These are the pillars of what it means to be Escher, a drive to prove their strength through skill at arms and reckless aggression, fuelled by a chemical empire that mixes Imperial science with pagan ritual. To outsiders, Eschers are cruel and deadly warriors, a perfection of the female fighter on Necromunda. Their gangs stalk the underhive alongside strange and exotic beasts, the mere touch of their weapons enough to corrupt blood or set a victim's nerves on fire. Above these youthful and energetic gang warriors toils a House more prosperous than any on Necromunda – all women born beneath the beneficent smile of a Clan Chymist equal in the eyes of the Matriarch Primus and her Council of Crones. Thus may an Escher prove

herself no matter the manner or place of her birth and, should she do well in the concoction of chems, the rearing of xenos beasts, or fighting for the clan in the endless inter-House wars, she may well rise up to join the council herself – or perhaps even don the mantle of Matriarch Primus.

House Escher's wealth depends upon its chem empire. The stimms it supplies to House Goliath allow them to gestate more of their hulking kind, while the elixirs and cleansers traded to House Van Saar afford the House of Artifice a means to keep their wasting sickness in check. In fact, as much as nine-tenths of all chems produced on Necromunda come from the House Escher Chymist Cults, traded to other Clan Houses to keep workers awake through long production cycles, to Noble Houses for leisure and excess, or to create chem-slaved militia regiments, among a million other uses. It is an industry and an expertise that has evolved over the centuries, many alchemical secrets long forgotten by the rest of Necromunda kept alive within the industrial cults of the Escher. Ironically, it was this, the clan's greatest strength, that almost

destroyed it. Millennia ago, House Escher's meddling in their own biology brought about disaster. In a single scientific misstep, all male members of the House were infected with a genetic wasting, rendering them withered, useless things, both short lived and feeble. Worse, this flesh curse was also carried by the women, though it did not affect those without a Y chromosome. House Escher was forced to resort to esoteric means to continue its existence, and even today males born of Escher women must spend their short lives within stasis incubators, used when they reach maturity for the continuance of the Escher line but useless for all else.

The Clan House has turned this perceived weakness back upon itself, and as a result its women are far stronger and more capable than they were when men and women ruled together over the House. Escher juves are raised to excel in all things and are taught that of all the Clan Houses of Necromunda, they are the purest in form and purpose. By contrast with their ancestors, when the members of the House experimented chemically upon themselves, almost all Escher now follow the philosophy of the Blade's Edge. This teaches that a warrior is most dangerous when

she is clear headed and focused upon her goal. Of course, this does not mean the House has forsaken the use of chems or genetic meddling, rather these are now applied to weapons and gene-crafted beasts, like the Phelynx or Khimerix. The Blade's Edge philosophy also teaches that a single strike can end a foe before they even know the fight has begun. This method of waging gang war typifies House Escher, and while House Goliath might focus on brute strength, House Van Saar on technological solutions, or House Delaque on subterfuge, the clan is more fluid in its approach. Speed and skill describe most Escher tactics, both in underhive gang brawls or the political wrangling of the Houses, but where most Houses follow the same tried and tired tactics, House Escher is known for quickly changing tack if an opportunity for victory presents itself.

All this, combined with the Clan House's skill with poisons and chems, has given the Escher a reputation for being unpredictable and deadly, much like their gene-crafted Phelynx that follow gangers into battle – moving with a languid grace, right up until the moment they dart in for the kill.

THE HOUSE OF BLADES

There are many conflicting stories about how House Escher came to be known as the House of Blades. Ask any underhive ganger and they'll probably say it's because the Escher like their knives and swords, and any who have ever seen a Death-maiden in action would understand that few hive fighters can wield them with the talent of an Escher. Of course, carrying a blade and knowing how to use it is far from uncommon on Necromunda, and any hiver who wants to see their next clan name-day is likely to have a knife somewhere about their person. Most hivers think the name is simply to add to the ominous reputation of House Escher, or remind everyone of what they like, much like the Goliath calling themselves the House of Chains because of their close ties to the Slave Guild. The reality, like most things on Necromunda, is far more complex than it first appears.

If someone of an enquiring nature were to visit the grand libraries of House Helmawr, (and somehow evade their cybernetic guardians and annihilation fields) and look within the ancient *Necromundas Nobilis* (the tome that details every Clan and Noble House to have ever existed on Necromunda), they would discover that House Escher was known as the House of Blades long before it bore the name Escher. Tracing the title back through the centuries, the reader might notice it was once carried by the Eschaki, Athenos and Ulandari. Then, back among the earliest entries of the *Necromundas Nobilis*, they would find a reference to the Pledge of Blades. This speaks of the three gang queens who swore their allegiance to Martek Helm'ayr in the aftermath of the Second Great Purge. No reliable information survives of these Blades, and all that remains are stories and myths. It is known, from the oldest of the Imperial House's records, that each was a great warrior, and, when they chose to bend the knee to Helm'ayr, they decided to merge their bloodlines into one. Over the millennia, however, facts have been transformed into stories, and stories in turn into legends. Today there would be but a handful of people on Necromunda who know anything for sure about the Blades, and who might recognise their three faces upon the crown of the Matriarch Primus.

Much of the internal structure of House Escher is built upon the ancient triumvirate of Maiden, Mother and Matriarch. These are the three traditional aspects of the feminine which, like all things, have been adapted and subverted by the Escher. The young, the quick and brave are known as the Maidens; the warrior caste of Clan Escher. These include Wyld Runners and Venom Cat handlers, Death-maidens and gangers, all of whom represent the fighting arms of the clan. Most Escher will begin their service to the clan as part of the Maidens, usually as soon as they are old enough to wield a blade or pull a trigger. Years spent fighting the enemies of the House may then lead them onto other paths, though not for all. There are gang leaders and beast wranglers who spend their lives fighting; such is the love they have for battle. Death-maidens are unusual as they are artificially young, having died and been resurrected by alchemy, frozen forever in the role of the Maiden. Almost half of the House are made up of Maidens, such is the number of Escher who exist under arms. By contrast, other Clan Houses are loath to arm so many of their citizens, though it has become a tradition amongst the Escher that for their very survival every woman within their ranks must be ready and willing to fight. That a good proportion of Maidens never live to join the ranks of the Mothers or the Matriarchs does not seem to deter young Eschers, who flock to the gangs, eager for a chance to do their part for the survival of their House.

Workers within the clan's factorias and Chymist Cults are known as the Mothers, for from their bounty is the wealth of House Escher derived. For much of the clan, it is a title borne without pride or much thought, hundreds of thousands of Escher working in manufactoria, in the incubation chambers, or a hundred other roles vital to daily life. Perhaps the most important of these, and the most elevated role a Mother might ascend to, is as a Clan Chymist of the clan's Chymist Cults. These talented alchemists oversee the creation of the clan's countless toxins, elixirs and potions. They guard the ancient chemical secrets of the Escher and are akin to a revered priesthood. Shrouded in pheromone gases, the Clan Chymists are adored by all, their entourages always given passage within the hive. Travelling with Maiden guardians, the fighters glare menacingly at any who approach without the proper levels of subservience, the Clan Chymists are the fixers and pushers of Necromunda. Mothers work closely with the Mercator Nautica, the Water Guild, to ensure their drugs are distributed throughout Necromunda, the two organisations often seen in each other's company as they traverse the hive.

The final major faction within House Escher is the Matriarchs. These are the wise and gifted of the clan, often – but not always – the oldest and usually the head of one of its great families. By far the most well-known part of this faction is the Council of Crones, who rule over the affairs of House Escher and advise the Matriarch Primus. Made up of the heads of the most powerful Escher families, its ranks include former Clan Chymists, factorum overseers, gang leaders and even Death-maidens, all offering the Matriarch Primus the collective wisdom of centuries of battle, commerce and fabrication. Noted members, such as the horrifically scarred Bethana the Bloodied, offer insight into some of the clan's recent gang wars, while the immaculately-dressed Ashonari Skal, trades information from her time as an uphive ambassador for the clan. What division exists between the Matriarchs, and there is more than a little depending on who is present during a council gathering, is usually tempered by the presence of the Matriarch Primus, who has the final say in all House Escher matters.

In addition to the Matriarchs who rule as part of the council, there are the Shivvers – wise and gifted women who exist discreetly within the clan. Some hide in plain sight, working the factoria alongside their sisters, or as hab-matrons or hangers-on to a gang, others keep to the hidden places within the clan's territory. Shivvers are often seen as the oracles of the clan, whether or not they possess any true esoteric abilities, and Escher will visit them for an insight into their future, or to lay curses upon their enemies. From time to time, agents of Lord Helmawr come hunting the Shivvers, seeking out those who may have the true psyker's gift, though each time the clan closes ranks, and such women mysteriously vanish before they can be removed for psychometric testing.



THE ANCIENT AND THE YOUNG

House Escher is ruled by the Council of Crones, the oldest and most powerful members of the clan's ruling families, and principal among their number is the Matriarch Primus. There are no restrictions on who might sit upon this council, or even who might ascend to the position of Matriarch Primus, beyond the tradition that the Matriarch must embody all three aspects of the Escher. For this reason the Matriarch is known as the Ancient and the Young, a title that symbolises that she is the Maiden, embodying the youth of the Escher, the Mother, mother to all within the clan, and Matriarch, wisest of all Escher women. Tradition also dictates that the Matriarch must once have been a Wyld Runner, before leading her own gang or Chymist Cult, though there have been exceptions. Many also served on the Council of Crones before ascending to rule. Over the years, Matriarchs have been equally represented by former gang leaders and Clan Chymists, and most of the council fall into these two camps. In a few rare instances outsiders, or even members of the Moraegan (the infamous Death-maidens), have worn the Matriarch's three-faced crown, but such rulers tend to preside over periods of strife and then only for a short time.

The current Matriarch Primus is Queen Adina, a ruler far younger than most of her peers. Adina bears the title of the Ancient and the Young, even though she was never part of the Council of Crones, nor has she worked within the Chymist Cults or seen battle in the underhive. Despite these apparent weaknesses, Adina is unique among her sisters as being a clone child of Queen Vhoadycia, an ancient ruler of the clan. It was hoped by members of the Chymist Cults that if a trueborn child could be birthed using genetic material from Vhoadycia, who ruled before the Flesh Curse took hold of Escher, that the child might in time be able herself to be mother to a line of uncorrupted sons. Unfortunately, Adina carries the Flesh Curse like all Escher, though the genetic gifts of Vhoadycia gave her an exceptional knack for leadership and ability to navigate the warfare between the clans. Her lineage also gave her recognition among the Matriarchs, who unanimously voted her to the Matriarch's throne. So far Adina has proven herself a capable ruler, though time will tell if the blood of Vhoadycia is enough to preserve her reign.

HISTORY OF HOUSE ESCHER

Most Clan Houses can trace their existence back for centuries, and a few even beyond that. But the further back a House's records go, the less recognisable it becomes, until current clan rulers disregard their ancestors or deny their existence completely. House Escher is perhaps the oldest of all the Clan Houses and, unlike its peers, can trace its bloodline back at least half a dozen millennia. In those first centuries of its existence, it was renowned for the skill of its warriors and purity of its people, the lords and ladies of Escher the envy of the other Great Houses. Like Necromunda itself, however, the House of Escher has fallen far since those long-lost days.

THE FIRST BLOODLINE

The name Escher has only existed for a few thousand years, though the House that bears the name is much, much older. Few records remain of the Imperium's first millennia of rule over Necromunda, and those that do have often been compiled by the Adeptus Terra or scholars eager to paint House Helmawr in as flattering a light as possible. Within House Escher, the Council of Crones maintains an oral tradition, passing tales of the clan's first days down from one generation to the next, and it is within these stories that perhaps some grains of truth might be found. The oldest stories tell of the last days of the Araneus Continuity and the mysterious Iron Lords who once ruled Araneus Prime, as Necromunda was known back in those times. In these stories three sisters, known as Celestria, Sydreana and Solarana appear again and again, either as servants of the Iron Lords or their enemies. Often the sisters are known as the Blades, as it was said each was a great swordswoman, and many tales tell of them besting countless foes with only their wits and their blades. It is said that when the great warships of the Imperium darkened the skies of Araneus Prime, the sisters recognised the doom of their world and vowed to survive it no matter what. Even as the first Space Marines brought Araneus into Compliance, Celestria, Sydreana and Solarana were creating a genetic legacy for themselves by setting up clone banks deep beneath the hives. Within these banks – so the story goes – replicates of the sisters gestated in stasis-fluids, ready to replace their 'mothers' and step into their lives, until they in turn were replaced by another clone.

So it was for the first 3,000 years of Imperial rule, when Necromunda suffered under the reckless violence of the gang kings and the draconian administration of the Adeptus Terra. In these dark days, the Matriarchs tell of how the 'immortal' sisters each rose to become queen of one of Necromunda's

great hives and to rule over the surrounding wastes. Forever young in the eyes of their subjects, the Blades carved their names into history, sometimes fighting among themselves, at others banding together to defeat a more powerful foe. Stories like Celestria and the World Serpent, the Bleeding of Mynerva, or Solarana's Lament are all set in this time, pitting one or more of the Blades against outland warlords, psychic monsters or beasts of the underworld. Perhaps the most famous of these tales is the Hive of the Blood Drinkers. In this myth, the three queens band together to destroy a race of polymorphic warp-beasts who had taken over the Dreaming Spire. With cold steel and brutal bladework they fought their way up the hive to face the Blood King, a shapeshifting creature bloated on the life-force of its subjects. Unsurprisingly, the three sisters triumphed and liberated the Dreaming Spire, making it a popular story among Escher children.

Whether or not the apocryphal stories of Celestria, Sydrena and Solarana have any truth to them, there is one tale that bears some resemblance to reality. It is the legend of the First Bloodline. Among the oral tradition of the Council of Crones, it is believed these three sisters combined their genetics to create the bloodline from which all Escher are descended. When Martek Helm'ayr rose to rule Necromunda, the sisters saw in the future planetary governor the salvation of their world, and so swore their allegiance to him. With millennia stretching out before them, they knew that their method of prolonging their existence could not continue forever, their clone vaults too vulnerable to fault or sabotage, or the efforts of a dedicated foe intent on all-out war. So they combined their uniqueness into 12 children – five boys and seven girls. From these children the Escher bloodline was born, and all true children of the clan can trace their ancestry back to the Twelve. Even as the sisters lived out their final lives, destroying their clone stores so they might find true death at last, their House prospered. Blessed by the pure genetic strength of the sisters, its men and women were clean limbed and clear headed, standing out among the rad-cursed and tox-riddled citizens of the hives. Their service to Lord Helm'ayr also earned them status as a Great House, taking the name Ulandari after one of Necromunda's moons. As part of the new order of Necromunda, the Great House would endure for dozens of centuries, many of Lord Helm'ayr's early triumphs shared by the Ulandari. Time, however, would not be kind to the House of Blades.



KRIA 'THE HUNTRESS' KYTORO
HOUSE ESCHER DEATH-MAIDEN
BOUNTY HUNTER

AGE OF THE ESCHAKI

At some point in the middle of the 35th Millennium, House Ulandari was sundered into the Ulandi and the Athenos, the former retaining its position among the Great Houses, the latter descending to take its place among the Clan Houses. Those members of the House who had grown used to the decadence and privilege of their position in the spire resented those who sought to further the Ulandari name through great deeds and reckless pursuits. This latter group included much of the youth of the House, reared on tales of their ancestors and the founding mothers. Gathered under the Patriarch Lord Athoros, the Athenos, as they became known, left the spire in the Pilgrimage of a

Thousand Steps, a mass migration into the depths of the hive. The Pashas of Ulandi were said to have bid these upstarts good riddance, and returned to their gene-salons and xenos menageries, content that Athoros and his followers would be dead within a generation.

Of course, this was not to be the case. In time, the bloodline of Ulandari would be diluted within the Ulandi as the Noble House intermarried with other Noble Houses or introduced off-world bloodlines. By contrast, becoming a Clan House only strengthened the blood of Athenos, Athoros Rex personally fathering 888 sons and daughters to carry on his line. During this time, the Athenos became known for its chem industries, wresting control of Hive City's chemical factoria from the tech gangs of the now-extinct House Jungar.

Over the following centuries, the descendants of Athoros continued to prosper, their dominance spreading out among the hives of Necromunda. In this lost age the men and women of Athenos were especially renowned for their strength and genetic purity, in a time when many of the other Houses were suffering from polluted genepools and increased numbers of mutant births. Gormund the True, Avalos of Trazior and the Blade King all ruled the House during this time, their exploits still told to this day.

Despite their successes, by the 37th Millennium both Ulandi and Athenos were in decline. The blood of Ulandari was almost spent within the halls of the Ulandi, and only a handful of women could trace their lineage back to the Blades, while the patriarchal Athenos were crippled by internal conflicts between its hive kings. The catalyst for change and the salvation of the House of Blades came during the Two-faced War, when House Helmawr was divided.

'MISS FIRE' MERT
CARRION QUEENS
HOUSE ESCHER

Ulant used this time to strengthen their position in Hive Primus, pledging their allegiance to the Lady Cinderak Helmawr, and benefiting from her successes. By contrast, the Athenos were divided, more than half the clan having sided with her brother, Gothrul. This shadow war also brought to light a secret cult within Ulant – the Eschaki. These were women who could still trace their ancestry back to the Blades and kept the ideals of the founding mothers alive.

When the bloody conflicts of the Two-faced War were done, and Lady Cinderak had emerged victorious, House Ulant had once again secured its position in the spire, though it bore little resemblance to the House that had once split from Ulandari. Clan Athenos was gutted and in decline, almost all its hive kings having been slain or exiled. The Eschaki, disillusioned with how removed the Ulant had become from their origins, chose self-imposed exile from the spire. Swiftly, and with little conflict, they absorbed the remnants of Athenos, House Eschaki taking its place among the Clan Houses.

The centuries after the Two-faced War were perilous times for the newly-forged House Eschaki, as nobles, Guilders and clan lords all tried to expand their dominance in Cinderak's new world order. The greatest rival to the Eschaki was the newly-formed House Goliath.

Unlike the Goliath of the 41st Millennium, these Goliaths were not vat-born gene-workers, but rather hardened natural-born men and women of the forge. They were bolstered by exiles from the former House Athenos, hive kings who sought revenge upon the Eschaki. A war raged on and off between the two Houses for years, the conflict finally culminating in the Great Poisoning during the Mynerva Famine. Despite thousands of their fighters having been killed by Eschaki treachery, House Goliath met the Eschaki in battle with hordes of slave Ogryns, spudjacker-armed worker battalions and muscle-bound gang lords. Against the massive numbers of Goliath, the House of Blades employed waves of combat drug-fuelled murder squads, ash-dancer assassins and genhanced berserkers. Entire domes were drowned in blood during these night-cycle conflicts. The war ended with House Goliath all but annihilated, their survivors chased into the wastes or driven into the deepest regions of the underhive. The Eschaki revelled in their victory, all the while unknowingly having sown the seeds of their own demise.

THE LIE OF ARANTHUS

Around 364.M40, rumours began circulating that there was a decline amongst Escher's menfolk and that it was linked to the Mortis Plague. Some whispered that the plague had been started by the Escher themselves, with the goal of destroying the Noble House of Aranthus, only it turned back upon them, devastating their House. This rumour gained favour with both the Van Saar and Goliath Clan Houses, who both mocked that it was the price for the Eschers' arrogance. Even some of the Noble Houses took advantage of this rumour, House Ulant using it as an excuse to throw their weight about in the spire, making some not-so-veiled threats on behalf of their 'close allies', the Escher. Lord Helmawr was even said to have spread the rumour, as the notion that one of the Clan Houses had been behind the demise of Aranthus suited the Imperial House's purposes – and further obscured the true story.

For its part, House Escher did little to dispute the rumour; even though the Escher knew it to be a lie. In fact, most hivers knew it to be untrue, the decline of Eschers' menfolk predating the Mortis Plague by at least 1,000 years. Nonetheless, it is a lie that has persisted and taken root over the centuries, so that most now believe it to be true. The Escher often use it to their advantage when it comes to intimidating representatives from the Noble Houses, such as holding inter-House convocations in rooms subtly decorated in the colours of House Aranthus, or offering noble guests wine served in Aranthian-style goblets.

THE LAST MEN OF BLADES

The war with the Goliaths had taught the Eschaki much about the use of chems and gene-manipulation. Whole cadres of their clan were now in the thrall to these processes, and the clan's fighters willingly accepted experimentation upon their flesh. The price of a few genetic abominations or stim-induced deaths was a small one compared to the dark reputation the Eschaki had earned. Often, the mere threat of an Eschaki assassin was enough to sway rivals into seeing things the Clan House's way, while in the streets of Hive City, hivers always gave the twitching Eschaki chem-warriors a wide berth. For 1,000 years, the influence of the Eschaki spread. They often took advantage of local strife to take over hives from other Houses, such as during the Death of the Quinspire when their agents set upon the fleeing remnants of House Kithkeer, or when the rise of the Cult of Redemption destabilised House Cawdor and they moved into domains left empty by the clan's workers.

Such meddling in the genetics of the clan would have terrible consequences. At first little credence was given to the malformed offspring that were being born in ever-increasing numbers. Necromunda has long been a toxic world, and few humans born upon it are free from some form of physical corruption. Normally, however, misshapen limbs and strange growths are ignored if they don't prevent a hiver from working – the Imperial House allowing for a certain degree of 'deviance' from human-standard to maintain its workforce. This ignorance was exacerbated by a long line of Eschaki patriarchs who pushed for ever more experimentation on the clan's fighters with increasingly potent combat drugs. This led to some disastrous results, like the massacre that ensued when a force of Eschaki chem-warriors was sent to liberate Cog Town. After murdering the outlaw helots holding the town, the Eschaki were overcome by a chem-induced madness, turning upon the hivers they had just saved and slaughtering them. Then there is the tale of Eschaki Patriarch Lord Adamus the Strong. So reliant was Adamus on combat stimms, his body was encased in drug canisters and tubes, constantly pumping chems into his veins. In his drug-thirst Adamus would often drink the blood of fallen chem-warriors to get his fix if his own reserves were running low. When hab-mothers speak of the perils of the Age of Eschaki to young Eschers, it is often to the tale of Adamus they point.

As the menfolk of Eschaki continued in their decline, the Flesh Curse, as it became known, reached the clan's patriarchy in the closing decades of the 39th Millennium. Eloch Twice-born, the last man to rule the Eschaki, was a withered thing. The combat stimms and genetic-manipulations that had once made the clan's chem-warriors so feared, were now required simply to keep Eloch and his kin alive, albeit in a greatly diminished state. The enemies of the House who had long been observing its decline now moved in for the kill. House Van Saar was the first to strike, taking over Eschaki's holdings in Hive Secundus and all but exterminating the clan's settlements in the hive's glittering Hall of Graces. In Hive Mortis and Hive Ceres, agents working on behalf of House Ran Lo engineered a mass exile of Eschaki workers, diverting their factorum transports out into the wastes, and shipping in their own helots to take over. When the Eschaki tried to retaliate, gangs of hired guns were ready and waiting.

As Eloch's reign drew to an end, the Eschaki were a shadow of their former glory and stood on the brink of extinction all across Necromunda. They might have vanished for good, had it not been for one woman. Vhoadycia was a hab-mother who had risen to prominence during the Goreside Dome wars of Hive Primus, when a coalition of clans tried to kill off the Eschaki presence in Vat City. She had led an all-female army to victory, and thousands of the clan's women rallied around her. When she marched into the Elder Eschaki Council to confront Eloch and demand action from the clan, she discovered that Eloch was long dead, along with all the male Elders. Instead an all-women council remained, divided between those who clung to the old ways of the Eschaki and those who, like Vhoadycia, wanted change.

This was to be the turning point. Under the rule of Vhoadycia, who took the mantle of Matriarch Primus, the clan was reborn as House Escher. Over the following centuries Escher would rise to reclaim its place among the Clan Houses. Though its menfolk would never recover from the Flesh Curse, the women of the clan would take over their part in defending it, a tradition that endures to this day.



HOUSE ESCHER LINE

BLOODLINES AND BLADES

In the first few millennia of the Imperium's rule of Necromunda, the world is riven by strife and chaos. Among those to make their mark upon this time are the warrior women known as the Blades, hive queens whose will and genetic strength will one day become the foundation of House Escher.

AN AGE OF BLOOD

In an unremembered age, Celestria, Sydrena and Solarana walk the wastes of Necromunda. During this period, they influence the world in countless ways, murdering hive kings, taking the Imperium's coin, but also working against its agents, and protecting the people under their care. By the time they pass into history, their deeds are already legends traded among the tribes and clans of the ashen world.

BIRTH OF A QUEEN

Athasasi Ashborn becomes the first Matriarch of the Ulandari and reaffirms the Pledge of Blades to Martek Helm'ayr. The embodiment of the Blades, she is the first to bear the title of the Ancient and the Young and wear the three-faced crown. Despite her young age and relative inexperience, her reign is marked by massive expansions for the Ulandari and the extermination of dozens of their rivals. She will go on to be immortalised in countless statues, paintings and holo-sculptures that endure to this day within the Sirens of Hive Primus.

A HOUSE DIVIDED

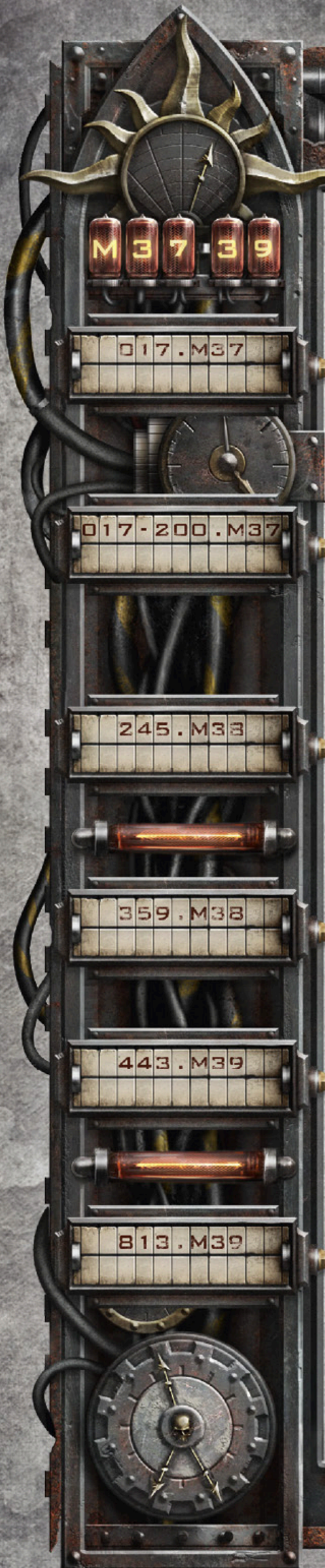
House Ulandari is divided into House Ulandi and House Athenos, the latter embodying the strength of the House mothers and taking the title House of Blades. The history of House Athenos will be troubled, though in its people the blood of the Blades will endure.

THE BLOODY ROAD

As the Imperial House exerts its influence across Necromunda, House Athenos secures the Great Ash Road. This highway circumnavigates the planet but has not been usable for centuries due to rogue hive lords and ash waste tribes claiming sections of it for themselves. House Athenos war-rigs forge a path through these obstacles, until Lord Helm'ayr's standards fly from watch-forts around the world, and the road is lined with the skulls of his enemies.

A CRISIS OF CREED

A religious schism between the pious classes divides the Athenos of Hive Temenos. Started when the Patriarch Primus accidentally mispronounces Saint Valdor as Saint Valdon, it quickly escalates into open conflict between the Valdorians and Valdonians. The conflict is only settled when a fight in the Temple of the Emperor Deified draws the attention of the Order of the Argent Shroud – the Adepta Sororitas taking a tithe of 100,000 penitents from House Athenos as atonement for their transgression.



LORDS OF NECROMUNDA

The House of Blades takes its place among the Clan Houses of Necromunda. Over centuries of upheaval, the House will enjoy both triumphs and suffer defeats, spreading their influence across the toxic world even as a poison grows within its heart that will one day bring it to the edge of extinction.

REBORN IN SILK

House Athenos is consumed by the Eschaki and reborn as a new Clan House. So begins a time of ascendance for the House of Blades, its people enjoying wealth and privilege unlike anything seen before in the cramped domes of Hive City. Soon they have won the greater measure of the drudging classes of Hive Primus to their banner, and their production rates soar as a result.

KINGDOM OF SHARDS

Matriarch Primus Raebeca Shard is ousted from rulership of the Eschaki by the Patriarch Domonos, both her and her followers driven into the deepest reaches of the Spoil. Over the following decades Raebeca builds a wasteland empire, maintaining that her bloodline is the true bloodline of the Blades. Repeated attempts to destroy Raebeca's dynasty fail, and her descendants will endure to reunite the clan in centuries to come.

THE FIRST SIGNS

The alchemical excesses of the Eschaki lead to a rise in malformed male youths. At first these signs are dismissed as the result of Necromunda's appalling environment, however, in time they cannot be denied. Rather than change their ways, the Eschaki Patriarchs use all their resources to hide the secret from the rest of the planet's population.

A LEGACY OF BLADES

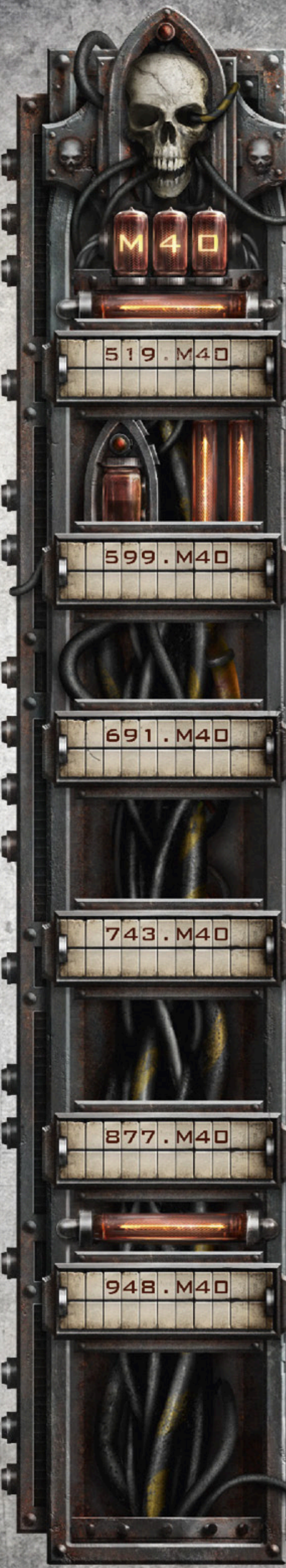
A splinter-cult of Clan Chymists discovers one of the Blades' clone vaults, once believed to have been destroyed, in the depths under Hive Arcos. Without realising the danger, they awaken a number of the clones who, in their insanity, lead a bloody murder spree throughout the hive before vanishing into the wastes.

A CULLING OF YOUTH

The Flesh Curse, as it is now widely known to the Eschaki, is so grievous that nine out of ten of the clan's males do not live to see their second grand cycle, while most of those who survive become withered and imbecilic. Not even one in a thousand Eschaki men are born true, the women of the clan soon outnumbering them many times over.

PROJECT GOLIATH

In an effort to stay the inevitable, the Escher, as they are now known, attempt to engineer a new male bloodline. Due to interference by House Van Saar, and the unruly nature of the subjects themselves, the project is abandoned.



LAST MEN OF ESCHER

After centuries, the Flesh Curse has sunk its claws so deeply into the clan that House Escher must be reborn if it is to survive. The Matriarchs rise to this challenge, the women of the clan taking the roles once dominated by their menfolk, while new heroes are made by those Escher who dream once more of greatness.

QUEENS OF ASHTOWN

As word of the Escher's weakened line spreads throughout Necromunda, other clans try to take over their industries and territories. On the Great Ash Road, House Orlock launches a series of raids against the Escher-owned settlement of Ashtown, expecting little resistance. They are quickly disabused of this notion when 20 Escher Wyld Runners drive off three Orlock road gangs in a firefight that lasts three entire days.

MURDER IN STYLE

When the corpulent Lord Gormach of House Ko'Iron declares the head dress of the Matriarch Primus Deliaan "*a bit last cycle*", she immediately challenges him to a duel. Thinking to best the Clan House upstart, Gormach calls on a massive Goliath pitfighter to be his champion. Deliaan takes great pleasure in killing the Goliath in front of Gormach, making sure the lord knows every cut is meant for him.

MYNERVA'S LEGACY

House Goliath seeks retribution against the Escher of the Mynerva Cluster. As justice for the fallen, the hive Alpha poisons tonnes of corpse-starch bound for the Escher, so they might perish in the same manner as the Goliaths of old. Unfortunately for the Goliaths, the Eschers of Mynerva see through their feeble ruse, repackaging the poisoned foodstuffs and selling them back to the Goliaths via the Guild of Coin.

CURSE OF THE ESCHER

The Escher Gang Queen Cathneth the Cruel uncovers a lost conclave of male Eschaki chem-warriors living in the Forbidden City of Cinderdark. Some argue for the warriors' reintegration to the clan to revitalise its menfolk, while others cite the worse dangers of a return to the ways of the Eschaki. While the two sides debate, the chem-warriors flee into the wastes, choosing to live free rather than under the rule of the Matriarch Primus.

THE DEEP WAR

House Escher takes the assassination of Alryan Ulant personally and leads a hunt for her killers. In an almost unheard of event, almost every Escher gang in the underhive of Hive Primus unites to lead a massed invasion against the assassin's stronghold.

A FINAL BETRAYAL

Over 10 years after the fall of Hive Arcos, the gang leader Zoerina and her sisters stagger out of the wastes. Zoerina says she is a survivor of the fall and claims to have damning information regarding what really brought the hive down. The Matriarch Primus welcomes Zoerina to the Escher council chamber in Hive Primus, where Lord Helmawr's Enforcers are waiting to take her away...



QUEENS OF NECROMUNDA

House Escher is at the height of its power as a Clan House, and enjoys a place in Necromundan society unheard of since the dark days of the Eschaki. Rather than rest upon its achievements, the clan uses this time to its advantage by further increasing its share of Necromunda's vast material wealth.

WYLDs OF NECROMUNDA

Cyndella Jynes rises to rule the Wyld Runners of the Prymia Outlands despite being only 16. With murderous efficiency, the young Cyndella carves out territory in the Spider Points, breeding dust-stalkers and growing rich off raiding Orlock road trains. When, at the age of 18, she is killed in a shootout with no less than a dozen hive assassins, her name becomes known from one end of the Palatine Cluster to the other.

BLOOD ON THE SPIRE

In the hallowed Chamber of Tranquillity, high in the spire of Hive Primus, the six Clan House leaders meet to pledge their allegiance to Lord Helmawr. After a well-timed insult, violence erupts between the House Masters. Nikkeo Vestia, Matriarch Primus, kills the Goliath Over-tyrant Gorger and Thane Edmund of Cawdor. Duke Cornelius the IX of Van Saar only escapes her blades by using a displacer field to flee the chamber.

DEBUTANTS OF DEATH

As part of their coming of age ceremony, a dozen daughters of House Ulanti are sent into the underhive to run with Escher gangs. Dressed in extravagant ball gowns and with outlandish hairstyles, they spread blood and carnage with some of the finest weapons their Great House can afford, starting a tradition that continues to this day.

SHOOTOUT AT THE TWICE-SHY

When the gang queen Lacy Dhark arrives in Two-tunnels, she decides to deal with all her rivals in one go. Inviting every gang in Two-tunnels to the Twice-shy drinking hole for a 'chat', she waits until they are all assembled then gives them an ultimatum – clear out of town or end up as corpse-starch. Ten minutes later, Lacy walks out of the Twice-shy reloading her guns, before sending one of her juves to go fetch the local Corpse Guilder.

FIRES OF SUMP CITY

After a sump-ship captain brings a 'not so dead' giant albino spider back to Sump City, the locals must unite to drive the monster back into the sea. The Escher gang the Sump City Sirens 'save' the day by setting fire to the brute – its dying convulsions demolishing half the settlement.

SHOWDOWN IN DUST FALLS

When Balthazar Van Zep imprisons Symone Vex, leader of the Velvet Blades, over an unpaid gambling debt, dozens of Escher gangs converge on Dust Falls to rescue her. Upon seeing his compound surrounded by armed-to-the-teeth gangers, Van Zep declares it was all a misunderstanding and returns Symone to her comrades.

HOUSE STRUCTURE

'Strength, age, experience and violence – these are the currencies we use to buy the future of House Escher.'

Matriarch Primus Adina Sabine

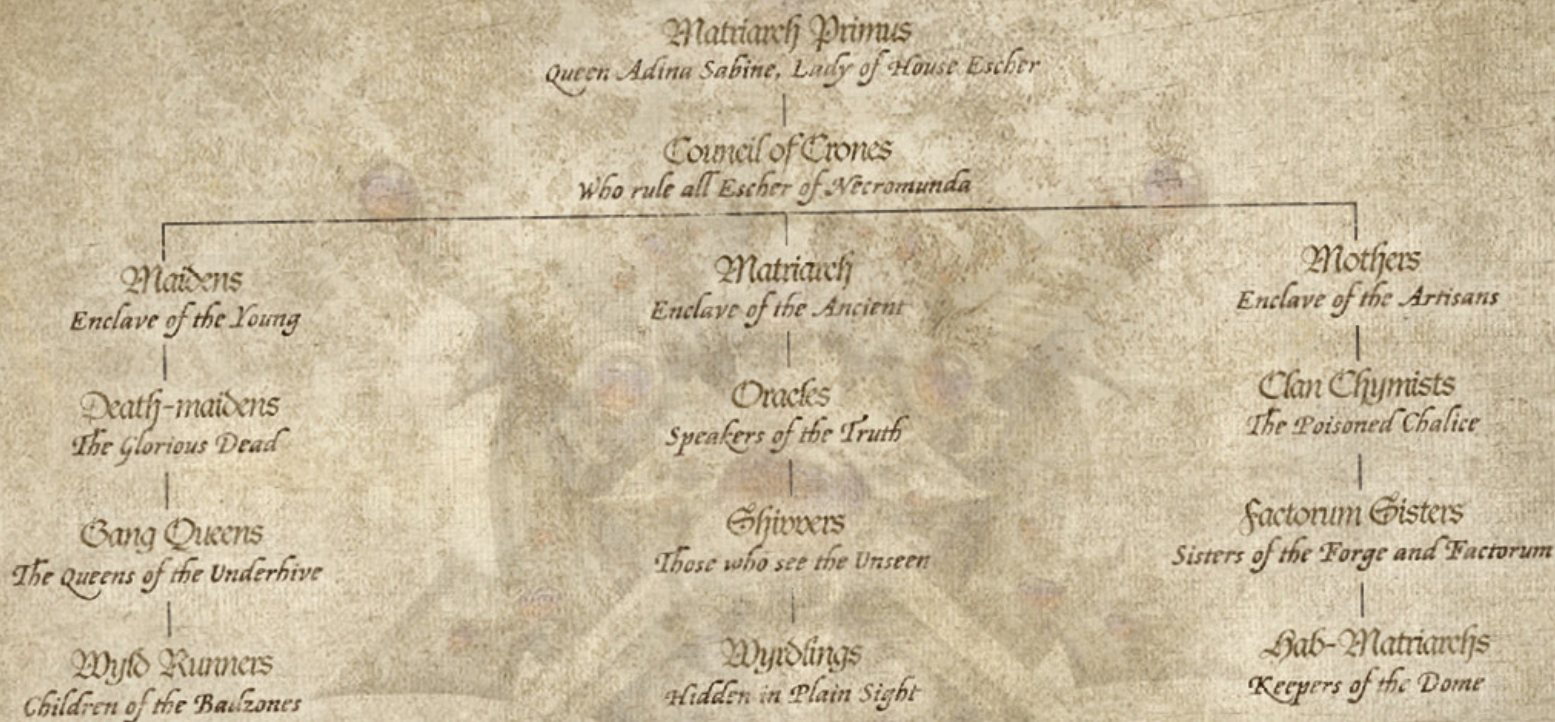
House Escher has perhaps one of the most complex internal structures outside of the Noble Houses themselves. Ostensibly, the clan is divided into three major factions: the Maidens, the Mothers and the Matriarchs. These are ruled over by the Council of Crones – the wisest and most powerful members of the House, who in turn serve at the pleasure of the Matriarch Primus – Queen of all Escher on Necromunda. In reality, each faction is a vast collection of smaller factions, such as the hundreds of Clan-chymist Cults or the family combines of the Shiverer Cults. The Council of Crones is equally divided, its members forming and breaking alliances on an almost

daily basis, while the court of the Matriarch Primus often holds power in name only.

Somehow, though, the system works. It functions despite the internal politics of the clan and in spite of the layers of rituals and rites that occlude its hierarchy. This is because there is a bond between all Escher that seems lacking in many other organisations on Necromunda, a bond far stronger than gang colours or clan oaths. Eschers are, at their most basic level, a sisterhood united by their gender, in a way a Goliath or Van Saar ganger, or Cawdor or Orlock worker could never understand.

Hierarchy of House Escher Hive Primus

This sacred chart was set down by the Mistress of Scribes to Clea Sabine in the year of her reign over all 325 M41 Necromunda Veritas



All who serve the House of Blades serve the Matriarch Primus and heed the wisdom of her counsel, and in each hive, settlement and warren of our blighted world where Escher gather, there are the hierarchies of Maiden, Matriarch and Mother.





NAIDIANE THE EXPLORER
ASH SIRENS
HOUSE ESCHER

MATRIARCH PRIMUS

Traditionally, the House of Blades has always had a single ruler. Various this role has been a lord or lady, or king or queen, sometimes gaining the position through hereditary rite of succession, other times through popular support or even treachery. During the age of the Eschaki, the tradition came to be either a Matriarch or Patriarch – a person who filled the symbolic role of mother or father to the clan. When the excesses of the Eschaki gave birth to the Flesh Curse the line of Patriarchs was spent, and so Matriarchs became the sole rulers of House Escher. The Matriarch Primus is the culmination of this practice, and House Escher has been ruled by one for the last 1,000 years at least.

The Matriarch Primus is chosen from the clan's noble families, those most ancient and powerful members of the House. These affluent individuals embody the high fashions and graces of the clan, and many can trace their lineage back to the last days of the Eschaki or beyond. The twin bloodlines of Vestia and Sabine have dominated the position of Matriarch Primus in recent centuries. Queen Adina's mother was of both Sabine and Vestia heritage, even though Adina herself was manipulated in utero by the Chymist Cults. Over the centuries, however, the mantle of Matriarch Primus has been held by a wide range of powerful women, some more suited to the position than others.

COUNCIL OF CRONES

Even though House Escher is not counted among the great Noble Houses of Necromunda, its roots are firmly planted in the nobility. Over its long history, numerous powerful families have controlled the Clan House, contributing members to its rulers. The noble court of the clan in which these rulers gather is known as the Council of Crones. Made up of members of Escher's most prominent families and powerful individuals, it governs the day to day running of the clan, and, in theory, enacts the will of the Matriarch Primus.

Despite the name, the councillors are not all elders, nor are they drawn solely from those traditionally academic arms of the clan like the Shivers or the Clan Chymists – the term is used to denote wisdom and authority rather than age.

The only two requirements to sit on the council are that a woman must have done some great service for the clan and that a majority of councillors approve her appointment.

Of course, the first requirement is open to interpretation, and has, over the centuries, been manipulated by both the Matriarch Primus and the noble families to fill the council with those aligned to their interests. For example, the Gang Queen Zenya the Unlawful single-handedly killed the Goliath 'Alpha of Alphas' on the Bridge of Angels, routing 100 enemy gangers and saving the clan settlement of Rifttown, to earn her place on the council. Meanwhile Alyce Sabine suggested a new colour scheme for the Court of Blades to earn the same honour.

CLAN CHYMISTS

Chems are the principal industry of House Escher, and the Clan Chymists and their cults are responsible for their manufacture. Distinctive in their long purple robes and white surgical-veils, they demand respect from all within the House; hab-workers, factorum-sisters and even outlander gangers all making way for them as they stride through Hive City. Over the course of her life, an Escher will rely greatly upon the Clan Chymists. They are present at her birth, when she comes of age, at the birth of her own children, and, should she live a full span of years, in the end at her death. In fact, the continuance of the clan would be impossible without the Chymist Cults, their matrons guardians of the mysteries of keeping the withered male members of the clan alive and producing new Escher children. Alongside these vital services to the clan, the Clan Chymists have another, darker purpose. Using their extensive alchemical skills, they produce combat stimms and battle toxins for the clan's gangs to carry into the underhive. While much of their produce is benign, these potent chems and poisons are what they are best known for, and it is the strongest of these that House Escher keeps for itself.

GANG QUEENS

Some Escher never really seem to grow out of the Wyld, their thirst for independence stronger than the desire to return to Hive City. For these women two roads present themselves: either they can cast off the mantle of the clan and become outlanders, or they can take their place among the House gangs. Each Clan House deals with its gangs in different ways. Some, such as the Goliaths, see their gangs as an unofficial militia and keep their gangers on a tight chemical leash, while others, such as the Delaque, seem to make little distinction between hive gangs and ordinary members of the clan. For the Escher, any with the will and courage are offered the chance to run with the hive gangs. There are very few restrictions on what is expected of Escher gangers or the Gang Queens who lead them, only that they spread mayhem among the

WYLD RUNNERS

The rearing of children within the hive varies from Clan House to Clan House. Each has their own way of preparing their youth for a place in the crushing social order of Necromunda, whether it is the Goliath data-slug or the Cawdor ritual segregation. The Escher have the Wyld. The Wyld is a catch-all term for all Escher girls who have reached maturity, but who have yet to find a permanent place among the habs, cults or gangs. Some Wyld girls express themselves through experimentation and excess, living out the extremes of their youth in the tunnels and domes of Hive City before settling into their clan-given lives. Others expend their youthful energy through violence, either on the streets or in the fighting pits. Then there are those who strike out on their own into the hive wilderness, looking for adventure and trouble. This latter group are collectively known as Wyld Runners.

Runners flee the safety of House and hive to explore the badzones and wastes. In ragtag bands, they rear their own underhive creatures and fashion their own weapons. Living so far from civilisation, they excel at survival and hunting. Many Runners have specially-trained pets for both defence and company. The favoured hunting animal of most Wyld girls is the Phelynx, sometimes called the Venom Cat. Like the Runners themselves, the Phelynx are barely-tamed predators, eternally seeking out prey. A Phelynx's exceptional senses are a great boon for a Runner living in the outlands, as is the venom it produces, which the Runners use to coat their arrows and blades. Runners will ally with Escher gangs, while sometimes entire gangs of Runners themselves might be encountered. As can be expected, the life of a Runner is perilous, and many do not survive to return to their clan holdings. Those that do are highly respected by their peers for their experience in the wilds, and many members of the Council of Crones were once Wyld Runners in their youth.

clan's enemies – which on Necromunda often means anyone who is not a member of the House – and sometimes even on others within the House itself. Even so, this level of freedom is not enough for some, who crave true independence from their House. This is a price the clan has come to expect – and in the words of the Matriarch Primus herself: *'Cast your children to the wilds, and those who return will be stronger for it.'*

SHIVVERS

In House Escher, some individuals are collectively known as Shivvers. For the most part these women are merely touched by the gifts of the Warp, far below the level of power that would draw the notice of the Adeptus Terra. To the Escher, however, they form an important faction of wise women and oracles to whom the Matriarchs have turned for centuries for advice and counsel.

When counted against the hab-matriarchs, factorum sisters, Clan Chymists and gangers, Shivvers are only a tiny minority of all Escher on Necromunda. Within this minor splinter group, only an even smaller number have any measure of psychic talent. Of course, Lord Helmawr cares little for the measure of a psyker's gift, only that they are a psyker, and were he able he would claim every last one for his tithes or his own personal agencies. For this reason, the clan goes to great lengths to protect the Shivvers, their enclaves and seeing-temples hidden beneath teeming settlements or out in the remote reaches of the outlands – often protected by unknowing Escher gangs. This also means that, when an Escher wishes to consult the Shivvers, she must often make a hazardous journey to where they live, working their way down into the tangled hidden places of Hive City or the underhive.

DEATH-MAIDENS

Escher Death-maidens are a relic of the Age of Eschaki given terrible form. During that time of genetic manipulation and experimentation, the Clan Chymists discovered they could not only restore unconscious or wounded fighters to fighting fitness, but potentially bring them back from the dead with their chemical concoctions. Through a painful and complex process, the freshly deceased are pumped full of an exotic cocktail of chems, its potency forcing dead organs and torn flesh back to life. The process only works on those who have recently died, and only if their body is mostly intact, but when it does work, the results are impressive. The newly-risen Death-maiden retains much of her muscle memory, her reflexes undiminished, her body now largely immune to pain. Perhaps the most terrible aspect of the Death-maidens is their blood. A side effect of the drugs required to keep them alive, a Death-maiden's blood is highly toxic, and many of their weapons capitalise on this with tubes and needles funnelling it onto their blades and the points of their weapons.

As literal dead women walking, the Death-maidens have an almost mythical place within the society of House Escher. Collectively known as the Moraegan, the ancient name for the clan's founding sisters, they stand apart from the castes and classes within the clan. A Death-maiden owes no allegiance but to the House and answers only to the Council of Crones and the Matriarch Primus the council serves. Other Escher view Death-maidens with a mixture of fear and awe, not least because the Moraegan often wear veils, face paint or masks, to inspire terror in their foes, but also to hide the scars of their death. Despite their vigour and unholy endurance, in time a Death-maiden's biology will fail. The chems required to keep them alive eat their body away from within, while new traumas do not heal in the way living flesh would. Usually by this time, however, the Death-maiden has visited her revenge upon her killer and heaped the underhive high with the enemies of House Escher.

HOUSE INDUSTRIES

*'On Necromunda, you got two options if you need healing chems
– deal with House Escher, or don't get shot.'*

Ordol Kyne, Mercator Gelt

Chems flow from the factoria of House Escher like helot water rations from a waste recycling plant. Necromunda's insatiable appetite consumes millions of tonnes of Escher output each cycle, while millions more are shipped off-world. Without these vital chemical compounds countless other industries on the planet would grind to a halt, while Lord Helmawr's coffers would be substantially lighter. To expedite this process, the clan works closely with the Water Guild, for many of their industries are linked together. In addition to chems, House Escher has its hand in numerous secondary and often related industries, including light weapon manufacturing and the gene-crafting of exotic creatures. Recently, the clan has become well known for the quality and quantity of its las-weaponry output, and millions of Necromunda pattern lasguns are turned out by House Escher every production cycle.

CHYMIST CULTS

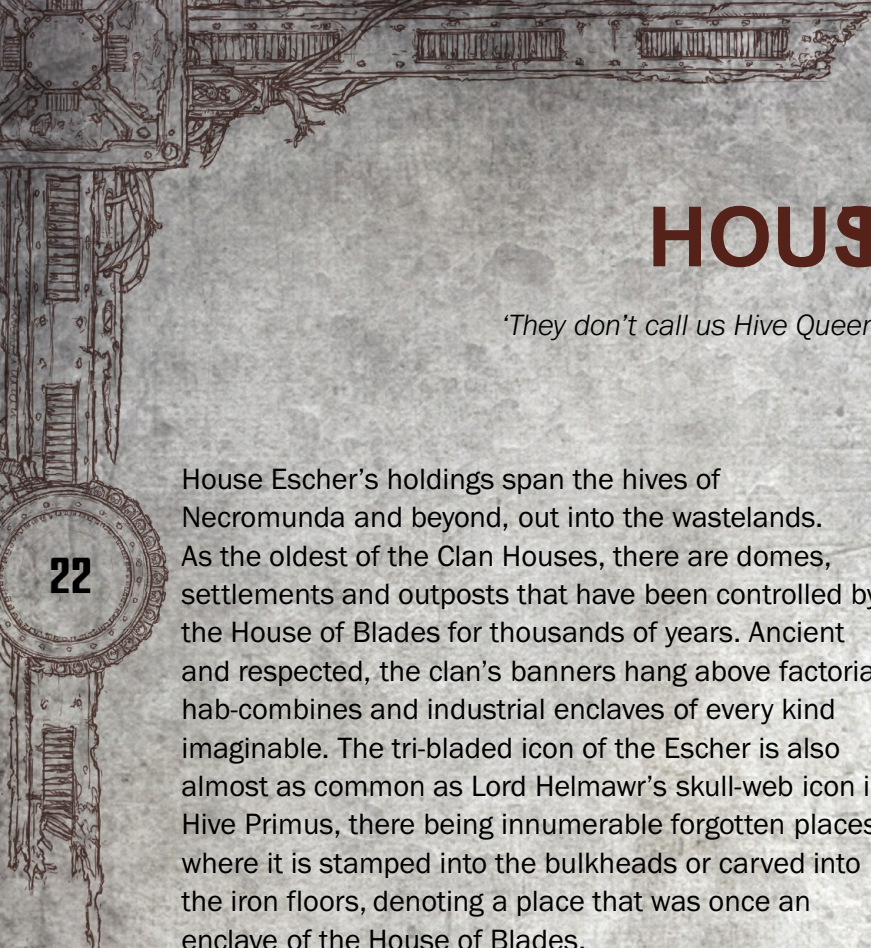
Much as forges are at the heart of each Goliath settlement and the Cawdor build their hab-temples around their scrap-statues to the Emperor, at the centre of each Escher enclave are its Chymist Cults. In these sacred spaces, the purple-robed figures of the Clan Chymists move among domes filled with bubbling vats and hissing pumps, their forms constantly wreathed in lurid fumes. Those not inured to the caustic output of the Chymist Cults, unlike the matrons themselves, find their skin blistering, their senses overwhelmed and their head spinning, such is the density of the chems saturating the air. Behind their surgical veils, the matrons' cracked lips and tox-scarred flesh soak up these airborne drugs, making them twitch and shake as they do their work. Such is the importance of the Chymist Cults, however, the Clan Chymists willingly give up their health, and sometimes even their sanity, to create their concoctions. When an elixir has been perfected within the cults, it will be transported to the chem-factoria for replication. Under heavy guard the sample is taken into the fabrication crucible of the manufactorum, matrons overseeing its insertion into the ancient workings of the machinery. From there the chems can be turned out in huge quantities by lesser-skilled bonded workers.

GENE-ALCHEMY

Long ago, House Escher learned that just because a thing does not exist in nature, that does not mean it cannot be created in a chem-lab. Even given the stagnant nature of Imperium technology and the limitations put upon development by the Adeptus Mechanicus, not to mention the stymied creativity of most humans on Necromunda, incredible sciences still exist upon the ancient world. One of these is the art of gene-alchemy. In the upper reaches of the hive, such technologies are used to extend the lives of those within the Noble Houses through rejuve treatments or bio-mechanical augmentation, though it has found equal use in the creation of new kinds of life. House Escher rediscovered a great deal about gene-alchemy during the age of the Eschaki when it was used to create the chem-warriors. This knowledge was retained by the organisations that would, in time, become the Chymist Cults. It was used in the creation of the Goliath, and the Van Saar use it to keep themselves alive beyond adolescence. While other Clan Houses have a limited understanding of it, the Escher remain its masters on Necromunda, and to one degree or another, the other Houses must use Escher gene-clinics and Clan Chymists if they want the best treatment available.

ESCHER ARMS INDUSTRIES

On Necromunda there are hundreds of thousands of factoria turning out millions of weapons each cycle. The humble lasgun, basic weapon of countless Imperial troops and militia is one of the most common of these, and the Necromunda pattern lasgun is recognised across the Imperium. Every Clan House produces lasguns to some degree, though none are as prolific as House Escher. Escher lasguns account for almost half of all lasguns to come out of Necromunda's factories, with most of these shipped off-world to arm the soldiers of the Imperium. A good number also remain on Necromunda, and it is these local variants that have the greatest number of makes – the Escher crafting their lasguns often with their own users in mind. These clan-pattern las weapons tend to be graceful works of art made for the female warriors of the House, their form and function set to a much higher standard than most.



HOUSE TERRITORIES

'They don't call us Hive Queens because we rule the Ash Wastes.'

Crystal Hex, Lady of the Iron Spire

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House Escher's holdings span the hives of Necromunda and beyond, out into the wastelands. As the oldest of the Clan Houses, there are domes, settlements and outposts that have been controlled by the House of Blades for thousands of years. Ancient and respected, the clan's banners hang above factoria, hab-combines and industrial enclaves of every kind imaginable. The tri-bladed icon of the Escher is also almost as common as Lord Helmawr's skull-web icon in Hive Primus, there being innumerable forgotten places where it is stamped into the bulkheads or carved into the iron floors, denoting a place that was once an enclave of the House of Blades.

HIVE CITY

House Escher dominates the upper reaches of Hive City in Hive Primus. Many of their domes and levels lie just below the Wall that divides the spire from the rest of the hive, and many of the gates between the two regions are controlled by the House of Blades in alliance with the Guild of Coin. While it competes with House Van Saar for the regions around the Primus Spaceport that rings the highest levels of Hive City, House Escher has held this ground in the name of the Matriarch Primus for hundreds of years. The principal House Escher settlement in Hive Primus is the Sirens. Its numerous towers rise out of the hive just below the barbed crown of defences that mark the outer edges of the Wall between Hive City and the spire. Among this cluster of towers are three that rise higher than any other: the Maiden Spire, Mother Spire and Matriarch Spire, each home to a different faction within the clan. At the very top of the Matriarch Spire, its peak sometimes pushing through the toxic cloud cover of Necromunda, are the Sky Gardens. Here the Matriarch Primus holds court, and the Council of Crones gathers to advise her.

The Sirens are close enough to the spire that several narrow bridges link its tallest towers to the domains of the Great Houses – House Ulanti in particular – these tiny threads a reminder to all other Clan Houses of House Escher's ancient history and special privileges on Necromunda. It is rumoured that these bridges were first constructed in the age of the Eschaki when there was great demand among the Noble Houses for time with the clan's male gene-warriors. Lords and ladies

of the spire would pay huge sums for the company of the greatest of these modified heroes, often to parade at their extravagant parties before their jealous rivals. Later, when the Matriarch Primus became the ruler of the clan, many a Hive Queen used these same bridges to visit patrons or suitors in the spire, thereby ensuring that the influence of House Escher remained unchallenged. It is said that the Bridge of Scorn was so named because it was where Matriarch Primus Alansia threw the Prince of Ko'Iron to his death, after discovering that he had betrayed her with another.

THE UNDERHIVE

House Escher is among one of the most active clans in the underhive, and its gangs have a presence in most settlements and regions. Some of these gangs have a direct connection to the Clan House and are little more than agents for the Matriarch Primus. Many more, however, are outcasts – either by choice or circumstance – having set up their own underhive empires. In both cases, House Escher lays claim to any place its gangs hold sway over, whether or not the actual gangs themselves would agree. In Dust Falls, Escher gangers from the Carrion Queens, Nickle Blades or Ash Cats are just a few that might be found lounging around the Six Clans drinking hole, while there always seems to be one Escher juve or another lurking at the mouth of the Abyss offering their gang's services to prospective travellers. Mistress of Coin Melerva, the head of the Mercator Gelt in Dust Falls, tends to favour Escher gangs when it comes to getting jobs done. Some say this is because she is a woman, though if you ask Melerva she'll tell you it's because the Escher provide the most reliable firepower around.

BEYOND THE HIVES

Enclaves of House Escher can be found in most corners of Necromunda. Just like the Blades of legend, many Escher seek out adventure and opportunity beyond their birth hive – either making the perilous journey to another hive city or to one of the countless wasteland settlements. For some, these expeditions are temporary, and should they survive they will return to their home hive to take their place within the clan hierarchy. Others enjoy the freedom of living out from under the shadow of the Imperial House, and count the horrors of the wasteland as a small price to pay for the privilege. Officially, the Clan House has outposts in most of the largest outland settlements, such as Bighole, Carrion Town or the Howling Crossroads. These are usually fortified compounds where ash runners from the Wyld buy and train beasts for the hives, or hire on to protect Mercator Gelt caravans. Wandering Escher can find shelter in these places, even if they are outcasts from their clan, the bond of sisterhood stronger than the law of the wasteland. One of the largest of these Escher outland fortresses is the Sneering Fort, so named because of the shape of the cliff upon which it perches. Located on the edge of the vast Palatine Plateau, where the Great Ash Road winds down into the Dead Sea and the western hives that rise among the bones of ancient, millennia-extinct ocean creatures, it is a major trading post leading to Hive Primus. The women who defend and operate the Sneering Fort do so wrapped in flowing storm-robos to ward off the effects of the ash wind, their belts hung with curved knives fashioned in the manner of the

local wasteland tribes and their faces covered with tox-masks. In the pits beneath the fort, creatures of all kinds are trained and prepared for transportation, while Goliath and Orlock road gangs pay for the chance to test their strength against the best the Escher have gathered.

THE EDGE OF THE VOID

All the Noble Houses and Clan Houses have a presence in Necromunda's near-orbital stations – and Clan Escher is no exception. Like the hives below, the huge collection of void stations are scattered above the planet's toxic biosphere, connected by transit tubes, shuttle routes and impossibly long bridges. And, like Hive Primus, the Eye of Selene sits in the centre of this web of satellites. Escher gangs fight in the depths of this massive space station much as they war within the underhive – albeit with the added peril that at any moment a dome might be vented into space. Understandably, the Clan House has a keen interest in the station's vast cargo-cathedrals, and works with both legitimate Imperial agents and Cold Traders to bring in off-world goods or sell chems and Ash Wastes creatures to the wider Imperium. For the most part, trade is so important to Necromunda that Lord Helmawr suffers no interruption to its flows, and comes down hard and without mercy upon any who do so. There are, however, hundreds of abandoned areas on the Eye of Selene, including loading docks, void-locks and cargo-vaults, where secret deals might yet be made. It is here that the Escher fight for their piece of Necromunda's vast black market.

THE CURSE OF FLESH

All Escher carry the Flesh Curse in their blood, the malady passed down from one generation to the next in an unbroken line that goes back centuries. Once, the Clan House devoted huge amounts of its resources to understanding and defeating the disease but, as time has gone on, it has become inexorably linked to the Escher themselves – until the curse and the clan are one and the same. There are many now who believe the Flesh Curse was a blessing, and saved the House from extinction by forcing its members to adapt. This does not stop some Chymist Cults, like the Sororita Chromas, from continuing to try to understand its nature, but the greater clan has long ago adapted to the new order.

The Flesh Curse manifests in Escher at birth. Females exhibit no outward evidence of the disease, even though it lies dormant in their flesh ready to be passed on to any children they might have. Males are not so fortunate. Invariably born withered and weak, even by the dismal standards of much of Necromunda, they would soon die without medical intervention. The short lives of Clan Escher males are spent in the Patriarcium Hospices hooked up to machines that monitor and maintain their lives. Still vital to the longevity of the Escher bloodline, they are harvested for their genetic materials through the esoteric processes of the Chymist Cults. Then, invariably, not long after reaching maturity, they die.

The Sirens of Hive Primus

Palantine Principal of the House of Blades

1. Matriarch Spire
2. Mother Spire
3. Maiden Spire
4. Sky Gardens
5. Bridge of Scorn

A keening from these tall towers screams across the wastes — such is the wind that rushes between the Sirens, and lets none forget that the women of Escher are queens of the world.

1. The crown that rests upon the brow of the Clan House, here in the hallowed chambers of the crones, the ancient and the young gather to share their wisdom with their sisters, from this great place are the fortunes of Blades given life.

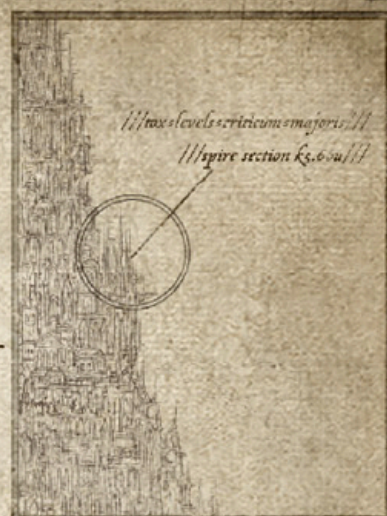
2. Matrons of the House take residence here, and in their beneficence do the societies of the Escher thrive, it is a place where the chemical wonders of the House take form, and the blighted menfolk of the Blades are cared for.

3. Like the fingers of the Goddess these spires reach for the stars, and gracious and glorious in its youth is the Maiden Spire, home of the Wyld children of the Queen of Blades, to whom we all owe our nurtured existence.

4. A blessed sanctuary for the hive queen, hidden amongst the clouds and gifted with the rare green life normally reserved for the Great Houses — it speaks to the wealth and influence of the Blades that such a thing is even possible.

5. A reminder of the short temper of the Matriarch Primus, and the cost for crossing her or bringing dispute upon her sisters.

Beneath the toxic skies of Necromunda dwell the ancient and the young, pure in their youth and wise in their years. Blessed by beauty and scarred by fate, true daughters of the Siren Queen are they, each and every one. Woe to the trespasses upon their home, for the House of Blades cuts deep upon the foolish and the fortunate alike.



HOUSE CLAVES

'Where there are Escher, I am their queen.'

Matriarch Primus Adina Sabine

The enclaves of House Escher are as varied as the hives of Necromunda themselves. Over the millennia, its people have carved out territories in every corner of the industrial world, and adapted to thrive within its unique environments. Each one boasts its own sub-cultures and histories within the greater culture and history of the clan, though all are recognisable as members of the House of Blades.

HIVE TEMENOS

Faith is the currency of Hive Temenos, and all who live within its walls must pay their due. House Cawdor holds sway over much of the populace with its religious rhetoric and influence over the local Ministorum, but it is far from the only player in the hive city's affairs. Cloistered within the lower reaches of the hive city, far from its usual position close to the spire, are the Escher of the Penitent Blade. Clad in white robes, the icon of the Aquila emblazoned across their cloaks, they preach the Imperial Creed filtered through the lens of the House of Blades. In the depths of the underhive they often clash with the other clans, Cawdor especially, whose rabid preachers view House Escher's brand of Imperial religion as an affront to the doom the Redemption preaches. However, when a true heretic or monster crawls in from the wastes the clans unite to oppose them, their faith in the Emperor unifying them in a way unknown in other hive cities.

It has even been reported that some of the Escher have had their faith rewarded by visitations from the sisters of the Adepta Sororitas, whose priory sits high atop Temenos. Sometimes these sisters even recruit Escher to their ranks, though not often, as the Sisters of Battle tend to find the Escher too undisciplined for a life of pious service to the God-Emperor.

HIVE MORTIS

The hive of the dead is a stronghold of the Escher, but to say that Hive Mortis functions as other hives do would be misleading. True life in the hive ceased long ago, in the wake of the Aranthus plague, leaving only corpses and empty domes. Even before the plague had fully abated, the clans were moving in to scavenge and lay their claim to the dead hive. What they found was not only corpses but horrors beyond count, now running amok without the Imperial authorities to

suppress them. In the years since, House Escher has carved out an empire for itself among the dead, its Death-maidens ruling vast areas of what was once Mortis' Hive City. Gangs of Wyld girls clad in bone-white warpaint and ghoulish costumes support the maidens. These are the girls of the Dead Wyld, and Hive Mortis is their playground.

Even in the hellish death-landscape that is Hive Mortis, there are rules. House Escher enforces these on behalf of the Imperial House and takes the lion's share of creds for the hive's salvage and corpses. The spire of Mortis, for instance, remains off limits to the clans, the dead of House Aranthus still sealed up inside. In a strange reversal of roles, the Escher protect the spire from looters, not even the Death-maidens themselves knowing for sure what lies beyond the sealed gates of Mortis' Wall.

HIVE ULANTIA

Thousands of years ago, long before the coming of the Imperium, the ancestors of the Great Houses built mighty cities in their own names. Most of these have long since fallen to ruin or been forgotten, renamed or subverted by the rulers who came after, but a handful still endure. Hive Ulantia, ancestral home of House Ulant, is one of these. Ironically, the Ulant have had no official presence in Hive Ulantia for generations, the hive having become a haven for the Rebel Lord Quinsor Ulant and his heirs. While Quinsor shares the Ulant name, the Noble House does not consider his bloodline legitimate, and has long since disassociated itself from him.

Nonetheless, Quinsor controls a vast empire and is the most powerful of all the nobles of Hive Ulantia. While the Lords of Ulant in Hive Primus do not consider Quinsor a threat to their line, they also do not like to take chances. So it is that in Hive Ulantia, House Escher fights Ulantia's shadow war against Quinsor for them. For hundreds of years, the Escher of Ulantia have worked against the interests of Quinsor, opposing his agents and sabotaging his industries. For their troubles, the Noble House furnishes the Ulantia Escher with the finest weapons and wargear it can afford, making its gangs some of the best equipped on all of Necromunda.

GANG & LEGEND

'If you're gonna kill someone, why not do it in style?'

Jerra the Stalker

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Throughout its long and bloody history, House Escher has spawned countless great warrior queens. The underhive of Hive Primus has been their personal battleground, and by their actions the fortunes of the Clan House has waxed and waned. If a gang queen is especially successful she might rise to rule the entire House as Matriarch Primus, which has happened a handful of times over the centuries. Even if she does not attain such a glorious rank, her legend may endure long after she is gone, the greatest gang queens and their gangs kept alive by the oral traditions of the hab-matriarchs and told as night-cycle tales to the next generation of Escher juves.

CARRION QUEENS

There are some gangs you don't want to mess with if you know what's good for you – and the Carrion Queens are one of the gangs that other gangs don't want to mess with. Since their former leader Leeara Nines was killed by a rival Goliath named Skullshank, the Carrion Queens have become one of the most savage gangs around. Under the leadership of Jelena, Leeara's second, they have paved a bloody path from the swing bridges of Two-tunnels all the way up to Dust Falls. They are currently fighting a protracted war against the Ironlords over control of the Ironhard in the Abyss below Dust Falls, with the backing of the Mercator Gelt. Mistress of Coin Melerva takes exception to the Goliaths owning such a big piece of the underhive – at least one that's right on her doorstep – and has been taking steps to stop them fully integrating the Ironhard into the production domain of House Goliath. Nursing a grudge, Jelena has been more than happy to help Melerva in her private war against the Goliaths, throwing herself and her gang into taking down the Goliaths. Such is Jelena's dedication, the Chymist Cults have taken an interest in her of late – should she ever wind up on the business-end of a renderizer, she might make a suitable candidate to serve the clan in other ways...

WYRD SISTERS

Nobody likes the Wyrd Sisters. They creep everybody out and, as a result, they have been driven out of almost every settlement in the underhive of Hive Primus. Their leader, Jerra the Stalker, has a habit of making people feel uncomfortable just by being near them, gangers finding their skin crawling just to be in the same drinking hole as her. Jerra's gang is just like her. The Wyrd Sisters paint their faces and hang strange talismanic fetishes from their hair or carve twisting symbols into their armour and weapons. These affectations, along with a number of odd occurrences, have led to many believing the members of the Escher gang are somehow protected by otherworldly powers. Certainly, the time Unruly Sioux walked past a pair of Enforcer sentry guns without them so much as turning in her direction, or when Cherry Nohm one-shotted an Ash Devil juve without even looking up from her drink, have given weight to these tales. Whether or not the stories are true, however, gangers and hivers both seek Jerra and her Wyrd girls out if they want help with supernatural matters, like getting rid of a troublesome helot cult or hunting down a bloodthirsty hive vampire.

BITTERSWEET BLADES

The Bittersweet Blades are known as the killers of killers, having a reputation for taking down rogue Enforcers and troublesome Venator gangs. Working with the Narco Lords of Girder City, they hold dominion over the Grey Slime badzones all the way from the Dead End Pass underway to the edge of the Great Midnight near the Abyss. Guilders, gangs and hivers all pay their due to the Bittersweet Blades, and it is well known that if a bounty is fulfilled within their turf then they get a cut. It was this policy that led to their last leader, Kria 'the Huntress', taking one in the chest. Kria's 'death' and subsequent resurrection into the ranks of the Death-maidens, however, hasn't dulled their love of the hunt. Under the control of their current leader, Jett Fargo, the Bittersweet Blades have racked up an impressive tally of kills, the walls of Girder City routinely hung with the corpses of bounty hunters who thought they could operate in the Blades' territory without paying their due.

SUMP CITY SIRENS

Like so many other Escher gangs before them, the Sump City Sirens rose from nothing to rule a piece of the underhive. Under the charismatic leadership of Sadie 'Original' Sinn, the Sirens single-handedly took over Sump City – back then they were just known as the Sirens, or the Sump Sirens depending on who you asked. Sadie's tale is one of misspent youth leading into misspent adulthood. After her time in the Wyld, she decided she didn't care to return to the drudgery of Hive City and instead, with a handful of other girls, set off into the outlands of the underhive. A dozen cycles later Sadie was the only one still breathing, and had set herself up in a badzone holestead she dubbed Synn Town. Keeping the locals in line, she built her empire on shaking down travellers and looting bodies she found out in the badzone. Soon enough she had attracted a like-minded group of girls like herself – outcasts from other gangs or holesteaders who were looking for some adventure. From these humble beginnings Sadie moved from one settlement to the next, until, during the Great Spider attack of '95, she aided in the defence of Sump City, conveniently ridding herself of her rivals in the process, and crowning herself Queen of the Sump.

THE RED WIDOWS

Covered in the blood of their enemies, the Red Widows strike fear into pretty much everyone they meet – or at the very least revulsion. Annable the Red Queen started the Red Widows when she was thrown out of the Carrion Queens for trying to skin a dead Goliath. She believed that she should be able to express herself as she saw fit, even if that meant cutting off someone's face and using it for a hat. Disturbingly, she quickly found other Eschers who took similarly sadistic pleasure in carving up their enemies and then using their remains to strike fear into other gangs. Unlike the Corpse Grinder Cults or blood drinker gangs of hive bottom, the Red Widows, like many Escher, have turned the mutilation of their foes into an art form. Bones are lovingly fashioned into blades or pistol grips, while flesh is cured into glistening leathers then layered into flak armour. Of course, dressing it up as art doesn't take away from the fact that the Red Widows like to wear their enemies as trophies, and that alone makes most other Escher give them a wide berth.

THE MAIDEN CULT

Among some members of House Escher there is a prevailing obsession with youth and beauty. This desire to cling to youth comes largely from the Clan House's association with House Ulanti, who have a reputation for going to extreme measures to maintain the pretence of adolescence among its rulers. Informally, this element within the clan is known as the Maiden Cult, and is made up of women from all strata of Clan House society. While not all Matriarch Primus have succumbed to this cult of youth, it is undeniable that Hive Queens and matrons are judged for the image they project. Infamously, Queen Tynas Sabine, Adina's mother, was ousted from the clan by these forces within House Escher. Ostensibly, it was argued that Tynas was no longer fit to rule, having grown soft after long years of seclusion within the Council of Crones, though most knew she was targeted by the Maiden Cult because of her extreme age – and, perhaps more damningly, her disregard for rejuvenation treatments to hide its effects.

The Maiden Cult has strong ties to many of the Chymist Cults, the use of drugs and technology to maintain their youth going hand in hand with the talents of the Clan Chymists. There is even speculation that the creation of the Death-maidens was a result of experimentation made by Clan Chymists belonging to the cult. There are even entire gangs dedicated to the Maiden Cult, often made up of gangers doing the bidding of the cult's members within the Council of Crones, perhaps hoping they might one day be able to afford the rarefied treatments granted to the clan's rulers. Dark rumours surround some of these gangs, as it does some cult members within the council, that their obsession with youth has led to heresy and worse – though the cult itself is adept at dealing with its own.

Ironically, the one place where the Maiden Cult has little sway is the Wyld. Youthful and headstrong, the Wyld Girls reject the control of their older sisters – especially the ones who try far too hard to look like they belong among the Wyld.

LAYYLOE 'THE RED'
QUEEN OF THE VOLCANIC ROAD
SISTERS OF FIRE
HOUSE ESCHER



HOUSE ESCHER GANGST

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

CAMPAIGN PLAY

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

SKIRMISH PLAY

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

FIGHTER NAMES, CATEGORIES AND TYPES

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

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

GANG COMPOSITION

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

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

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

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

Or:

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



"Your gear can be stylish but it's still got to be deadly. A blade with a dull edge is worse than trash, no matter how elegant the hilt is."

Mylinnax
Carrion Queens
House Escher

WEAPONS AND WARGEAR

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

EQUIPPING A FIGHTER

All fighters can be equipped as follows:

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

NEW EQUIPMENT

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

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

FIGHTER CARDS & GANG ROSTER

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

EQUIPMENT SETS

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

- The controlling player can make an additional Fighter card for a fighter with the Tools of the Trade special rule at any time.
- An appropriate model should be available for each different equipment set and/or Fighter card a fighter has.

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

DEATH OF A LEADER

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

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

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

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

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

"What's the point of life if you can't have a bit of fun? And we're the best party around!"

Jelena,
House Escher
Gang Queen,
on House Escher

It takes a lot of ruthlessness and no small talent for violence to be a Gang Queen. Those who rise to lead one of House Escher's underhive gangs are, without exception, skilled killers and charismatic leaders, able to inspire their girls not with empty words and promises, but bloody deeds and sheer audacity. Of course the life of a Gang Queen is seldom a long one. As any Escher will tell you: the cost of living life on the edge is that eventually you fall over it.

ESCHER GANG QUEEN (LEADER)125 CREDITS

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

SPECIAL RULES

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

- A fighter with this special rule may not retire during Campaign play. For a gang leader, the only way out is death.
- Should this fighter die during the course of a campaign, or otherwise be removed from the gang (for example, if a captured Leader is Sold to the Guilders), another fighter must be promoted to replace them (see Death of a Leader on page 31).

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

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

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

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

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

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

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

SKILL ACCESS

An Escher Gang Queen has access to the following skill sets:

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

EQUIPMENT

An Escher Gang Queen may purchase weapons and Wargear from the Escher Gang Queen equipment list:

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

ESCHER GANG QUEEN EQUIPMENT LIST

WEAPONS

BASIC WEAPONS

- Autogun15 credits
- Boltgun55 credits
- Lasgun5 credits
- Sawn-off shotgun.....15 credits
- Shotgun with
solid & scatter ammo..30 credits
- Acid ammo+15 credits
- Throwing knives5 credits

PISTOLS

- Combi-pistol (bolt pistol/
needle pistol)60 credits
- Autopistol10 credits
- Laspistol10 credits
- Plasma pistol50 credits
- Needle pistol25 credits
- Hand flamer75 credits
- Stub gun5 credits
- Dumdum rounds.....+5 credits

SPECIAL WEAPONS

- Combi-weapon
(bolter/flamer)180 credits
- Combi-weapon
(bolter/needler)80 credits
- Combi-weapon
(bolter/meltagun)170 credits
- Combi-weapon
(bolter/plasma gun) ..115 credits
- Flamer140 credits
- Grenade launcher with
frag & krak grenades...55 credits
- Smoke
grenades+15 credits
- Needle rifle.....35 credits

- 'Nightshade'
chem-thrower135 credits
- Meltagun135 credits
- Plasma gun100 credits

HEAVY WEAPONS

- Heavy stubber*130 credits
- Plasma cannon*130 credits

CLOSE COMBAT WEAPONS

- Chainaxe30 credits
- Chainsword25 credits
- Fighting knife15 credits
- Power knife.....25 credits
- Power hammer.....45 credits
- Power sword.....45 credits
- Servo claw35 credits
- Shock whip.....25 credits
- Master-crafted.....+10 credits
- Stiletto knife.....20 credits
- Stiletto sword30 credits
- Master-crafted.....+10 credits

WARGEAR

GRENADES

- Choke gas grenades....45 credits
- Frag grenades30 credits
- Krak grenades45 credits
- Photon flash
grenades15 credits
- Scare gas grenades....40 credits
- Smoke grenades.....15 credits
- Stun grenades.....25 credits

ARMOUR

- Carapace armour
- Light80 credits
- Flak armour.....10 credits
- Mesh armour15 credits

PERSONAL EQUIPMENT

- Armoured undersuit25 credits
- Chem-syth15 credits
- Drop rig.....10 credits
- Filter plugs.....10 credits
- Photo-goggles35 credits
- Respirator15 credits
- Skinblade10 credits

WEAPON ACCESSORIES

- Gunshroud (Basic Weapons
& Pistols only)20 credits
- Hotshot las pack (Lasgun
& Laspistol only)20 credits
- Las-projector (Pistols, Basic &
Special Weapons only). 35 credits
- Suspensor (Heavy
Weapons only)60 credits

STATUS ITEMS

EXOTIC BEASTS

- O-2 Phyr Cat130 credits

Gang Matriarchs are drawn from the craziest, wildest and most homicidal of the Gang Queen's girls, each one a natural killer. Favouring even more outlandish dress than most Escher, and carrying the deadliest weapons they can lay their hands on, a Matriarch is both gang enforcer, underhive assassin and debutant of death all rolled into one. It is no surprise then, that should the Gang Queen fall, it is one of the Matriarchs who will inevitably take her place as mistress of the gang.

ESCHER GANG MATRIARCH (CHAMPION)..... 100 CREDITS EACH

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

SPECIAL RULES

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

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

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

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

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

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

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

SKILL ACCESS

An Escher Gang Matriarch has access to the following skill sets:

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

EQUIPMENT

An Escher Gang Matriarch may purchase weapons and Wargear from the Escher Gang Matriarch equipment list:

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

ESCHER GANG MATRIARCH EQUIPMENT LIST

WEAPONS

BASIC WEAPONS

- Autogun15 credits
- Boltgun55 credits
- Lasgun5 credits
- Sawn-off shotgun.....15 credits
- Shotgun with solid
& scatter ammo30 credits
- Acid ammo+15 credits
- Throwing knives5 credits

PISTOLS

- Combi-pistol (bolt pistol/
needle pistol)60 credits
- Autopistol10 credits
- Laspistol10 credits
- Plasma pistol50 credits
- Needle pistol25 credits
- Hand flamer75 credits
- Stub gun5 credits
- Dumdum rounds+5 credits

SPECIAL WEAPONS

- Combi-weapon
(bolter/flamer)180 credits
- Combi-weapon
(bolter/needler)80 credits
- Combi-weapon
(bolter/meltagun)170 credits
- Combi-weapon
(bolter/plasma gun) ..115 credits
- Flamer140 credits
- Grenade launcher with
frag & krak grenades...55 credits
- Smoke
grenades+15 credits
- Needle rifle.....35 credits
- 'Nightshade'
chem-thrower135 credits
- Meltagun135 credits
- Plasma gun100 credits

HEAVY WEAPONS

- Heavy stubber*130 credits
- Plasma cannon*130 credits

CLOSE COMBAT WEAPONS

- Chainsword25 credits
- Fighting knife15 credits
- Power knife.....25 credits
- Power hammer.....45 credits
- Power sword45 credits
- Servo claw35 credits
- Shock whip.....25 credits
- Master-crafted+10 credits
- Stiletto knife20 credits
- Stiletto sword30 credits
- Master-crafted+10 credits

WARGEAR

GRENADES

- Choke gas grenades45 credits
- Frag grenades30 credits
- Krak grenades45 credits
- Photon flash grenades 15 credits
- Scare gas grenades40 credits
- Smoke grenades15 credits
- Stun grenades25 credits

ARMOUR

- Flak armour10 credits
- Mesh armour15 credits

PERSONAL EQUIPMENT

- Armoured undersuit25 credits
- Chem-syth15 credits
- Drop rig10 credits
- Filter plugs10 credits
- Photo-goggles35 credits
- Respirator15 credits
- Skinblade10 credits

WEAPON ACCESSORIES

- Gunshroud (Basic Weapons
& Pistols only)20 credits
- Hotshot las pack (Lasgun
& Laspistol only)20 credits
- Las-projector (Pistols, Basic &
Special Weapons only). 35 credits
- Suspensor (Heavy
Weapons only)60 credits

STATUS ITEMS

EXOTIC BEASTS

- O-2 Phyr Cat130 credits

ESCHER DEATH-MAIDEN (CHAMPION) 115 CREDITS

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

SPECIAL RULES

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

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

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

Poison Blood: Weapons wielded by this fighter that have the Toxin trait are more potent than normal. When this fighter uses a weapon with the Toxin trait, if they roll a natural 1 on the D6 when rolling against the target's Toughness, they may re-roll the D6.

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

The Moraegan, or Death-maidens, are the terror weapon of House Escher. Raised from their graves for revenge, they stalk the hives, dealing retribution in the name of the House of Blades.



NYRIALL THE VEILED
PIERCING FEATHERS
DEATH-MAIDEN
HOUSE ESCHER

SKILL ACCESS

An Escher Death-maiden has access to the following skill sets:

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

EQUIPMENT

An Escher Death-maiden may purchase weapons and Wargear from the Escher Death-maiden equipment list:

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

ESCHER DEATH-MAIDEN EQUIPMENT LIST

WEAPONS

BASIC WEAPONS

- Throwing knives5 credits

PISTOLS

- Laspistol 10 credits
- Plasma pistol 50 credits
- Needle pistol 25 credits
- Hand flamer 75 credits

CLOSE COMBAT WEAPONS

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

WARGEAR

GRENADES

- Choke gas grenades.....45 credits
- Photon flash grenades15 credits
- Scare gas grenades.....40 credits
- Smoke grenades.....15 credits

ARMOUR

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

PERSONAL EQUIPMENT

- Armoured undersuit25 credits
- Chem-syth 15 credits
- Drop rig..... 10 credits
- Filter plugs.....10 credits
- Photo-goggles 35 credits
- Respirator 15 credits
- Skinblade 10 credits

STATUS ITEMS

EXOTIC BEASTS

- O-2 Phyr Cat 130 credits

All Escher adolescents grow up in the Wyld, learning everything they need to know about hive life free from the oppressive societies practised by most other Clan Houses. As they come of age, they become responsible women and take up their preordained role within the clan – or, at least, most do. Some become Wyld Runners; reckless and bold underhive explorers and beast wranglers, eventually joining the House gangs or forming their own crews of Wyld Runners and their venomous hunting Phelynx.

ESCHER WYLD RUNNER (PROSPECT) 45 CREDITS

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

SPECIAL RULES

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

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

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

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

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

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

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

SKILL ACCESS

An Escher Wyld Runner has access to the following skill sets:

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

EQUIPMENT

An Escher Wyld Runner may purchase weapons and Wargear from the Escher Wyld Runner equipment list:

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

ESCHER WYLD RUNNER EQUIPMENT LIST

WEAPONS

BASIC WEAPONS

- Throwing knives 5 credits
- Wyld bow 10 credits
 - Poison arrows +25 credits
 - Explosive arrows +20 credits
 - Acid arrows +20 credits

PISTOLS

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

CLOSE COMBAT WEAPONS

- Chainsword 25 credits
- Fighting knife 15 credits
- Power knife 25 credits
- Stiletto knife 20 credits
- Whip 15 credits

WARGEAR

GRENADES

- Choke gas grenades 45 credits
- Frag grenades 30 credits
- Krak grenades 45 credits
- Photon flash grenades 15 credits
- Scare gas grenades 40 credits
- Smoke grenades 15 credits
- Stun grenades 25 credits

ARMOUR

- Flak armour 10 credits

PERSONAL EQUIPMENT

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

STATUS ITEMS

EXOTIC BEASTS

- 0-3 Phelynx 50 credits

Gang Sisters are the remorseless foot soldiers of the clan's underhive gangs, each one skilled with both blades and guns, and more than willing to prove why House Escher is the deadliest House around.

ESCHER GANG SISTER (GANGER).....50 CREDITS EACH

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

SPECIAL RULES

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

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

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

CHERRY NOHM
WYRD SISTERS
HOUSE ESCHER



SKILL ACCESS

An Escher Specialist has access to the following skill sets (note however that an Escher Gang Sister may not gain additional skills):

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

EQUIPMENT

Escher Gang Sisters and Escher Specialists may purchase weapons and Wargear from the Escher Gang Sister equipment list:

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

ESCHER GANG SISTER EQUIPMENT LIST

WEAPONS

BASIC WEAPONS

- Autogun15 credits
- Lasgun5 credits
- Shotgun with solid
& scatter ammo30 credits
- Acid ammo+15 credits
- Throwing knives5 credits

PISTOLS

- Autopistol10 credits
- Laspistol10 credits
- Hand flamer75 credits
- Stub gun5 credits
- Dumdum rounds+5 credits

SPECIAL WEAPONS

- Combi-weapon
(bolter/flamer)180 credits
- Combi-weapon
(bolter/needler)80 credits
- Combi-weapon
(bolter/meltagun)170 credits
- Combi-weapon
(bolter/plasma gun) ..115 credits
- Flamer140 credits
- Grenade launcher with
frag & krak grenades...55 credits
- Smoke gas grenades+15 credits
- Needle rifle35 credits
- 'Nightshade'
chem-thrower135 credits

- Meltagun135 credits
- Plasma gun100 credits

CLOSE COMBAT WEAPONS

- Chainsword25 credits
- Fighting knife15 credits
- Shock whip25 credits
- Stiletto knife20 credits
- Stiletto sword30 credits

WARGEAR

GRENADES

- Choke gas grenades....45 credits
- Frag grenades30 credits
- Krak grenades45 credits
- Photon flash grenades 15 credits
- Scare gas grenades....40 credits
- Smoke grenades15 credits
- Stun grenades25 credits

ARMOUR

- Flak armour10 credits
- Mesh armour15 credits

PERSONAL EQUIPMENT

- Armoured undersuit25 credits
- Chem-synth15 credits
- Drop rig10 credits
- Filter plugs10 credits
- Photo-goggles35 credits
- Respirator15 credits
- Skinblade10 credits

WEAPON ACCESSORIES

- Gunshroud (Basic Weapons
& Pistols only)20 credits
- Hotshot las pack (Lasgun
& Laspistol only)20 credits
- Las-projector (Pistols,
Basic & Special
Weapons only)35 credits

Little Sisters are gang newbies, who have given up the hab-factories or chem-domes of the House for the underhive. Those who survive their first fight might even earn a permanent place among their gang sisters.

ESCHER LITTLE SISTER (JUVE).....20 CREDITS EACH

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

SPECIAL RULES

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

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

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

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



KARJIR KINBLADE
WYRD SISTERS
HOUSE ESCHER

SKILL ACCESS

An Escher Little Sister has access to the following skill sets:

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

EQUIPMENT

An Escher Little Sister may purchase weapons and Wargear from the Escher Little Sister equipment list:

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

ESCHER LITTLE SISTER EQUIPMENT LIST

WEAPONS

BASIC WEAPONS

- Throwing knives5 credits

PISTOLS

- Autopistol 10 credits
- Laspistol 10 credits
- Needle pistol 25 credits
- Stub gun 5 credits
 - Dumdum rounds +5 credits

CLOSE COMBAT WEAPONS

- Fighting knife 15 credits
- Stiletto knife 20 credits

WARGEAR

GRENADES

- Choke gas grenades 45 credits
- Frag grenades 30 credits
- Krak grenades 45 credits
- Photon flash grenades 15 credits
- Scare gas grenades 40 credits
- Smoke grenades 15 credits
- Stun grenades 25 credits

ARMOUR

- Flak armour 10 credits

PERSONAL EQUIPMENT

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



BETTI BANSHEE, HOUSE ESCHER BOUNTY HUNTER

When gang queen Betti Volt of the Scrapharrow Harlots got her throat ripped out by a 'zerker, she could have let it ruin her day. Instead, she stuck her bolter in the 'zerker's groin and held the trigger down until there was no more 'zerker. Of course this didn't change the fact that she had lost a good portion of her neck, along with the ability to talk. Fortunately for Betti, her sisters rushed her to the local doc, who as it turned out had just 'salvaged' a vox-hailer from an old devotional servitor. A few surgical staples and a lot of chems later, Betti's lower jaw and neck had been transformed into a yawning mass of vox-outputs and cables. It took a while for the gang queen to get used to the strange mechanical voice now emanating from her throat, as well as the spontaneous hymns that would blare out from her at inopportune times, but soon enough, her mechanical voice was echoing through the underhive. Then, the first time she charged into battle, she discovered she could unleash a true cacophony of screams far louder than anything possible with a biological voice box. This sonic assault did a great job at striking terror into her enemies, giving her plenty of time to gut them with her custom power blades.

BETTI BANSHEE, BOUNTY HUNTER

170
CREDITS

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
7"	3+	4+	4	3	2	2+	3	8+	7+	6+	7+

Weapon	Rng		Acc		Str	AP	D	Am	Traits
	S	L	S	L					
Custom power blade (x2)	-	E	-	-	S+2	-2	1	-	Melee, Parry, Power

SKILLS: Parry
WARGEAR: Mesh armour

SPECIAL RULES

Banshee Wail: When a fighter activates within 6" of Betti Banshee, they must make a Willpower check. If this check is failed, they may only take a single action during their activation. In addition, fighters may not make Reaction attacks against Betti Banshee if she made a Charge (Double) action during her activation.

House Escher Bounty Hunter: Betti Banshee is a Bounty Hunter that can only be hired by House Escher gangs. She is subject to the "You Get What You Pay For", Dead, Not Alive, Claiming Bounties and "We'll Get Our Bit..." special rules.

EXOTIC BEASTS

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

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

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

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

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

- The controlling player selects and activates each fighter in this Group Activation as normal, fully resolving each activation before selecting and activating the next. Each fighter activates individually; groups do not activate simultaneously.
 - If this fighter itself is activated as part of a Group Activation, this rule still applies, meaning any Exotic Beasts this fighter owns are activated as described above when this fighter is itself activated as part of a Group Activation.
- Exotic Beasts must always end their activation within 3" of their owner. If the Exotic Beast is more than 3" away at the end of its activation, it must pass a Nerve test or become Broken.
 - Should an Exotic Beast become Broken, it will run towards its owner when activated rather than for cover. When an Exotic Beast makes a Running for Cover (Double) action, it runs towards its owner. It is only concerned with getting back within 3" of its owner.
 - An Exotic Beast that has become Broken automatically rallies if it ends an activation within 3" of its owner (note that, during Campaign play, Exotic Beasts do not gain XP for rallying in this way).
 - If the owner is removed from the battlefield for any reason, the Exotic Beast is also removed from play.
 - If an Exotic Beast is removed from the battlefield for any reason, it is not counted for the purposes of Bottle tests.
 - Exotic Beasts gain Experience and suffer Lasting Injuries as a normal Ganger and may become a Specialist.
 - Exotic Beasts may not take any additional equipment. They may not use weapons other than those detailed on their profile. They may never use Wargear.
 - Exotic Beasts can be taken Captive, in which case the owning fighter's gang can attempt to rescue them and the capturing gang may sell them as if they were a normal fighter. Exotic Beasts taken Captive cannot be put to work in any Territories.





"You don't like her? That's a shame, she likes the look of you."

Rochele,
House Escher
beast handler

0-2 PHYRR CAT (EXOTIC BEAST).....120 CREDITS

House Escher has a long tradition of dealing in many strange and exotic off-world creatures. At its most basic, this trade in xenos fauna helps to fuel many of the House's unique elixirs and forms no small part of the basis for its trade and expertise in alchemical technology. A side effect of this prodigious, and often illicit, trade in xenos lifeforms, is that House Escher has access to the pelts and plumage of many wonderful beasts, and this is clearly evidenced in the Escher style of dress. It is also not uncommon for House Escher to bring onto Necromunda the creatures that feature in the fighting pits and gladiatoria, a trade, which in turn, enables the House to set up ever more contacts amongst the many big game hunters and Rogue Traders that specialise in such commodities.

However, not all off-world beasts are destined for the Escher laboratoria or the fighting pits of Necromunda, some creatures are prized as companions, especially the various felids that originate on many different worlds. Escher gangers are attracted to the big cats of Phyrr in particular for their exotic looks and killer instincts. Such beasts are rare in the extreme and smuggling them planetside to Hive Primus is no mean feat, so they are an incredibly rare sight as pets even amongst the hierarchy of House Escher. Yet seen they are, and when the opportunity to acquire such a beast, or even better, a mating pair, arises, Escher gang queens will go to any lengths to secure them.

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

SPECIAL RULES

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

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

SKILL ACCESS

Should a Phyrr Cat become a Specialist, it has access to the following skill sets:

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

EQUIPMENT

A Phyrr Cat may not purchase weapons or Wargear. A Phyrr Cat is armed with Talons.



0-3 PHELYNX (EXOTIC BEAST).....50 CREDITS

House Escher has created countless gene-smithed felinoid creatures. One of the most successful is the Phelynx, or Venom Cat. A mix of reptilian biology and Phyr Cat genes, it is an excellent hunting beast. Phelynx are used almost exclusively by the Wyld, the Runners driving entire packs of the creatures before them into battle. As their name implies, a Venom Cat's bite can be deadly, its neuro-toxic venom able to incapacitate or kill in moments. Wyld Runners routinely apply Phelynx venom to their weapons, while some even imbibe it in small doses to build up a resistance to the toxins. Venom Cats are also naturally stealthy beasts and, like the Wyld Runners themselves, are masters of ambush. Part of this stealth comes from the creature's instinctive grace and speed, the rest from its unique biology. Unlike Phyr Cats, Phelynx are cold-blooded, their bio-signs barely registering at all, making them extremely difficult to spot with auspexes.

The bond between Phelynx and Wyld Runner is one built over a lifetime. When an Escher juve joins the Wyld, she will be given a weapon to master or a pet to train – this often coming in the form of an infant Phelynx. Over years of hunting and battle the Escher and beast become inseparable, one able to anticipate and coordinate with the actions of the other in a way no two human gangers could ever hope to match.

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	4+	-	3	3	1	3+	2	10+	7+	9+	11+

SPECIAL RULES

Venomous Bite: If the Hit roll for any of the Phelynx's attacks is a natural 6, that attack gains the Toxin trait.

Untamed: All of a Phelynx's attacks have the Reckless trait.

SKILL ACCESS

Should a Phelynx become a Specialist, it has access to the following skill sets:

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

EQUIPMENT

A Phelynx may not purchase weapons or Wargear. A Phelynx makes unarmed attacks.



RUFFLES
PHELYNX
HOUSE ESCHER

"Shoot a fellow Escher, they'll get over it. Shoot their ugly little cat-lizard things... well, it was nice knowing ya."

Groxin,
Bounty Hunter

HANGERS AND BRUTES

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

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

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

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

**Maximum Hangers-on
and Brutes**

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

48

"So big... so dumb...
so dead!"

Jelena,
House Escher
Gang Queen,
on House Goliath

HANGERS-ON

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

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

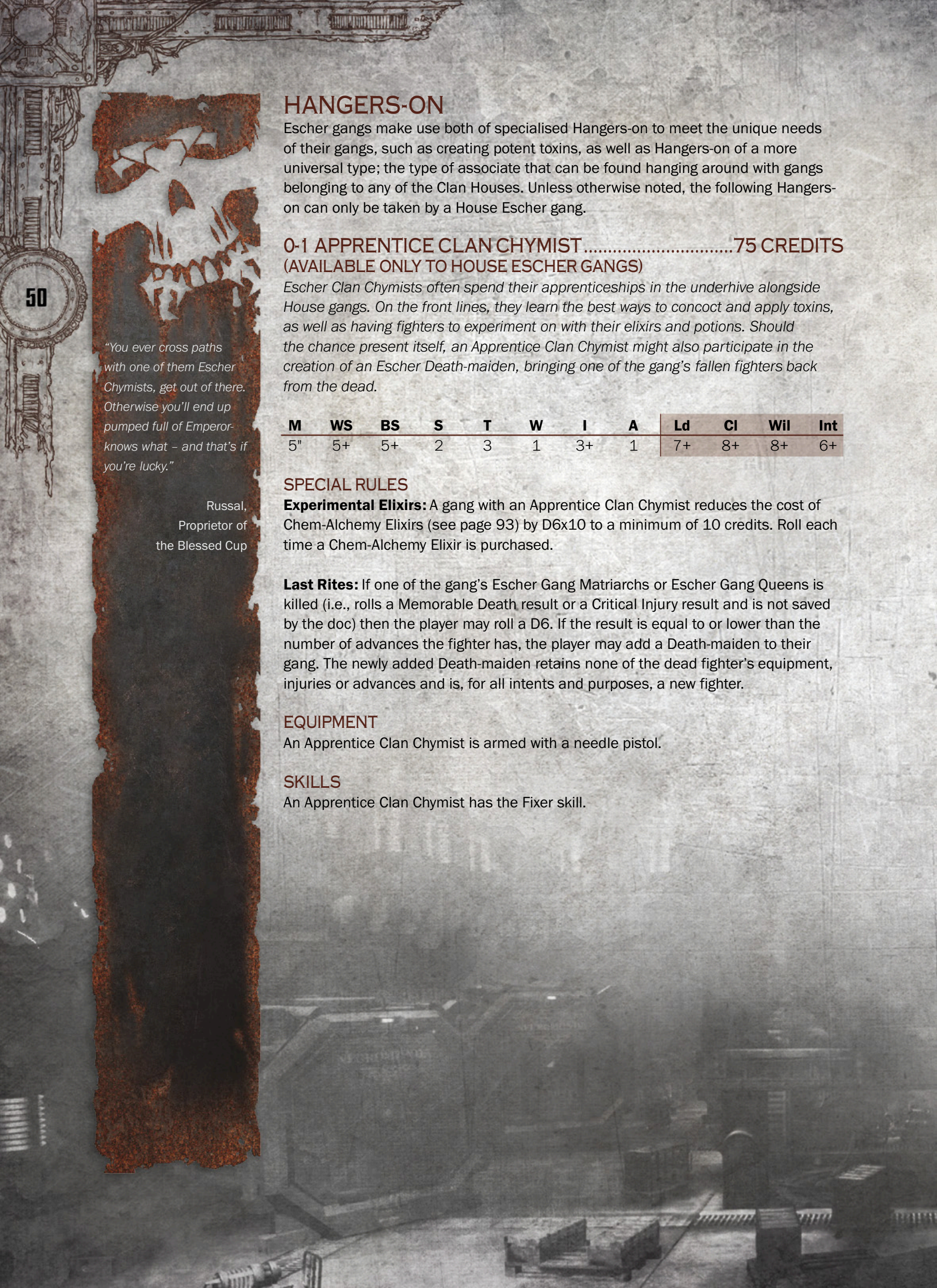
BRUTES

Unlike other Hangers-on, Brutes are purchased with the express intention that they be fielded in battle and are treated like any other fighter when selecting a crew. Unlike other Hangers-on, Brutes will gain Experience and Advancements in the same manner as an Escher Specialist (see page 40). Unlike Hangers-on, Brutes will not leave the gang should they suffer a Lasting Injury that makes a change to their Fighter card.

*"Well that's the most
garish...ly beautiful Ambot
I've ever seen."*

Nag the Scrag,
Hive 'Mechanik'

MR CHOMPER
CARRION QUEENS
HOUSE ESCHER
'AMBOT'



"You ever cross paths with one of them Escher Chymists, get out of there. Otherwise you'll end up pumped full of Emperor-knows what – and that's if you're lucky."

Russal,
Proprietor of
the Blessed Cup

HANGERS-ON

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

0-1 APPRENTICE CLAN CHYMIST75 CREDITS (AVAILABLE ONLY TO HOUSE ESCHER GANGS)

Escher Clan Chymists often spend their apprenticeships in the underhive alongside House gangs. On the front lines, they learn the best ways to concoct and apply toxins, as well as having fighters to experiment on with their elixirs and potions. Should the chance present itself, an Apprentice Clan Chymist might also participate in the creation of an Escher Death-maiden, bringing one of the gang's fallen fighters back from the dead.

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

SPECIAL RULES

Experimental Elixirs: A gang with an Apprentice Clan Chymist reduces the cost of Chem-Alchemy Elixirs (see page 93) by D6x10 to a minimum of 10 credits. Roll each time a Chem-Alchemy Elixir is purchased.

Last Rites: If one of the gang's Escher Gang Matriarchs or Escher Gang Queens is killed (i.e., rolls a Memorable Death result or a Critical Injury result and is not saved by the doc) then the player may roll a D6. If the result is equal to or lower than the number of advances the fighter has, the player may add a Death-maiden to their gang. The newly added Death-maiden retains none of the dead fighter's equipment, injuries or advances and is, for all intents and purposes, a new fighter.

EQUIPMENT

An Apprentice Clan Chymist is armed with a needle pistol.

SKILLS

An Apprentice Clan Chymist has the Fixer skill.

0-1 SHIVVER..... 100 CREDITS (AVAILABLE ONLY TO HOUSE ESCHER GANGS)

Shivvers and Hive Oracles are an important part of Escher society, and often gangs will call upon their services. A Hive Oracle may, if she sees fit, set up residence in a gang's hideout, often operating out of strange many-hued wagons or tents, filled with the objects and artefacts of their craft. Between battles, a gang leader can visit the Shivver, hoping for a glimpse into their future. Sometimes these glimpses can save the gang from calamities or lead them to great riches, though other times they may be misleading, or even dangerous, resulting in disaster.

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

SPECIAL RULES

Psyniscience: During the post-battle sequence, a single fighter with the Gang Hierarchy (X) special rule that is able to perform a post-battle action may perform the following post-battle action:

Visit Shivver: The Shivver looks into the fighter's future, divining what lies ahead for them and their sisters. Roll 2D6 and consult the table below:

2D6	Result
2	Doom! The fighter performing this Visit Shivver post-battle action is so disheartened by their reading, they immediately go Into Recovery.
3-4	The Fates are Unclear: Choose one of the following characteristics: Leadership, Willpower or Intelligence. For the duration of their next battle, the fighter performing this Visit Shivver post-battle action may re-roll any failed checks made against the chosen characteristic.
5-7	Favourable Portents: For the duration of their next battle, the fighter performing this Visit Shivver post-battle action may re-roll any hit rolls of a natural 1 when making ranged attacks, and may ignore the rules for Stray Shots against friendly fighters.
8-9	A Great Victory: If the gang of the fighter performing this Visit Shivver post-battle action wins their next battle, the fighter performing this Visit Shivver post-battle action earns an extra D6 XP.
10-11	A Mysterious Stranger: The gang of the fighter performing this Visit Shivver post-battle action can hire a Bounty Hunter Hired Gun for free during the pre-battle sequence of their next battle. However, at the end of that battle, the Bounty Hunter automatically departs.
12	Fortune and Glory: During the post-battle sequence of their next battle, the fighter performing this Visit Shivver post-battle action may double the amount of Experience they earn, and may double the amount of credits and Reputation their gang earns.

EQUIPMENT

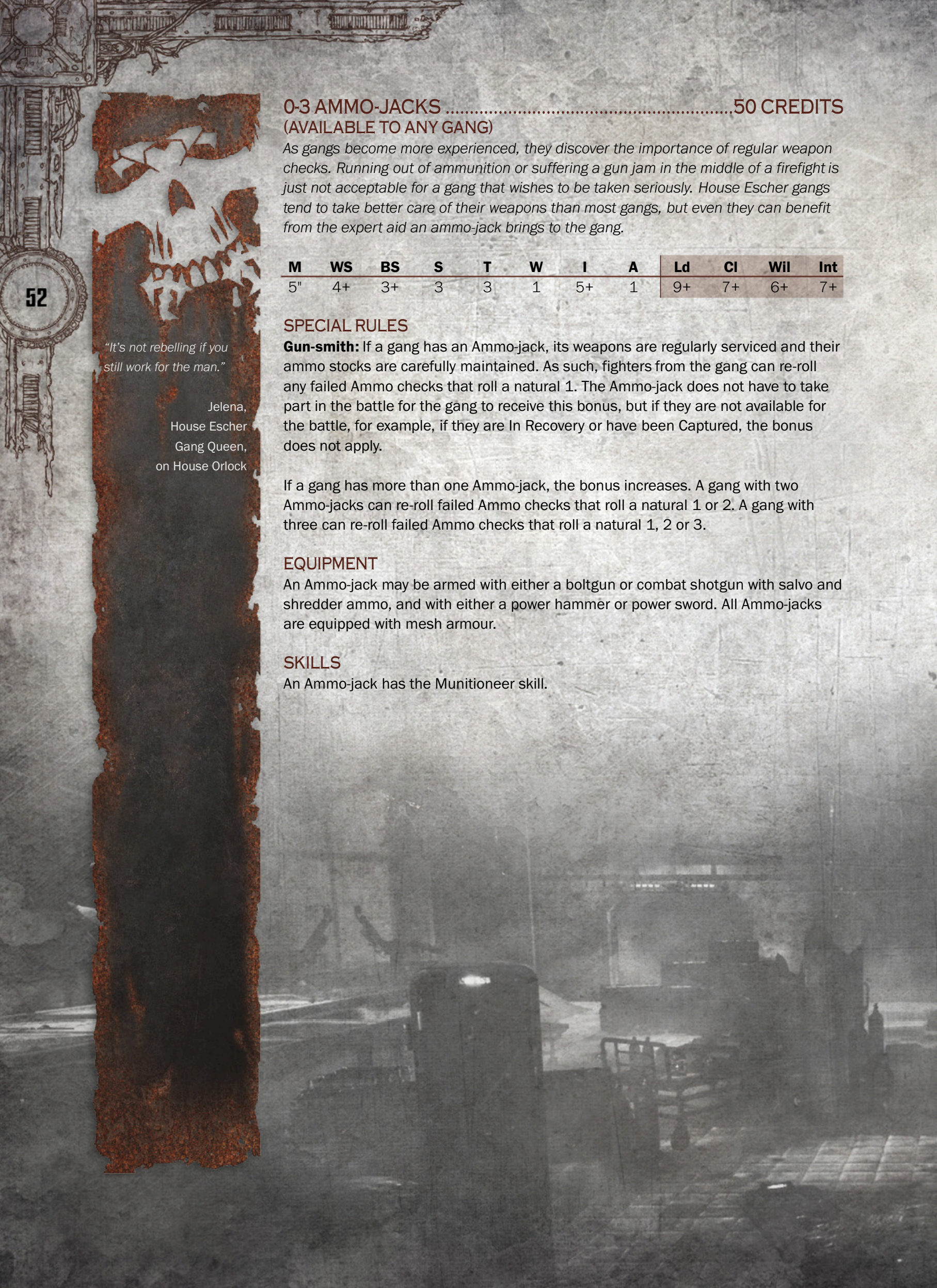
A Shivver has no equipment.

SKILLS

A Shivver has the Fearsome skill.

"I see a bridge built from blades, every inch coated in the blood of your foes, a shining figure standing atop the dead, resplendent in victory."

Transcript from an audience with the 'Oracle' of Rust Tunnels



"It's not rebelling if you still work for the man."

Jelena,
House Escher
Gang Queen,
on House Orlock

0-3 AMMO-JACKS50 CREDITS
(AVAILABLE TO ANY GANG)

As gangs become more experienced, they discover the importance of regular weapon checks. Running out of ammunition or suffering a gun jam in the middle of a firefight is just not acceptable for a gang that wishes to be taken seriously. House Escher gangs tend to take better care of their weapons than most gangs, but even they can benefit from the expert aid an ammo-jack brings to the gang.

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

SPECIAL RULES

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

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

EQUIPMENT

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

SKILLS

An Ammo-jack has the Munitioneer skill.

0-2 ROGUE DOCS50 CREDITS (AVAILABLE TO ANY GANG)

Medical expertise is much sought-after in the underhive, and most of those who have such training sell their services at a not-insignificant price. House Escher works closely with Rogue Docs given their dominance of the chem industry. Many Rogue Docs are also ex-Eschers, either failed Clan Chymists or their apprentices fled down-hive looking for a new life.

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

SPECIAL RULES

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

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

EQUIPMENT

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

SKILLS

A Rogue Doc has the Medicae skill.



SHIDIA 'MATRON'
COPPERTOWN
ROGUE DOC

"You only get patched up by the chymist if you're dead. If you can crawl to one of them local bonesaws then you're better off there."

Persophie the Wise, Black
Orchid,
House Escher

"Oh, it's safe, is it?
Well then, you won't mind
going in first, will you? Oh
no, after you,
I insist."

Naidiane the Explorer,
Ash Sirens,
House Escher

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

A gang's Turf is its primary source of income, but as it expands outwards the gangers might find themselves in areas they've never even visited before. Local guides, referred to as 'Dome Runners', are a regular sight among gangs wishing to root out this new turf's hidden treasures. House Escher use Runners as part of the Wyld, delving deep into the underhive looking for nests of exotic beasts or rare components for their chems.

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

SPECIAL RULES

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

EQUIPMENT

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

SKILLS

A Dome Runner has the Lie Low skill.

0-1 SLOPPER20 CREDITS (AVAILABLE TO ANY GANG)

Food in the underhive rarely holds any joy. Most meals consist of corpse-starch or nutri-slime, supplemented with synth-fats and vitamin shots. As such, anyone who can produce 'real' food from the local flora and fauna can expect a steady stream of credits. Escher sloppers are experts in turning underhive flora and fauna into edible fare, benefiting as they do from the clan's extensive knowledge of hive fungi and critters.

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

SPECIAL RULES

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

EQUIPMENT

A Slobber is armed with a fighting knife.

SKILLS

A Slobber has no skills.

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

There are many hivers and settlement scum willing to keep watch on a gang's borders and pass warnings of unwanted visitors along. These lookouts can warn of attacking rivals or interest from the Enforcers, and allow a gang a chance to escape. Escher gangs also use lookouts to lure enemies into ambushes, a tactic that works well on more aggressive gangs like those of House Goliath.

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

SPECIAL RULES

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

EQUIPMENT

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

SKILLS

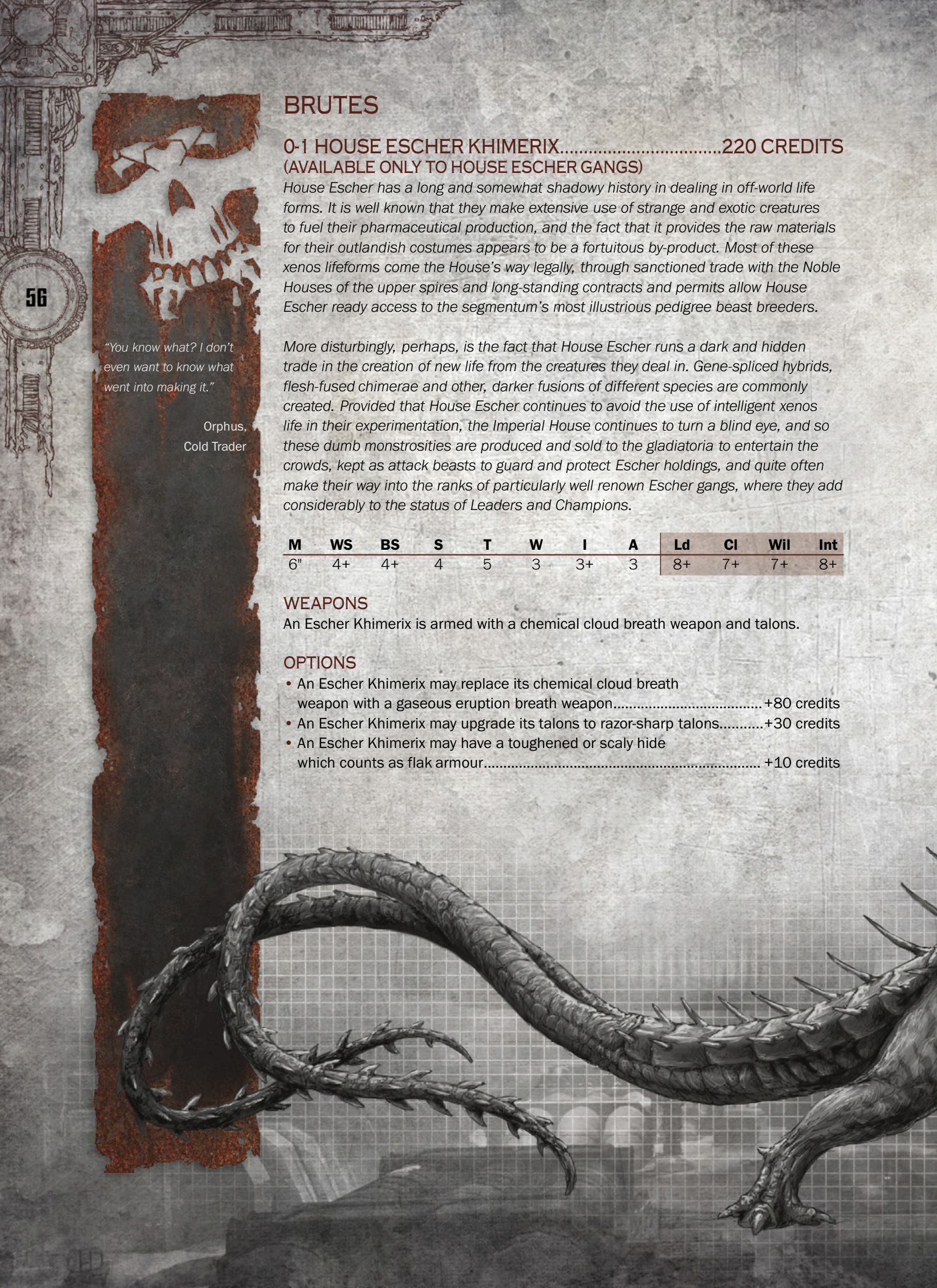
A Gang Lookout has the Evade skill.

LANDDET 'SHARPEYE'
GANG LOOKOUT



"Seems the dumb-dumbs want to play. Let's make them wish they'd stayed in their vats."

Kyriri the Shadow,
Fiery Lamias,
House Escher-affiliated
Gang Lookout



"You know what? I don't even want to know what went into making it."

Orphus,
Cold Trader

BRUTES

0-1 HOUSE ESCHER KHIMERIX.....220 CREDITS (AVAILABLE ONLY TO HOUSE ESCHER GANGS)

House Escher has a long and somewhat shadowy history in dealing in off-world life forms. It is well known that they make extensive use of strange and exotic creatures to fuel their pharmaceutical production, and the fact that it provides the raw materials for their outlandish costumes appears to be a fortuitous by-product. Most of these xenos lifeforms come the House's way legally, through sanctioned trade with the Noble Houses of the upper spires and long-standing contracts and permits allow House Escher ready access to the segmentum's most illustrious pedigree beast breeders.

More disturbingly, perhaps, is the fact that House Escher runs a dark and hidden trade in the creation of new life from the creatures they deal in. Gene-spliced hybrids, flesh-fused chimerae and other, darker fusions of different species are commonly created. Provided that House Escher continues to avoid the use of intelligent xenos life in their experimentation, the Imperial House continues to turn a blind eye, and so these dumb monstrosities are produced and sold to the gladiatoria to entertain the crowds, kept as attack beasts to guard and protect Escher holdings, and quite often make their way into the ranks of particularly well renown Escher gangs, where they add considerably to the status of Leaders and Champions.

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

WEAPONS

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

OPTIONS

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



SPECIAL RULES

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

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

Crushing Blow: Before rolling to hit for this fighter’s close combat attacks, the controlling player can nominate one dice to make a Crushing Blow. If that dice hits, the attack’s Strength and Damage are each increased by +1.

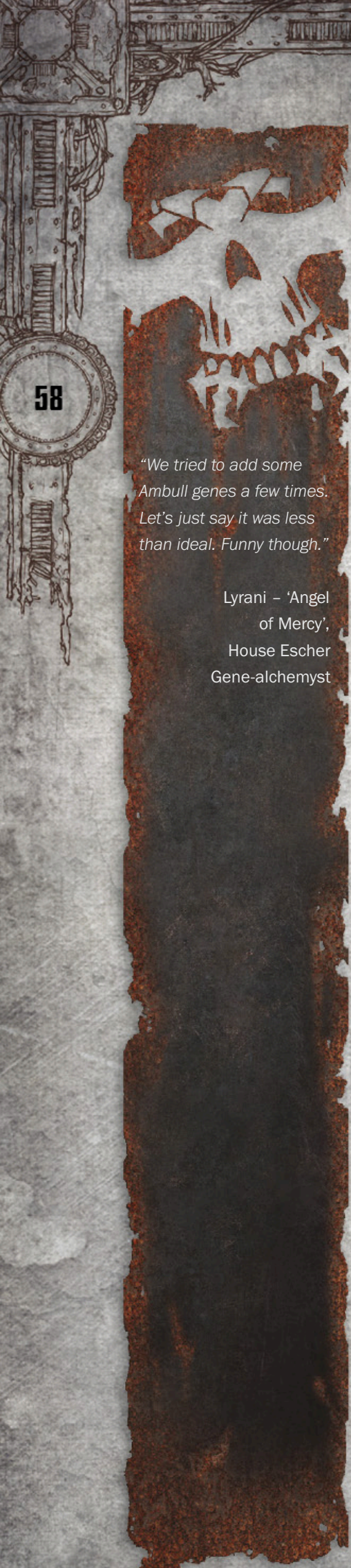
SKILL ACCESS

A Escher Khimerix has access to the following skill sets:

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

77-ALPHA ‘CLAWS-FOR-EYES’
BITTERSWEET BLADES
HOUSE ESCHER





0-2 LUTHER PATTERN EXCAVATION AUTOMATA ('AMBOT').....215 CREDITS (AVAILABLE TO ANY GANG)

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

"We tried to add some Ambull genes a few times. Let's just say it was less than ideal. Funny though."

Lyrani – 'Angel of Mercy',
House Escher
Gene-alchemist

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

The greatest successes in domesticating the Ambull lie in using the creatures as the organic component of a heavy duty mining construct. Specially crafted instrumentalities are fused with the brain and nervous system of the Ambull, in a process perfected by the Adeptus Mechanicus to circumvent the most ancient of laws proscribing the 'machina malifica', the dreaded 'machine that thinks as a man'. When the creature awakens in its new robotic shell it retains the natural tunnelling instinct it had when it was flesh, whilst its aggression and hunting impulses are suppressed by cranial governors. Of course, when Clan House gangs get their hands on one, they are not thinking about its mining ability. House Escher has a long history of acquiring and augmenting 'ambots', the clan's gangs painting them in garish colours so there can be no doubt just who the giant robotic beasts belong to.

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

WEAPONS

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

OPTIONS

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

SPECIAL RULES

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

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

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

SKILLS

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

SKILL ACCESS

An Ambot has access to the following skill sets:

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

MR CHOMPER
CARRION QUEENS
HOUSE ESCHER 'AMBOT'





60

"Now that's no way to talk to a lady – let me introduce you to my big brother. He might not say much but he's very handy with his fists."

Lindi Synn,
House Escher,
Ref. Six Points Massacre

0-2 'JOTUNN' H-GRADE SERVITOR OGRYN210 CREDITS

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

Ogryns are incredibly strong, durable and remarkably loyal, traits which make up for their lack of intellect in their usefulness to the Imperium. They are slow to learn, but once a lesson has been learned it stays in their simple minds forever. The Ogryns of Necromunda fulfil the role of heavy industrial workers in Necromundan society, a resource that is in high demand given the factory nature of the hives. House Escher, like many other Clan Houses use Ogryns throughout their regions of the hive, always finding tasks for the hulking brutes. The Clan Chymists especially find uses for them, either as subjects to test their elixirs on or as a source of raw components.

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

WEAPONS

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

OPTIONS

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

SPECIAL RULES

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

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

SKILLS

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

SKILL ACCESS

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

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

H.R.O.L.T. 06 'CRUSHER'
THE FREE OGRYNS
FORMERLY OF HOUSE GOLIATH





PRIANAA 'PICK-ME-UP'
HIVE PRIMUS CLAN CHYMIST
HOUSE ESCHER

HIREGUNS

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

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

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

BOUNTY HUNTERS, HOUSE AGENTS AND HIVE SCUM

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

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

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

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

OUTLAW HIRED GUNS

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

This does not mean that Outlaw gangs cannot hire Hired Guns. Outlaw gangs may purchase the services

of a Hired Gun as normal. If they do, however, the fighter must be designated an 'Outlaw' and will gain the Outlaw special rule. Additionally, Outlaw gangs may hire only those Dramatis Personae that have the Outlaw special rule on their profile.

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

"Crime is a matter of perspective."

Jelena,
House Escher
Gang Queen,
on the criminal elements
of Necromunda

HIVE SCUM.....30 CREDITS

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

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

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

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

SPECIAL RULES

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

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

EQUIPMENT

Hive Scum may purchase up to 60 credits worth of weapons and Wargear from the Hive Scum equipment list. They may be armed with up to three weapons, only one of which may have the Unwieldy weapon trait, and this counts as two weapon choices.

HIVE SCUM EQUIPMENT LIST

WEAPONS

BASIC WEAPONS

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

PISTOLS

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

CLOSE COMBAT WEAPONS

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

WARGEAR

GRENADES

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

ARMOUR

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

PERSONAL EQUIPMENT

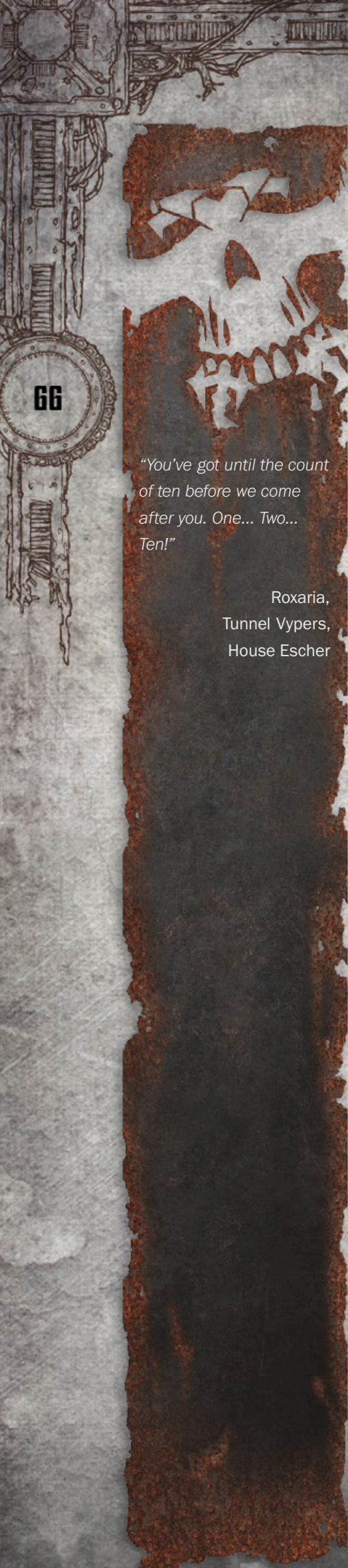
- Armoured undersuit 25 credits
- Drop rig..... 10 credits
- Filter plugs..... 10 credits
- Photo-goggles 35 credits

WEAPON ACCESSORIES

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

GRUB TARGESON
HIVE SCUM





BOUNTY HUNTERS.....80 CREDITS

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

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

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

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

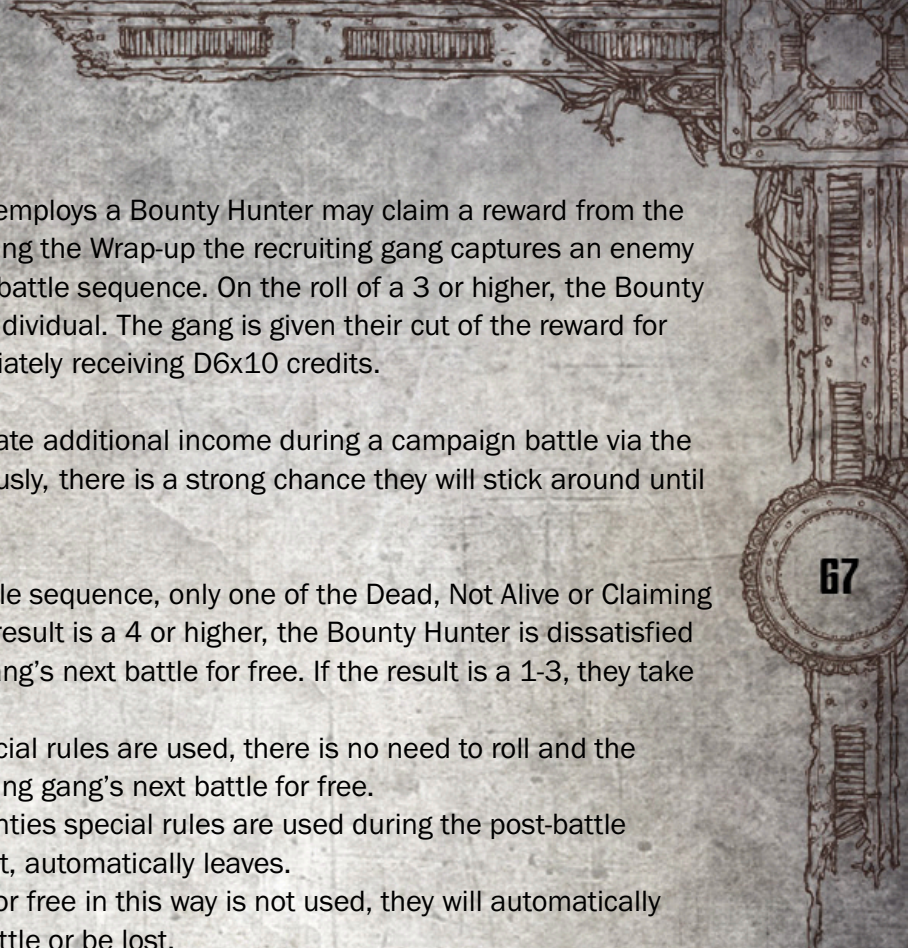
M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	3	3	2	3+	1	7+	5+	6+	6+
3"	3+	4+	3	4	2	5+	1	5+	7+	5+	5+
4"	3+	4+	3	4	1	4+	2	7+	6+	7+	8+

SPECIAL RULES

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

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

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



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

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

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

SKILLS

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

EQUIPMENT

In addition to their hiring fee, a Bounty Hunter may purchase up to 150 credits worth of weapons and Wargear from the Escher Gang Queen equipment list on page 33 and from the Trading Post (note that, in addition, Outlaw Bounty Hunters may purchase items from the Black Market, as described previously). They may be armed with up to five weapons, only one of which may have the Unwieldy trait. A weapon with the Unwieldy trait counts as two weapons choices.

NECRANA, THE REVENANT OF CERES, ESCHER HOUSE AGENT

No one remembers Necrana's real name. All those who knew her when she was alive have long since died, and Necrana herself rarely speaks, if she speaks at all. Wrapped in stained and torn robes, the Death-maiden ancient is a nightmare given form to the gangs of Hive Ceres and beyond. Years of battle have left her flesh pocked with bullet wounds and scarred by blades, the punishment far more than anything living could survive. And yet Necrana endures, her face slowly rotting away beneath her mask of stained bandages. While age has slowed Necrana's reactions, the embalming toxins that fill her body have made her far more resilient to compensate. As her enemies will attest, the Death-maiden has risen from kill-shots, and supposedly fatal blows, time and time again.

There are those within the Moraegan who have argued to let Necrana be put to rest – it being well-known that should a Death-maiden stop receiving her regular treatments she will die for good. These other Death-maidens believe to keep one of their own active for so long is an affront to the laws of the House, and an act of extreme cruelty. The Ceres Chymist Cult who minister to Necrana argue that Necrana continues to hunt for the clan willingly.

What they haven't told anyone, however, is Necrana hasn't taken their elixirs for years...



SPECIAL RULES

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

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

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

Immortal Death-maiden: Necrana is unaffected by the Coup de Grace (Simple) action and treats any Out of Action results on the Injury dice as a Serious Injury instead. While Seriously Injured Necrana does not roll Injury dice in the Recovery phase, instead, she will recover (suffering a Flesh Wound as normal) if she can roll equal to or less than her Toughness characteristic. Once Necrana's Toughness is reduced to 0, as a result of Flesh Wounds, she is removed as a casualty as normal.

NECRANA, HOUSE AGENT

*
CREDITS

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
5"	2+	4+	3	4	3	4+	3	8+	4+	7+	7+

Weapon	Rng		Acc		Str	AP	D	Am	Traits
	S	L	S	L					
Venom claw	-	E	-	-	-	-2	1	-	Entangle, Melee, Toxin
Needle pistol	4"	9"	2+	-	-	-1	-	6+	Scarce, Sidearm, Silent, Toxin

SKILLS: Hit and Run, Rain of Blows

WARGEAR: Mesh armour, respirator

"If you want aid from the House, you better have a good reason. Otherwise, you'll have bigger issues than some rowdy gang from another House. And that's your own damn fault."

Persophie the Wise,
Black Orchid,
House Escher

HOUSE AGENTSHIRING FEE VARIES*

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

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

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

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

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

SPECIAL RULES

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

D6+Rep	Result
1-5	The House heeds the gang's plea for aid and a House Agent is dispatched. The gang may hire a House Agent for this battle for 40 credits.
6-10	The House reluctantly agrees to send aid to the gang, but it will cost them. The gang may hire a House Agent for this battle for 80 credits.
11-15	The House feels the gang is capable of fighting its own battles. The gang may not hire a House Agent for this battle.
16+	The House is angered that such a capable and notorious gang would petition for further aid. The gang may not hire a House Agent for this battle and must pay a fine of 2D6x10 credits to the House as punishment for making foolish petitions.

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

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

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

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

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

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

SKILLS

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

EQUIPMENT

A House Agent may be equipped with up to 150 credits worth of weapons and Wargear chosen for free from the Escher Gang Queen Equipment List on page 33. They may be armed with up to three weapons, only one of which may have the Unwieldy weapon trait, and this counts as two weapon choices. Note that the value of these weapons and Wargear should be included when determining Gang Rating.

CYNISS, THE MOTHER OF POISONS, ESCHER HOUSE AGENT

Of all the Prymari Wytches, Mother Cyniss is by far the most respected and feared. She has a seat on the Council of Crones and, if it is to be believed, the ear of Matriarch Primus Adina herself. Cyniss' power comes from her control of the Hive Primus Chymist Cults and the Prymari Death-maidens. Old, even by the standards of the Council of Crones, Cyniss has maintained her youthful appearance through countless rejuve treatments, her timeless appearance concealing her extreme age. Despite having led the Prymari Wytches for almost two centuries, Cyniss still ventures out into the underhive in search of promising candidates for the Death-maidens, or rare ingredients for her potions.

Given her importance and power, she usually travels in the company of Death-maidens or with a loyal Escher gang. The benefits of helping Cyniss on one of her expeditions are the finest chems for the gang, sharpening their senses and increasing their reflexes far beyond what youth and muscle alone could achieve. Cyniss herself is no easy target either. Beneath her Clan Chymist's robe she hides a wealth of poisons and chems to feed her wrist-mounted needle pistols. With a contemptuous gesture, Cyniss can unleash a flurry of these darts, paralysing, rendering unconscious, or even killing her foes. And should a round or blade find its way into Cyniss' flesh, subdermal chem-pumps stand ready to flood her system with stimms or hyper-coagulants, preserving her from harm and giving Cyniss time to make whoever wounded her pay for their mistake.

SPECIAL RULES

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

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

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

Master Clan Chymist:

When Cyniss activates, she can choose to have one Chem-alchemy Toxin effect apply to her wrist-mounted needler. This Toxin applies for the remainder of the round.

CYNISS, HOUSE AGENT

*

CREDITS

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
5"	4+	4+	3	3	2	3+	1	6+	5+	6+	6+

Weapon	Rng		Acc		Str	AP	D	Am	Traits
	S	L	S	L					
Wrist-mounted needler									
- spray fire	3"	6"	+1	-	-	-	-	4+	Scattershot, Sidearm, Toxin
- burst fire	6"	12"	+1	-	-	-1	-	4+	Rapid Fire (1), Sidearm, Toxin

SKILLS: Medicae

WARGEAR: Mesh armour, respirator



STRONG LIANCES

74

House Escher has special relationships with various other factions on Necromunda, either because these factions can offer the Clan House something it sorely needs, or because the faction benefits greatly from the strength the Eschers offer. Escher gangs benefit from strong ties with the Water Guild, the Cold Traders and House Ulanti.

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

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

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

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

DESIGNER'S NOTE: USING ALLIANCES

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

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

MAKING AN ALLIANCE

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

Follow these steps to make an Alliance:

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

BENEFITS AND DRAWBACKS

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

TESTING THE ALLIANCE

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

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

TESTING THE ALLIANCE TABLE

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

"Self-important middlemen – they'd be embarrassing if they weren't so damn essential."

Jelena,
House Escher
Gang Queen,
on the
Merchants Guild

ALLIES OF HOUSE ESCHER

House Escher gangs may make any Alliance they wish, but it is with the Water Guild and the Cold Traders that the majority of House Escher gangs choose to work closely, furthering the agendas of both parties.

A House Escher gang may also form an Alliance with House Ulant, the Noble House that backs the House of Blades most often in the intricate political battlefields of Necromundan society and industry.

WATER GUILD

Water is one of the great resources of a hive, and it falls to the Water Guild to procure it, distribute it and profit from it – not necessarily in that order. House Escher has very close ties with the Water Guild, built up over centuries of the two organisations dominating the Necromunda chem trade. Pure water, or even water of a decent grade, is vital to the creation of the most potent chems, and for a share of the profits, the Water Guild makes sure House Escher never goes wanting.



BENEFITS

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

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

Pure Water Supply: While the gang is allied with the Water Guild they gain a free Slopper Hanger-on, representing an agent of the Harvesters (see page 54). If the gang already has a Slopper in its employ then their fighters will come out of Recovery on a D6 roll of 5 or 6 instead of just 6.

Nautican Syphoning Delegation: While the gang is allied with the Water Guild, in the pre-battle sequence the gang may attempt to add a Nautican Syphoning Delegation (see page 84) to their gang for the battle ahead:

- Roll a D6 and add the gang's current Reputation:
 - If the total is 10 or below, the Nautican Syphoning Delegation deigns to aid their allies on the battlefield.
 - If the total is 11 or more, the Guilders decide the gang can cope alone.
- This group of fighters does not cost a gang allied to the Water Guild any credits to hire, but if chosen they must be included in the gang's crew, even if crew selection is normally random.

If, however, the gang is playing the Looters, Smash and Grab, Caravan Heist or Escort Mission scenarios and is the defender (see Guard Duty below) then a Nautican Syphoning Delegation must be included. Roll a D6 and add the gang's current Reputation:

- If the total is 10 or below, the gang is glad of this aid.
- If the total is 11 or more, the gang is unhappy about this forced interference and they must Test the Alliance.

DRAWBACKS

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

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

The gang must give D3x10 credits to the Water Guild. If the amount rolled is greater than the amount gained, the gang must give the full amount gained to their allies and the Alliance is automatically tested.

Alternatively, the gang can choose to keep all of its rewards, but if they do they must Test the Alliance.



"Trust me, you'll smell them before you see them."

Jelena,
House Escher
Gang Queen,
on House Cawdor



OLLINA
WYLD PANTHERS
HOUSE ESCHER

COLD TRADERS

There is always a market for off-world goods, especially those prohibited by the Imperium. Cold Traders ensure a steady supply of this contraband for any who can meet their price, and House Escher maintains close ties to the Cold Trade for its abundance of off-world goods and services. The Great Houses regularly turn a blind eye to these criminal activities if it means they have access to exotic pets and strange and wondrous xenos artefacts.

BENEFITS

Criminal Allies: Any gang may form an Alliance with the Cold Traders provided it is an Outlaw gang. The nature of their operations makes Cold Traders deeply distrustful of Law Abiding gangs.

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

Xenos Artefacts: For as long as a gang is allied with the Cold Traders, any fighter with the Gang Hierarchy (X) special rule that is a member of that gang may add the following items to their Equipment list:

BASIC WEAPONS

- Sling gun 55 credits

ARMOUR

- Armourweave 20 credits

Voidborn Bounty Hunters: In the pre-battle sequence, the gang may add a Smuggler Shore Party (see page 82) to their gang for the battle. These Hired Guns do not cost a gang any credits to hire, but if chosen they must be included in the gang's crew, even if crew selection is normally random. However, when selecting the crew for a battle, the Smuggler Shore Party counts as only one fighter, effectively allowing the crew to include two or three more fighters than the crew size may allow.

If the gang is playing The Hit, Escort Mission or the Last Stand scenario as a result of the Press Ganged rule (see below) then a Smuggler Shore Party must be included unless the gang rolls to Test the Alliance.

DRAWBACKS

Press Ganged: During the pre-battle sequence, if the gang has the option of choosing the scenario to be played, roll a D6. On 1, 2 or 3, the gang must choose The Hit, Escort Mission or Last Stand scenario and take on the role of the attacker. On a 4+, they can choose any scenario as normal. Instead of rolling, the gang can choose to play any scenario, but if they do they must Test the Alliance.

Imperial Entanglements: During the post-battle sequence, if the gang fielded a Smuggler Shore Party they must randomly select one of their fighters who is not in Recovery to be subjected to investigation. This fighter is lying low and must miss the next battle. Instead of choosing a fighter the gang can choose to ignore this drawback, but if they do they must Test the Alliance.

"You see, that's why
you're my favourite, Nykel
– you bring me all the
prettiest things."

Lililay,
Gang Queen
of Selene's Tigers,
House Escher

"Let them think they own Necromunda if it makes them happy."

Jelena,
House Escher
Gang Queen,
on the Noble Houses
of Necromunda

HOUSE ULANTI

House Ulanti is among the oldest of all the Great Houses, their history intertwined with that of House Escher itself. Though many centuries separate the nobles of Ulanti from the rulers of Escher, the two remain closely linked in countless ways. Much of the Ulanti interests on Necromunda are tied to the production of chems and their sale to the wider Imperium. Each cycle, the Great House draws huge revenues from the world's drug trade, making the percentage taken by the Merchant Guild, the Narco Lords, and even House Escher, who produce the chems, seem insignificant by comparison. Ulanti, like all Noble Houses, has its hands in many other industries, allowing Clan Houses and Merchant Guild families to use its factories and territories in exchange for a hefty slice of their output. Several hives are owned outright by the Great House, such as the Skygelt Tower on the edge of the World Sump, or Hive Valkyria in the highest reaches of the Spoil. The Great House even owns the Necromunda moon of Juggerata, where its nobles go on safari, hunting xenos beasts brought in especially for this purpose.

All this wealth and privilege has, over centuries, saturated House Ulanti with a level of decadence considered extreme even by the standards of the Necromundan nobility. Lords and ladies of the House live in ridiculous luxury. Their levels within the spire are often transformed into fairy-tale lands, paradise realms or fantastic menageries filled with every kind of exotic creature imaginable. The Ulanti also dine upon the rarest food and drink of the galaxy, from hydro-clonic cocktails created with the refined alco-aqua of five different death worlds, to albino-gyrinx flesh that can only be harvested one day a year and must be eaten in natural sunlight lest it turn into a deadly poison.

With all this decadence, it might be assumed that the Ulanti themselves are useless wastrels with little to personally offer the world of Necromunda, and for the most part such an assumption would be right. However, there remain within the Noble House individuals of great power and vision who see to its survival. These men and women are often skilled warriors or gifted leaders, but their true power comes from House Ulanti's greatest weapon – its near-limitless wealth.

BENEFITS

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

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

Excessive Wealth: While the gang is allied with House Ulanti, they add 2D6x10 credits to their stash during the Collect Income step of the post-battle sequence.

Court Advisor: During the pre-battle sequence, the gang may add a House Ulanti Court Advisor to their gang (see page 86). If the gang is facing an enemy allied with either another Noble House or a Criminal Organisation, they must include a House Ulanti Court Advisor, unless they choose to Test the Alliance instead.

DRAWBACKS

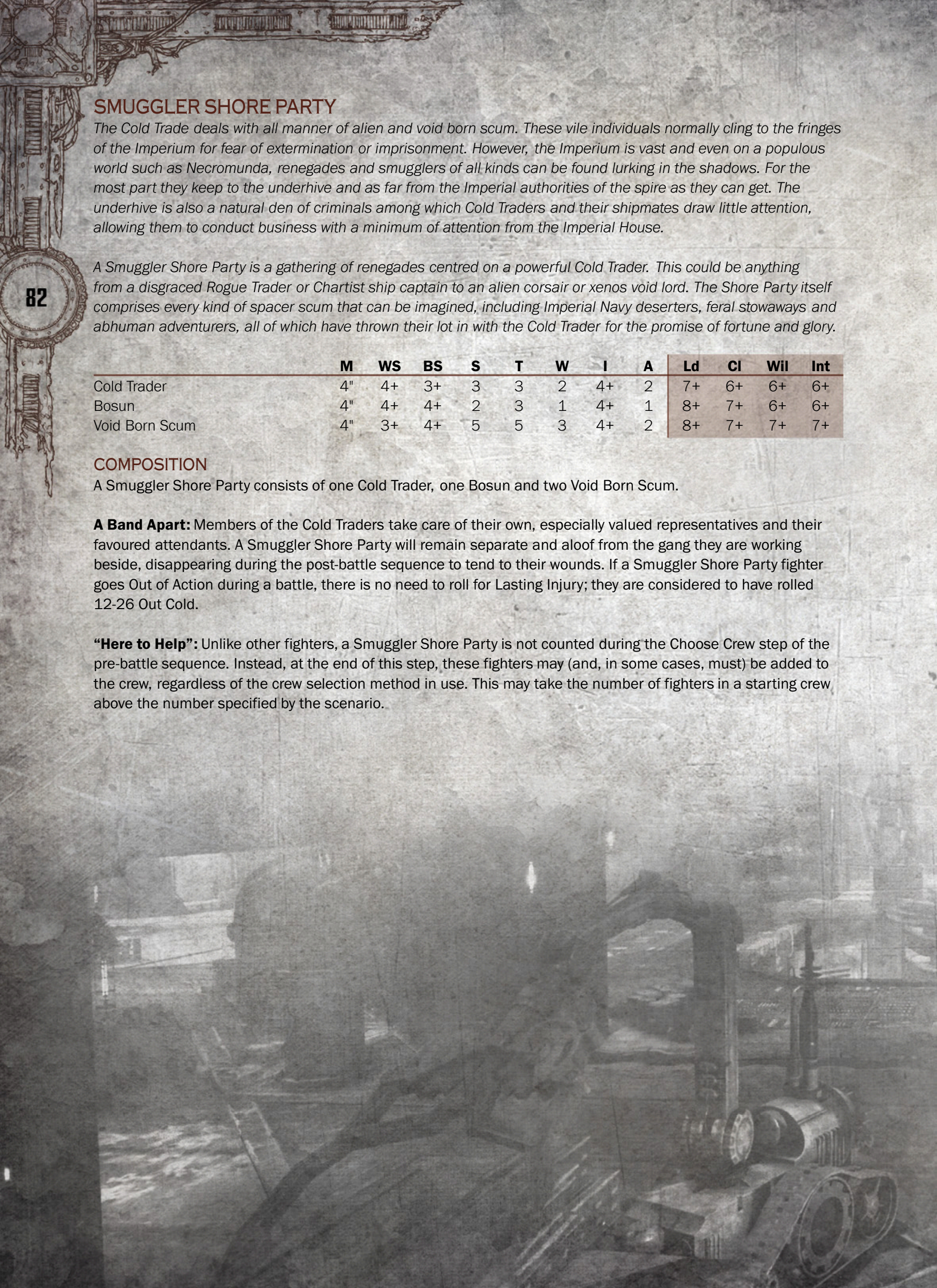
Inevitable Betrayal: If the gang loses a battle, they must Test the Alliance. If the alliance is Broken, the gang's most recent opponent (i.e., the gang they lost their battle against) may form an alliance with House Ulanti for their next battle, even if they already have an existing alliance, after which the alliance with House Ulanti is automatically Broken (this does not trigger the Inevitable Betrayal special rule).

Bored Now!: House Ulanti are easily bored by underhive gangs, and the slightest thing can cause them to withdraw their support. During the Collect Income step of the post-battle sequence, if the gang rolls a double on the 2D6 when collecting income from the Excessive Wealth rule, they must Test the Alliance.

"Those Ulanti folks are capricious ones. They'll throw piles of creds your way one minute, then the next they've found someone else to make rich and it's usually the people that want to kill you."

'Wildeye' Frincinea,
Wikid Sisters,
House Escher





SMUGGLER SHORE PARTY

The Cold Trade deals with all manner of alien and void born scum. These vile individuals normally cling to the fringes of the Imperium for fear of extermination or imprisonment. However, the Imperium is vast and even on a populous world such as Necromunda, renegades and smugglers of all kinds can be found lurking in the shadows. For the most part they keep to the underhive and as far from the Imperial authorities of the spire as they can get. The underhive is also a natural den of criminals among which Cold Traders and their shipmates draw little attention, allowing them to conduct business with a minimum of attention from the Imperial House.

A Smuggler Shore Party is a gathering of renegades centred on a powerful Cold Trader. This could be anything from a disgraced Rogue Trader or Chartist ship captain to an alien corsair or xenos void lord. The Shore Party itself comprises every kind of spacer scum that can be imagined, including Imperial Navy deserters, feral stowaways and abhuman adventurers, all of which have thrown their lot in with the Cold Trader for the promise of fortune and glory.

	M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
Cold Trader	4"	4+	3+	3	3	2	4+	2	7+	6+	6+	6+
Bosun	4"	4+	4+	2	3	1	4+	1	8+	7+	6+	6+
Void Born Scum	4"	3+	4+	5	5	3	4+	2	8+	7+	7+	7+

COMPOSITION

A Smuggler Shore Party consists of one Cold Trader, one Bosun and two Void Born Scum.

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

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

COLD TRADER SPECIAL RULES

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

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

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

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

BOSUN SPECIAL RULES

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

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

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

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

VOID BORN SCUM SPECIAL RULES

Bodyguard: If the Cold Trader is hit by a ranged attack, the controlling player may choose to transfer the hit and all of its effects onto a Void Born Scum within 2" of the Cold Trader.

Indentured Fighters: If both the Cold Trader and Bosun are removed from play for any reason, any Void Born Scum, without guidance, will automatically behave as if the crew they are part of had failed a Bottle test, regardless of how many fighters in total have been removed from play.

EQUIPMENT

The Cold Trader is armed with a sling gun and stiletto knife, and is equipped with armourweave and a bio-booster.

The Bosun is armed with a shotgun with solid and scatter ammo and fighting knife, and is equipped with mesh armour.

A Void Born Scum is armed with either an autopistol and a fighting knife or a laspistol and a fighting knife. Each may be armed differently. Both are equipped with flak armour.

SKILLS

The Cold Trader has the Step Aside and the Overseer skills. They may, however, only use the Overseer skill to Order another member of the Smuggler Shore Party.

The Bosun has the Dodge skill.



NAUTICAN SYPHONING DELEGATION

On Necromunda water is squeezed from every available source, the precious liquid gathered, refined and traded by the Merchant Guild. Master Nauticans are the representatives of the Water Guild when it comes to the procurement of drinkable water, their entourages travelling the hive bedecked in piped harnesses, sloshing tanks and esoteric exsanguination devices. Invigorated by a concentration of clean water and purifying chems, the eyes of a Master Nautican burn with drug-induced purpose, while their muscles twitch underneath a forest of tubes, each one connected to a tank or bottle.

While a Water Harvester might enlist the aid of a gang for protection (and as a ready supply of recyclable fluids), they are seldom seen without their own personal attendants. These include Syphonites who carry bladed exsanguination staves to bleed water from their victims or the hulking Subnautican Behemoths in their armoured diving suits. Syphonites both oversee the harvesting and refining of water, speaking the litanies of the guild to bless the water in the name of the God-Emperor by invoking the names of the 'Ancient Sees', believed to have been things once looked upon by the Emperor. The Subnauticans are the divers that keep the cisterns and reservoirs of Hive Primus functioning, but also double as able and heavily armoured bodyguards for the Master Nautican should the need arise.

	M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
Master Nautican	4"	4+	4+	3	3	2	4+	1	7+	7+	6+	6+
Syphonite	4"	5+	4+	2	3	1	4+	1	8+	8+	6+	6+
Subnautican	4"	3+	5+	5	5	3	4+	2	8+	6+	7+	7+

COMPOSITION

A Nautican Syphoning Delegation consists of one Master Nautican, one Syphonite and one Subnautican.

NAUTICAN SYPHONING DELEGATION SPECIAL RULES

Water Harvest: Add +1 to the roll to determine if an enemy fighter is captured at the end of a battle if the Master Nautican has not gone Out of Action. Add an additional +1 for each other member of the Nautican Syphoning Delegation not gone Out of Action. If an enemy fighter is captured, they may be sold to the Guilders for their full value in credits immediately, before the captured fighter's gang can attempt a Rescue Mission. The controlling player of the captured fighter's gang may prevent this by agreeing to pay the captured fighter's full value in credits as an immediate ransom.

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

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

MASTER NAUTICAN SPECIAL RULES

Nautican Syphoning Delegation Hierarchy (Leader):

During a battle, should this fighter pass a Bottle test, friendly Nautican Syphoning Delegation fighters without this special rule that have not already taken a Bottle test this round and that are within 12" of this fighter will automatically pass their Bottle test for that round.

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

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

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

SYPHONITE SPECIAL RULES

Nautican Syphoning Delegation Hierarchy

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

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

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

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

SUBNAUTICAN SPECIAL RULES

Bodyguard: If the Master Nautican is hit by a ranged attack, the controlling player may choose to transfer the hit and all of its effects onto a Subnautican within 2" of the Master Nautican.

Indentured Fighter: If both the Master Nautican and Syphonite are removed from play for any reason, the Subnautican, without guidance, will automatically behave as if the crew it is part of has failed a Bottle test, regardless of how many fighters in total have been removed from play.

EQUIPMENT

The Master Nautican is armed with a needle pistol and stiletto knife, and is equipped with mesh armour, a bio-booster and a stim-slug stash.

The Syphonite is armed with a needle rifle and stiletto knife, and is equipped with mesh armour and a cult icon.

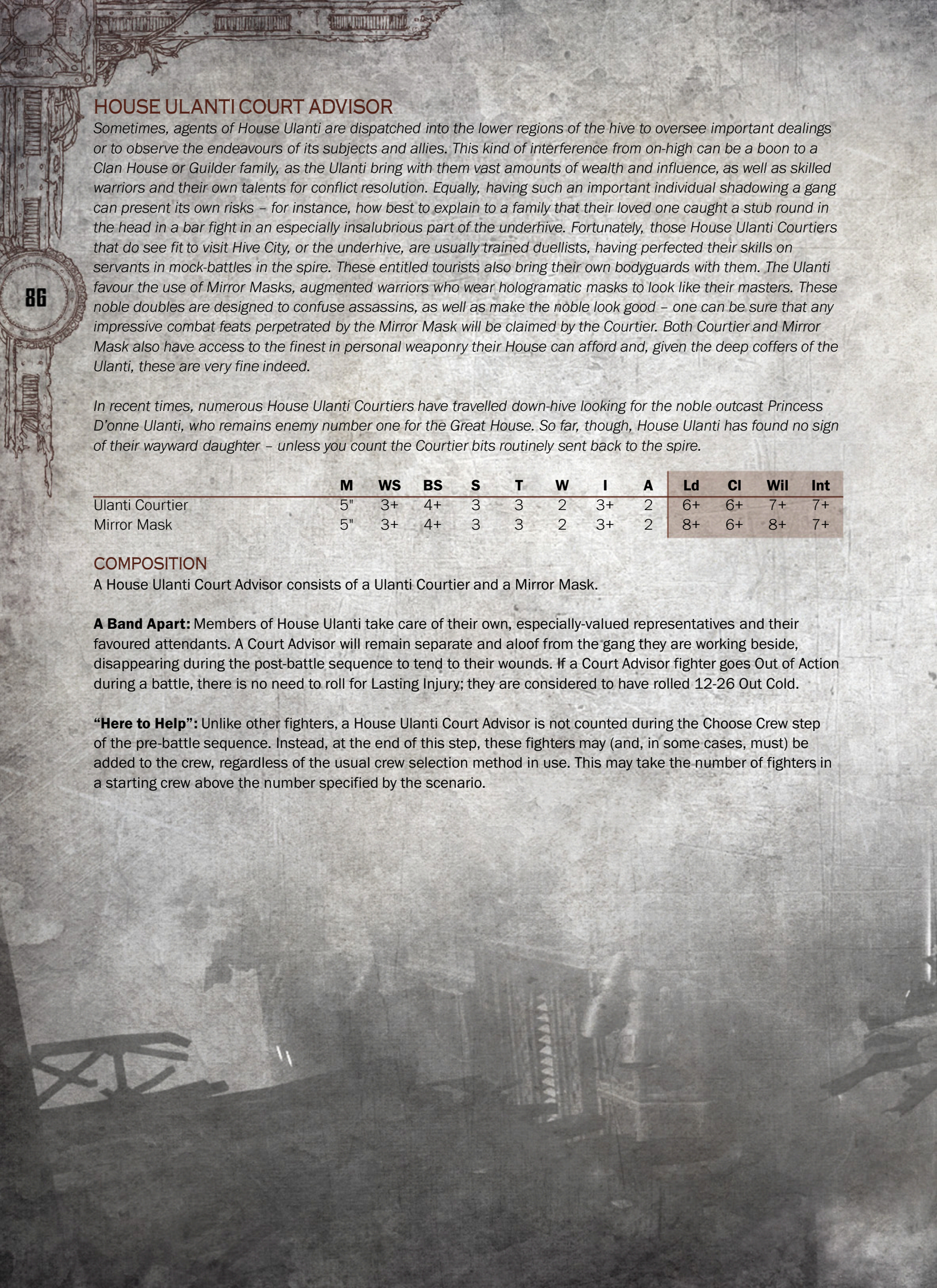
The Subnautican is armed with open fists. The Subnautican is equipped with a hazard suit and an armoured undersuit.

SKILLS

The Master Nautican has the Step Aside and the Overseer skills. They may however only use the Overseer skill to Order another member of the Nautican Syphoning Delegation.

The Syphonite has the Dodge skill.

The Subnautican has the Berserker skill.



HOUSE ULANTI COURT ADVISOR

Sometimes, agents of House Ulanti are dispatched into the lower regions of the hive to oversee important dealings or to observe the endeavours of its subjects and allies. This kind of interference from on-high can be a boon to a Clan House or Guilder family, as the Ulanti bring with them vast amounts of wealth and influence, as well as skilled warriors and their own talents for conflict resolution. Equally, having such an important individual shadowing a gang can present its own risks – for instance, how best to explain to a family that their loved one caught a stub round in the head in a bar fight in an especially insalubrious part of the underhive. Fortunately, those House Ulanti Courtiers that do see fit to visit Hive City, or the underhive, are usually trained duellists, having perfected their skills on servants in mock-battles in the spire. These entitled tourists also bring their own bodyguards with them. The Ulanti favour the use of Mirror Masks, augmented warriors who wear hologramatic masks to look like their masters. These noble doubles are designed to confuse assassins, as well as make the noble look good – one can be sure that any impressive combat feats perpetrated by the Mirror Mask will be claimed by the Courtier. Both Courtier and Mirror Mask also have access to the finest in personal weaponry their House can afford and, given the deep coffers of the Ulanti, these are very fine indeed.

In recent times, numerous House Ulanti Courtiers have travelled down-hive looking for the noble outcast Princess D'onne Ulanti, who remains enemy number one for the Great House. So far, though, House Ulanti has found no sign of their wayward daughter – unless you count the Courtier bits routinely sent back to the spire.

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

COMPOSITION

A House Ulanti Court Advisor consists of a Ulanti Courtier and a Mirror Mask.

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

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

ULANTI COURTIER SPECIAL RULES

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

Duellist: If a House Ulanti Courtier is attacked by a fighter making a Charge (Double) action, they may make Reaction attacks before their opponent makes their attacks as part of the Charge (Double) action.

MIRROR MASK SPECIAL RULES

Many Faces: When the Mirror Mask activates, they may swap positions with the Ulanti Courtier regardless of where the two fighters are on the board, including if the fighters are Engaged or Prone. The Mirror Mask may then take its actions as normal.

EQUIPMENT

The Ulanti Courtier is armed with a needle pistol, a power sword and is equipped with a displacer field.

The Mirror Mask is armed with a needle pistol, a power sword and is equipped with a displacer field.

SKILLS

The Ulanti Courtier has the Counter-attack and Step Aside skills.

The Mirror Mask has the Nerves of Steel skill.

BARBILIA ULANTI-POITERI
HOUSE ULANTI COURTIER





ADDITIONAL RULES

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

ESCHER SUB-PLOTS

The fighters of House Escher revel in the surgically (and stylishly) applied shock and awe of battle, dealing as much damage as they can in as short a time as possible to demoralise and disorientate their enemies. They value skilful kills and daring attacks, their fighters gaining great renown from their peers for impressive battlefield feats. Escher fighters are also well known for their use of poisons and chems to take down their foes, and the Clan Chymists regularly supply gangs with new experimental toxins to try out in battle.

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

ESCHER SUB-PLOTS (ANY SUIT)

CARD	SUB-PLOT
Ace	Decapitation: Reveal this sub-plot should one of your fighters take the enemy Leader Out of Action using a weapon with the Melee or Versatile trait. Your gang immediately gains D3 Reputation. If the enemy Leader was taken Out of Action by your own Leader, your gang gains D6 Reputation instead.
2	Murder Run: Reveal this sub-plot if at least three enemy fighters are Seriously Injured or taken Out of Action during a single round. Your gang immediately gains two randomly-determined Gang Tactics. If the enemy fighters were Seriously Injured or taken Out of Action by weapons with the Melee or Versatile trait, your gang immediately gains three randomly-determined Gang Tactics instead.
3	Experimental Gas: Reveal this sub-plot the first time an enemy fighter is Seriously Injured or taken Out of Action by one of your own fighters using a weapon with the Gas trait. Your fighter immediately gains 1 XP. If two or more enemy fighters were Seriously Injured or taken Out of Action by this fighter, they gain D3 XP instead.
4	A Dark Fate: Reveal this sub-plot immediately during the post-battle sequence should your gang capture an enemy fighter. You may immediately roll on the Lasting Injury table for the captured fighter and apply the results. On any result other than 'Memorable Death', the fighter is then returned to its own gang, and your own gang gains D3 Reputation.
5	A Thousand Cuts: Reveal this sub-plot if an enemy fighter is taken Out of Action because their Toughness characteristic has been reduced to 0 by Flesh Wounds. Your gang gains D3 Reputation. If the enemy fighter was a Champion or Leader then your gang gains D6 Reputation instead.
6	Flawless Victory: Reveal this sub-plot if, during the Wrap-up, none of your fighters are Seriously Injured or taken Out of Action, and if you have won the scenario. Your gang gains 3D6x10 credits. If at least a third of your opponent's gang was Seriously Injured or taken Out of Action, your gang gains 4D6x10 credits instead.
7	Scrag 'em All: Reveal this sub-plot if the battle ended before round 9 and your gang was victorious. Your gang gains D3 Reputation. If the battle ended before round 6, and your gang was victorious, your gang gains D6 Reputation instead.

"A fight ain't fun if it's fair. If you've got the advantage then you get to pick them apart and show them why they shouldn't have messed with you. And if they have the advantage – well, that just makes it more fun!"

'Bloody' Belle,
Blood Orchids,
House Escher

"It's cute that they think they run things in the hive."

Jelena,
House Escher
Gang Queen,
on Lord Helmawr's
Palanite Enforcers

8 A Slow Poison: Reveal this sub-plot should an enemy fighter that was Seriously Injured by a weapon with either the Gas or the Toxin trait go Out of Action during any subsequent Recovery phase. Your gang gains D6x10 credits. If the enemy fighter was a Champion or Leader then your gang gains 2D6x10 credits instead.

9 Terror Tactics: At the start of any round, if there are at least three Broken enemy fighters, reveal this sub-plot. Your gang immediately gains one randomly-determined Gang Tactic. If any of the Broken enemy fighters are a Champion or a Leader, your gang immediately gains two randomly determined Gang Tactics instead.

10 Queen takes King: If your gang Leader takes an enemy Leader, Champion or Bounty Hunter Out of Action, reveal this sub-plot. Your gang gains D6x10 credits. If they took the enemy Leader, Champion or Bounty Hunter Out of Action using a weapon with the Melee or Versatile trait, they gain 2D6x10 credits instead.

Jack Bloody Sisterhood: Reveal this sub-plot if, during any Recovery phase, two or more of your fighters recover from being Seriously Injured (i.e., they roll a Flesh Wound on the Recovery dice and become Prone and Pinned). Your gang gains D3 Reputation.

Queen Attention Seeker: Reveal this sub-plot during the Wrap-up if, during the battle, one of your fighters Seriously Injured or took Out of Action at least three enemy fighters. Your gang gains 1 Reputation. If the fighter Seriously Injured or took Out of Action at least three enemy fighters using a weapon with the Melee or Versatile trait, your gang gains D3 Reputation instead.

King Cruel and Unusual: Reveal this sub-plot if in the End phase of any turn at least three enemy fighters have been taken Out of Action with the Coup de Grace (Simple) action so far in this battle. Your gang immediately gains one randomly-determined Gang Tactic. If any of the fighters taken out by a Coup de Grace (Simple) action were a Leader or Champion, you may generate two Gang Tactics instead.

ESCHER HOUSE FAVOURS

Escher House Favours represent the influence and aid of the major factions within the clan. This could be aid from the Chymist Cults or the hab-mothers supplying chems or weaponry, or even specific help from the Wyld or the Death-maidens. If a gang is especially favoured, they may even draw the notice of the Council of Crones, who can use their great power to support the gang in its underhive battles.

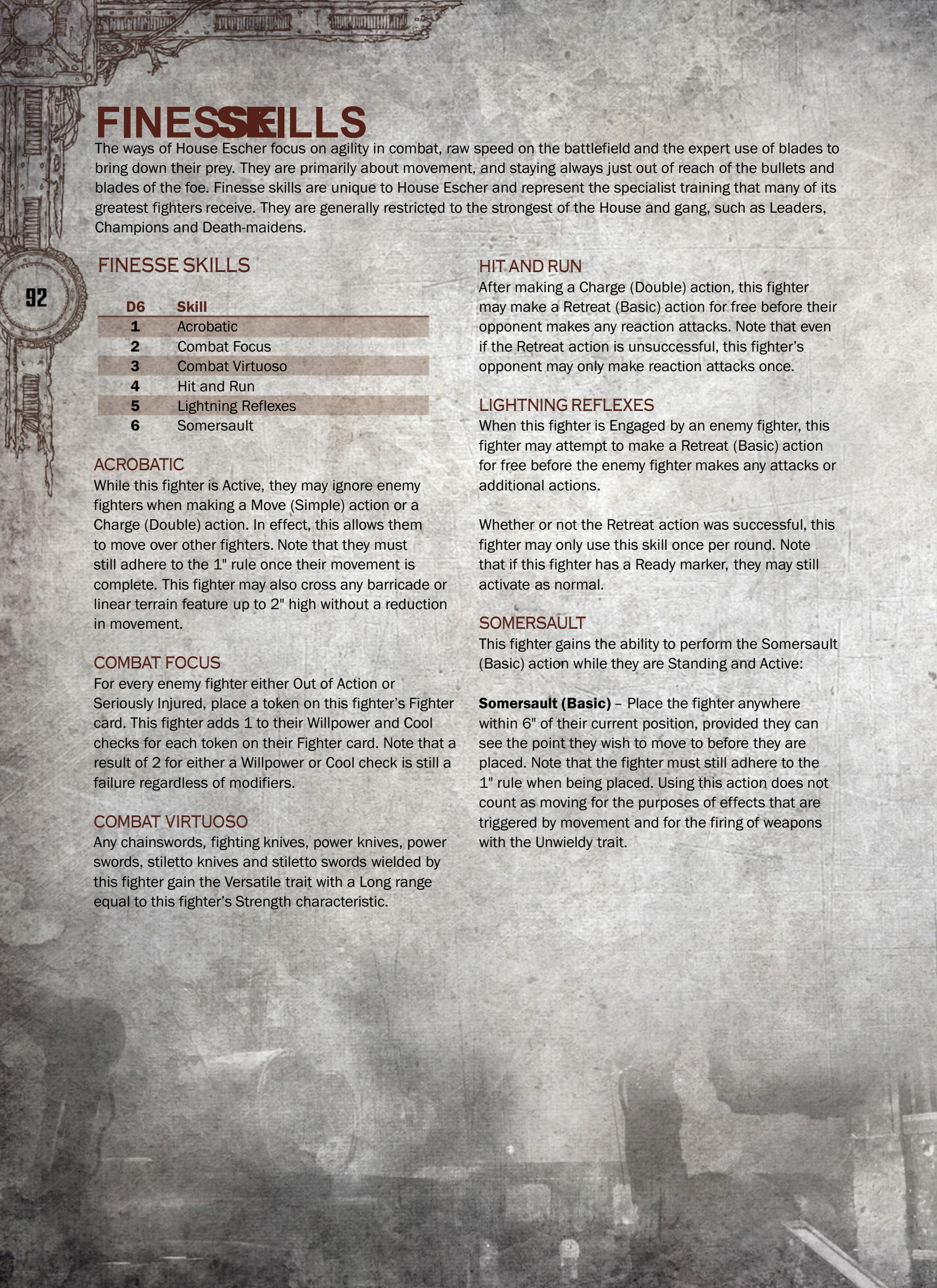
To use the Escher House Favours table the gang rolls 2D6, adding +1 to the result for each gang in the campaign with a Rating greater than their own (up to a maximum of +3). The gang then immediately applies the effects of the favours result. If the gang is already benefiting from a result on the Escher House Favours table (i.e., they have a free House Agent) then any new result replaces the current result.

ESCHER HOUSE FAVOURS

2D6	RESULT
2	Too Many Chems: Too much of a good thing can sometimes be deadly. One of the gang's fighters, chosen by the controlling player, is permanently removed from their gang roster, along with any of that fighter's equipment.
3-5	Test Subjects: To prove themselves, the gang must test out some chems to see if they are 'battle ready'. The player is awarded 50 credits which must be spent immediately to purchase Stimms from the Escher Chem-alchemy section (see page 94) for up to three of their fighters. Any unspent credits are wasted.
6-8	Surplus Clan Equipment: The gang receives a shipment of Escher chems and weapons. The player's gang immediately gains 2D6x10 credits worth of weapons and Wargear chosen from the Escher Gang Sister equipment list. Any credits not spent on these weapons is lost.
9-10	Wyld Ones: Sometimes members of the Wyld come to the aid of Escher gangs, though their help can be a mixed blessing. The player can add D3 Wyld Runners to the gang for the rest of the campaign week. If no appropriate models are available, re-roll this result. These Wyld Runners may be equipped with weapons and Wargear from the Escher Wyld Runner equipment list up to a total value of 100 credits. All the weapons used by these Wyld Runners, however, gain the Reckless trait.
11-12	Chymist Cult Matron: A powerful member of the Clan House has descended from the Sirens to Hive City to aid the gang. For the rest of the campaign week, the player's gang can include a House Agent (see page 70) without the need to petition their House or pay a credits cost.
13+	Chemical Warfare: Sometimes an experimental chem will be given to a gang's fighters, allowing them to experience all the reality of gang warfare without any of its consequences. At the start of any battle this campaign week, the player can declare their gang is undertaking Chemical Warfare. For the duration of the battle, all Escher fighters in their crew automatically pass any Cool checks they are required to take, and their gang need not make Bottle tests.

"Just another gang boss
- albeit with the biggest
gang around."

Jelena,
House Escher
Gang Queen,
on Lord Helmawr



FINESSE SKILLS

The ways of House Escher focus on agility in combat, raw speed on the battlefield and the expert use of blades to bring down their prey. They are primarily about movement, and staying always just out of reach of the bullets and blades of the foe. Finesse skills are unique to House Escher and represent the specialist training that many of its greatest fighters receive. They are generally restricted to the strongest of the House and gang, such as Leaders, Champions and Death-maidens.

FINESSE SKILLS

D6	Skill
1	Acrobatic
2	Combat Focus
3	Combat Virtuoso
4	Hit and Run
5	Lightning Reflexes
6	Somersault

ACROBATIC

While this fighter is Active, they may ignore enemy fighters when making a Move (Simple) action or a Charge (Double) action. In effect, this allows them to move over other fighters. Note that they must still adhere to the 1" rule once their movement is complete. This fighter may also cross any barricade or linear terrain feature up to 2" high without a reduction in movement.

COMBAT FOCUS

For every enemy fighter either Out of Action or Seriously Injured, place a token on this fighter's Fighter card. This fighter adds 1 to their Willpower and Cool checks for each token on their Fighter card. Note that a result of 2 for either a Willpower or Cool check is still a failure regardless of modifiers.

COMBAT VIRTUOSO

Any chainswords, fighting knives, power knives, power swords, stiletto knives and stiletto swords wielded by this fighter gain the Versatile trait with a Long range equal to this fighter's Strength characteristic.

HIT AND RUN

After making a Charge (Double) action, this fighter may make a Retreat (Basic) action for free before their opponent makes any reaction attacks. Note that even if the Retreat action is unsuccessful, this fighter's opponent may only make reaction attacks once.

LIGHTNING REFLEXES

When this fighter is Engaged by an enemy fighter, this fighter may attempt to make a Retreat (Basic) action for free before the enemy fighter makes any attacks or additional actions.

Whether or not the Retreat action was successful, this fighter may only use this skill once per round. Note that if this fighter has a Ready marker, they may still activate as normal.

SOMERSAULT

This fighter gains the ability to perform the Somersault (Basic) action while they are Standing and Active:

Somersault (Basic) – Place the fighter anywhere within 6" of their current position, provided they can see the point they wish to move to before they are placed. Note that the fighter must still adhere to the 1" rule when being placed. Using this action does not count as moving for the purposes of effects that are triggered by movement and for the firing of weapons with the Unwieldy trait.

ESCHER CHEM-ALCHEMY

House Escher gangs benefit from the prodigious output of the clan's Chymist Cults. All manner of stimms, chems and toxins are available to Gang Queens and their fighters, enhancing their natural abilities and making even the slightest scratch of their stiletto knives and swords exceptionally deadly. In addition to the standard selection of chems, toxins and poisonous gases available on Necromunda, House Escher gangs can buy speciality concoctions and compounds from those detailed below.

USING CHEM-ALCHEMY

When an Escher gang visits the Trading Post during the post-battle sequence, they can buy a Chem-alchemy Elixir in the Purchase Equipment step. Chem-alchemy Elixirs are considered to be part of the gang's House Equipment List, and so do not require a Seek Rare Equipment roll to be purchased.

When a gang buys a Chem-alchemy Elixir, they must decide what kind of chem (Stimm, Toxic Ammo or Gaseous Ammo) it will be, and what its effects will be. This is done when it is purchased, and will affect its final cost. Creating a Chem-alchemy Elixir is done using the following steps:

- Choose a chem type either: Stimm, Toxic Ammo or Gaseous Ammo
- Choose up to three effects from the chosen chem's effect list
- Add up the credit cost of each effect to find the final cost of the chem

Each time a chem is bought, regardless of the number of effects it includes, it represents a single dose or application.

A dose or application lasts for the duration of a single battle (unless otherwise noted) then it is used up and removed from the gang's stash.

CHYMIST MATRIARCH
CYLENA SCAR
HIVE MORTIS PRYMARI WYTCHES
HOUSE ESCHER





BETRRICA 'THE WHISPER' NULDDINA
DEAD EYES
DEATH-MAIDEN
HOUSE ESCHER

STIMMS

Stimms are beneficial chems fighters use to heal themselves, enhance their fighting abilities, or protect themselves against poisons and other perils. A stim counts as Wargear. A fighter can start a battle under the effects of any stim they are equipped with if they choose, or can administer that stim during a battle to themselves or a friendly fighter in base contact by performing an **Administer Dose (Simple)** action during their activation.

STIMM EFFECTS	COST
Bad Blood	10
Blood Rush	15
Brain Lock	15
Dreamland	10
Hyper	20
Ice Cold	15
Jolt	30
Night Night	25
Puke	15
Wide-eye	10

BAD BLOOD

This stim contains genophaic haem-mimics that modify the subject's haemoglobin. The result is to make the blood highly toxic to all but the carrier, ensuring a single drop is enough to kill if it comes into contact with another fighter.

Effect: When a fighter under the effects of this chem suffers one or more Wounds and/or Flesh Wounds, all fighters in base contact with them must make an Initiative check. If this check is failed, they are considered to have taken a hit from a weapon with the Toxin trait.

BLOOD RUSH

Created from a collection of plasmid-modified cells, Blood Rush rapidly knits together torn flesh and thereby stops bleeding.

Effect: When this stim is administered to a fighter, that fighter may remove a single Flesh Wound or immediately recover from being Seriously Injured.

BRAIN LOCK

Psychoactive stimms fill the fighter's brain, allowing them to disrupt malign energies in the area around them by strength of will.

Effect: A fighter under the effects of this stim counts as a Psyker for the purposes of disrupting enemy psychic powers (as described in the *Necromunda Rulebook*).

DREAMLAND

The neural blockers contained in this stim interfere with receptors associated with harmful thoughts that might otherwise affect the fighter.

Effect: A fighter under the effects of this stim ignores the effects of the Insane condition.

HYPER

Cortical-kinetic impellers energise the motive pathways of the fighter's body, giving them thought-quick movements and blinding reflexes.

Effect: A fighter under the effects of this stim increases their Movement characteristic by 2, and, when they take the Charge (Double) Action, they add D6" to their movement rather than D3". This increased level of hyper-activity makes them exceptionally twitchy, and they must reduce all their hit rolls by 1.

ICE COLD

Created from strains of Kalma and Spur, this stim dulls reality without deadening the senses or making the subject docile.

Effect: A fighter under the effects of this stim adds 2 to any Cool checks they are required to make.

JOLT

A blast of powerful stimulants floods the fighter's body, allowing them to shrug off their injuries and get back into the fight – at least until the chems wear off.

Effect: Until the end of the round in which this stim was administered, a fighter under the effects of this stim counts any Serious Injuries they suffer as Flesh Wounds.

NIGHT NIGHT

Sometimes the only way to keep death at bay is to have a good sleep. Night Night uses bio-anaesthetics to put the subject into a healing coma.

Effect: When a fighter under the effects of this stim goes Out of Action, do not roll for a Lasting Injury. Instead, the fighter counts as having rolled a result of 12-26 Out Cold on the Lasting Injury table. Note that the fighter may still be captured as normal.

PUKE

This stim pumps potent counter-toxins into the fighter's system, the tiny microbes purging any foreign agents introduced into their bloodstream.

Effect: A fighter under the effects of this stim doubles their Toughness when testing to see if they are affected by weapons with the Toxin or Gas traits.

WIDE-EYE

The chem contains ocular stimulants that expand the subject's pupils and sharpens their mind so they are capable of noticing even the minutest of details.

Effect: A fighter under the effects of this stim ignores the effects of the Pitch Black rules. In addition, if the fighter is a Sentry in a battle using the Sneak Attack rules (as described in the *Necromunda Rulebook*) then they always count enemy fighters as being 'in the open'.

GASEOUS AMMO

This includes all manner of collected poisonous chemicals and vapours carefully sorted and stored by the Chymist Cults. Their effects can range from knocking a victim out to driving them insane with wild hallucinations, blinding them, or even burning through respirators.

A fighter equipped with Gaseous Ammo can apply its effects to any weapon they are equipped with that has the Gas trait during the pre-battle sequence, once crews have been selected.

Once applied to a weapon with the Gas trait, Gaseous Ammo will change the profile and Traits of the weapon as noted in the appropriate entry for the duration of that battle. Their effects expire during the Wrap-up.

GAS EFFECTS	COST
Acidic	20
Bane	15
Blackout	30
Blinding	10
Expansive	20
Hallucinogen	15
Leaden	30
Liften'	25
Pathogenic	15
Pyrophoric	20

ACIDIC

Caustic compounds within the gas eat away at filters and seals, making a mockery of respirators and hazard suits. However, such gases, while able to work their way through such defences, are not as lethal as true bio-pathic toxins.

Effect: A fighter hit by a weapon with the Gas trait with this Gaseous Ammo applied does not benefit from armour or Wargear that would normally increase their Toughness against weapons with the Gas trait (i.e., respirators). Out of Action results on the Injury dice generated by hits from a weapon with the Gas trait with this Gaseous Ammo applied count as Seriously Injured results instead.

BANE

Some chemical compounds are designed to specifically attack the weakest points on ponderous machines or massive creatures, working their way into eyes, mouths and organs that might otherwise be protected from conventional weapons.

Effect: A fighter hit by a weapon with the Gas trait with this Gaseous Ammo applied counts their Toughness as 3, regardless of their actual Toughness characteristic. Note that Wargear such as a respirator can still modify the fighter's Toughness against Gas weapons as normal.

BLACKOUT

Blackout contains potent flurane chems. These are powerful mixtures of knockout drugs and the slightest whiff can render a fighter instantly unconscious.

Effect: If a fighter suffers a Serious Injury from a weapon with the Gas trait with this Gaseous Ammo applied, they are taken Out of Action, just as if they had rolled an Out of Action result. Fighters taken Out of Action by a weapon with the Gas trait with this Gaseous Ammo applied do not need to roll on the Lasting Injury table. Instead, the fighter counts as having rolled a result of 12-26 Out Cold on the Lasting Injury table.

BLINDING

Bio-adhesives in Blinding gas infiltrate the victim's eyes, restricting their blood flow to rob them of their sight. Though these debilitating effects are short lived, they often last long enough for the victim's enemies to finish them off.

Effect: A fighter that suffers a Flesh Wound from a weapon with the Gas trait with this Gaseous Ammo applied becomes subject to the Blind condition until the End phase of the current round.

EXPANSIVE

Helio-molecular stimulation of toxic gases allows Expansive gas to disperse over an extremely large area.

Effect: This Gaseous Ammo can only be applied to a weapon that has both the Gas and Blast (X") traits. When placing a Blast marker generated by a weapon with the Gas trait with this Gaseous Ammo applied, a fighter may place one more Blast marker than normal. This marker must be placed so that it is touching at least one other Blast marker generated by this weapon.

HALLUCINOGEN

Hallucinogen gases contain aggressive psychogenic chems that attack the subject's mind and make them doubt their own senses.

Effect: A fighter hit by a weapon with the Gas trait with this Gaseous Ammo applied must make a Willpower check in addition to the Toughness check to resist the effects of being hit by a weapon with the Gas trait. If this Willpower check is failed, the fighter immediately becomes subject to the Insane condition.

LEADEN

Leaden gases are incredibly dense, causing bursts to settle upon the battlefield and increase their dispersal time.

Effect: After resolving an attack using a weapon with the Gas trait with this Gaseous Ammo applied, place a 3" Blast marker so that its central hole is within the area of the Flame template or Blast marker placed when making the attack.

Any fighters that move through this Blast marker count as being hit by the weapon that made this attack (work out this hit when the fighter ends their current action). This Blast marker remains in play until the End phase of the current round.

LIFTIN'

Liftin' gases have had their composition altered, decreasing their density without sacrificing their potency, allowing them to be sprayed further from weapons such as chem throwers.

Effect: This Gaseous Ammo can only be applied to a weapon that has both the Gas and Template traits. When making an attack using a weapon with the Gas trait with this Gaseous Ammo applied, the template may be placed up to 6" away from the fighter making the attack. When placing the template, it must be positioned so the narrow end points directly towards the fighter making the attack. The wide end of the template must be the furthest part of the template from the fighter.

PATHOGENIC

There are many kinds of microbic chems that induce rapid necrosis in human flesh, and the Chymist Cults are adept at weaponising many of them. Pathogenics can quickly kill their victim if a counter-agent is not deployed in time.

Effect: After a fighter is hit by a weapon with the Gas trait with this Gaseous Ammo applied, place a marker next to them. At the start of that fighter's next activation, roll a D6. On a 3+, immediately remove this marker. On a roll of 1 or 2, the fighter immediately suffers the effects of the Gas trait, just as if they had been hit by the same weapon again.

PYROPHORIC

Pyrophoric gases are particularly insidious, clinging to their targets for extended periods of time and remaining self-fuelling in their immolation.

Effect: A weapon with the Gas trait with this Gaseous Ammo applied gains the Blaze trait.

TOXIC AMMO

The toxins used by the Chymist Cults are virulent poisons and the most extreme kinds of weaponised chemicals. Their effects can range from causing wounds that won't stop bleeding to driving their victims into a killing frenzy, from relentlessly attacking their system to even causing their organs to explode!

A fighter equipped with a Toxic Ammo can apply its effects to any weapon they are equipped with that has the Toxin trait during the pre-battle sequence, once crews have been selected.

Once applied to a weapon with the Toxin trait, Toxic Ammo will change the profile and traits of the weapon as noted in the appropriate entry for the duration of that battle. Their effects expire during the Wrap-up.

TOXIN EFFECTS	COST
Bleeding	10
Concentrated	15
Debilitating	10
Decaying	5
Exploding	20
Maddening	5
Maiming	10
Panicking	10
Paralysing	5
Silencing	5

BLEEDING

Anticoagulant compounds are laced into the toxin, causing wounds to bleed freely once inflicted.

Effect: If a fighter is Injured by a weapon with the Toxin trait with this Toxic Ammo applied, and is not taken Out of Action, place a marker on their Fighter card. At the beginning of each End phase, each of these markers is removed and replaced with a Flesh Wound.

CONCENTRATED

Concentrated toxins have a short-lived potency, but are highly effective at delivering a strong dose of poison right into the heart of their victims.

Effect: The first time a weapon with the Toxin trait with this Toxic Ammo applied hits an enemy fighter, add 2 to the dice roll to see if it overcomes the fighter's Toughness. Note that this Toxic Ammo only affects this weapon's first successful hit, and any subsequent hits, even during the same action, will be worked out as normal.

DEBILITATING

Debilitating toxins can cause blindness, partial paralysis, or enfeeblement.

Effect: If a fighter is Injured by a weapon with the Toxin trait with this Toxic Ammo applied, and is not taken Out of Action, place a marker on their Fighter card. For each marker on their Fighter card, a fighter must subtract 1 from any Characteristic checks they are required to make. At the end of the battle, or if the fighter goes Out of Action, remove these markers from their Fighter card.

DECAYING

Necrotic acids are used to create toxins that can not only poison living organisms but also eat away at armour making their victims more vulnerable to further harm.

Effect: If a fighter is Injured by a weapon with the Toxin trait with this Toxic Ammo applied, and is not taken Out of Action, place a marker on their Fighter card. For each marker on their Fighter card, a fighter must subtract 1 from any Save rolls they are required to make. At the end of the battle, or if the fighter goes Out of Action, remove these markers from their Fighter card.

EXPLODING

The hexaphagic venoms in explosive toxins attack their victims at a cellular level, literally expanding their organs until they explode in a shower of blood and gore.

Effect: If a fighter is taken Out of Action by a hit from a weapon with the Toxin trait with this Toxic Ammo applied, before removing them from the battlefield place a 3" Blast marker over that fighter, with the marker's hole centred on their base. All fighters touched by this Blast marker suffer an immediate hit as if from a weapon with the Gas trait.

MADDENING

Psycho-conductive chems make Maddening poisons not only potentially deadly but are also capable of driving their victims into a frenzied rage.

Effect: If a fighter is Injured by a weapon with the Toxin trait with this Toxic Ammo applied, for the remainder of the battle all their attacks gain the Reckless trait.

MAIMING

Maiming toxins are filled with nano-caustic chems that tear the victim's body apart from the inside, leaving savage, lasting wounds even if they survive the poison's initial effects.

Effect: If a fighter is taken Out of Action by a weapon with the Toxin trait with this Toxic Ammo applied, the opposing player may roll twice on the Lasting Injuries table and choose which of the two results to apply.

PANICKING

Even a small drop of these kinds of nerve agents can send uncontrollable flesh quakes through a victim's muscles, sending their heart racing and their mind spiralling into a pit of terror and despair.

Effect: If a fighter is Injured by a weapon with the Toxin trait with this Toxic Ammo applied, they immediately become Broken, as if they had failed a Nerve test.

PARALYSING

Cortical inhibitors are common medicae chems used to keep patients still during surgeries. When mixed with deadly poisons, they ensure that should the target live through the effects of the toxins they will be going nowhere.

Effect: If a fighter is Injured by a weapon with the Toxin trait with this Toxic Ammo applied, they must immediately make a Strength check or become Paralysed. A Paralysed fighter counts as being subject to the Webbed condition.

SILENCING

Silencing toxins contain chemicals that target the victim's vocal organs and auditory senses, effectively isolating them from the world around them.

Effect: If a fighter is Injured by a weapon with the Toxin trait with this Toxic Ammo applied, for the remainder of the round they cannot issue or be part of Group Activations.

NAMING YOUR CHEMS

Part of the fun of creating your own chems and poisons is coming up with names for them! Players are encouraged to experiment combining the effects provided to find the concoction that is right for their gang. For example, a poisonous Gas combining Acidic, Blinding and Pyrophoric traits might be known as Eyebite Gas, while one with the Expansive and Liftin' traits could be known on the streets as Khimerix Breath. With the Arbitrator's permission, in a campaign an Escher gang might even concoct these poisons and sell them to other gangs, creating their own clandestine trade in stimms, chem weapons and toxic blades.

"If there was one Clan House that could threaten the Blades it might be them – then again that might be lies too."

Jelena,
House Escher
Gang Queen,
on House Delaque

ESCHER TERRAIN

Gangs often make cunning use of terrain in their battles against their rivals.

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

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

PLACING GANG TERRAIN

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

ESCHER TERRAIN

Terrain	Cost (Credits)	Availability
Blade Cages	50	Rare (9)
Decapitators	75	Rare (11)
Gas Canisters	15	Common
Gas Censors	50	Rare (10)
Chymist Cult Relic	100	Rare (10)

HIDDEN TRAPS

Some traps are cunningly hidden among the gloom and debris of the underhive, fighters not knowing if a pile of rubble is just more rubbish or a deadly surprise. If a trap uses the Hidden Traps rule then it is represented on the battlefield by not one but six markers. These markers can be tokens, or appropriate terrain elements on 25mm bases. When preparing these markers, one out of the six is the real trap (mark its underside, or secretly make a note to determine which one is real), the others are false traps. When a fighter triggers a trap, as detailed in the trap's description, it is revealed. False traps are discarded while the real trap remains on the board. Note that even when the real trap is revealed, other false traps remain on the board until they have been interacted with – this is important if more than one trap is in play, as it will keep the enemy guessing as to just how many traps remain to be discovered.

GAS CANISTERS

Escher gas canisters are homemade containers for the gang's toxic compounds or airborne chems. In battle, a ganger can tap one of these makeshift containers to reload their gas weapons or give them an extra boost. The danger of having so much poisonous gas in one place, of course, is if a stray round ruptures them, they can saturate an area in toxins, killing friend and foe alike.

Gas Canisters can be represented by a marker, or an appropriate model placed on a 25mm base. Gas Canisters can be moved in the same manner as Loot caskets (see the *Necromunda Rulebook*). A friendly fighter within 1" of a Gas Canister can use it as if it were chem-synth, increasing the lethality of their Gas weapons. Note that unlike a normal chem-synth, a Gas Canister can only be used to enhance weapons with the Gas trait.

Gas Canisters can be targeted by ranged attacks just as if they were fighters, and may be affected by Blast and Template weapons if they are touched by a Blast marker or Template marker. Gas Canisters have a Toughness of 3, and if they take any damage are destroyed and removed from the battlefield. When a Gas Canister is destroyed, place a 3" Blast marker over its position before removing it from the battlefield. All fighters touched by this marker take a hit from a weapon with the Gas trait.

BLADE CAGES (TRAP)

Blade Cages are cruel but effective mantraps. With pressure plates or tripwires to set them off, they are bladed claws that rise up from the ground or descend from the ceiling to envelop their victims. Those caught in a Blade Cage are left with the unenviable task of trying to struggle free, hoping they don't cut themselves to pieces in the process.

Blade Cages are Traps, and use the Hidden Traps rules. Blade Cages can be set up anywhere on the battlefield outside of your opponent's deployment area.

When an enemy fighter moves within 2" of a Blade Cage marker, they must immediately stop and make an Initiative check. If this check is passed, they can continue their movement as normal. If it is failed, flip over the marker to see if it is the real trap as per the Hidden Traps rule. If it is a false trap, discard the marker. If it is the real trap, the fighter is moved into base contact with the marker and gains the Webbed condition. As long as a Blade Cage has trapped a fighter, it cannot trap additional fighters, and fighters moving past it do not need to make Initiative checks to see if they are caught.

Blade Cages can be removed by performing the Disarm (Basic) Action and passing an Intelligence check, while within 1" of the marker. If this check is failed, the fighter becomes trapped as detailed above.

"As entertaining as it is to see a Goliath struggle, those Van Saar are the best prey to catch in a Blade Cage. Them being thinkers means they remain calm and try to figure out an escape. And when they figure it out - shoot them in the head before they can try their plan."

Persophie the Wise,
Black Orchid,
House Escher

"If you can't pronounce
the name of the god,
that's the first warning
sign."

Jelena,
House Escher
Gang Queen,
on the cults
of Necromunda

DECAPITATORS (TRAP)

Decapitators are far less subtle versions of Blade Cages. Using spring-loaded or pneumatic driven blades, they make for savage and messy booby traps.

Decapitators are Traps and use the Hidden Traps rules. Decapitators can be set up anywhere on the battlefield outside of your opponent's deployment area.

When an enemy fighter moves within 2" of a Decapitator marker, they must immediately stop and make an Initiative check. If this check is passed, they can continue their movement as normal. If it is failed, flip over the marker to see if it is the real trap. If it is a false trap, discard the marker. If it is the real trap, the fighter must immediately roll an Injury dice and apply the results.

Decapitators can be removed by performing the Disarm (Basic) Action and passing an Intelligence check, while within 1" of the marker. If this check is failed, the fighter must roll an Injury dice as detailed above.

GAS CENSERS

Gas Censors hung from domes or doorways slowly release toxins into the air. They can be represented by either a marker or a piece of terrain on a 25mm base. Gas Censors can be set up anywhere on the battlefield outside of your opponent's deployment area.

In the End phase, a fighter within 3" of a Gas Censer must make a Toughness check, adding any bonuses to the roll for Wargear and armour that protects against weapons with the Gas trait. If this check is failed, or the roll was a 6, the fighter suffers an immediate Flesh Wound.

Gas Censors can be thrown by a friendly fighter in base contact with them, just as if they were a grenade. Work out this attack as normal, counting the Gas Censer as a Choke Gas grenade. Once the attack has been worked out, remove the marker from the battlefield.

CHYMIST CULT RELIC (GANG RELIC)

House Escher gang relics are altars to the Chymist Cults. Whether they are massive bladed icons of the House, or spiked pillars hung with the trophies of the gang's kills, they incorporate chem-stills and toxin filters. A Chymist Cult Relic counts as a Gang Relic (see the *Necromunda Rulebook*). In addition, a friendly fighter within 3" of a Chymist Cult Relic can use it as if it were chem-synth, increasing the lethality of their Gas and Toxin weapons. Seriously Injured friendly fighters within 3" of a Chymist Cult Relic count as being assisted by a friendly fighter making Recovery rolls.

Enemy fighters who end their activation within 3" of a Chymist Cult Relic must make a Toughness check, adding any bonuses to the roll for Wargear and armour that protects against weapons with the Gas trait, or immediately suffer a Flesh Wound.

Escher gangs can only include a Chymist Cult Relic if they are the defender in a scenario with an attacker and defender. A Chymist Cult Relic can be represented by an appropriate marker or a suitably impressive piece of industrial terrain, painted in the colours of the gang and hung with Escher icons.

Note that if the relic is defiled (see the *Necromunda Rulebook*), it loses the bonuses it provides to Cool and Leadership checks, but retains its other benefits.

HOUSE ESCHER SCENARIOS

'Mess with the Blades, get the pointy end.'

Gang Queen Essa Thrice-Cut

House Escher is ruthless and often cruel in the execution of its wars. Most Escher believe in the axiom *'If you merely defeat an enemy, they might come back at you. However, if you teach them a valuable lesson in pain in the process, they'll probably think twice next time.'* When Escher fight, they fight not just to win, but to cripple, humiliate and intimidate, leaving a lasting impression upon those they defeat, and reminding everyone why the House of Blades has endured for as long as it has. House Escher also undertakes endeavours unique to the clan. Things like beast hunts might be common to both Noble and Clan Houses, but only the Escher purposefully create deadly creatures and then let them loose to test their skill in recapturing them. Likewise, the creation of Death-maidens is another practice known only to the Escher, their rebirth always violent and always bloody.

The following scenarios are designed to reflect some of the gang encounters common to House Escher. They include bitter fights for survival and subjugation as well as deadly hunting expeditions and, of course, that most dangerous event of all – the birth of a Death-maiden.

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

DESIGNER'S NOTE: SCRAG 'EM ALL!

While the scenarios presented here have been designed specifically for House Escher gangs, there is no reason that, with the permission of the Arbitrator, they might not be used for any gang. The Khimerix Hunt can make for an interesting Arbitrated battle, with the Arbitrator taking control of the Khimerix, or perhaps multiple Khimerix, and having the hunters become the hunted. Back from the Dead is intended to represent the creation of a Death-maiden, but could equally represent any ganger abandoned by their comrades fighting to make it back to their gang hideout.

"We're all here because we like a tussle. You want an easy life? Head on off and become a matron. You want a wild ride and a good time? Then stick around and find out what you've been missing!"

Jett Fargo,
Bittersweet Blades,
House Escher

KHIMERIX

Something's stalking the gang's turf.

BATTLEFIELD

This scenario uses the battlefield set-up guidelines, as described in the Battlefield Set-up & Scenarios section of the *Necromunda Rulebook*.

CREWS

This scenario uses the standard rules for choosing a crew, as described in the Battlefield Set-up & Scenarios section of the *Necromunda Rulebook*. Both gangs use the Custom Selection (D3+7) method to determine their crew.

DEPLOYMENT

This scenario uses the standard rules for deployment, as described in the Battlefield Set-up & Scenarios section of the *Necromunda Rulebook*.

GANG TACTICS

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

ENDING THE BATTLE

The battle ends when only one gang has fighters remaining on the battlefield or the Khimerix is taken Out of Action.

VICTORY

The side that took the Khimerix Out of Action is the winner. If the battle ended because only one gang had fighters on the battlefield and the Khimerix was still at large then the battle is a draw.

REWARDS

CREDITS

The gang that took the Khimerix Out of Action adds 2D6x10 credits to their stash.

EXPERIENCE

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

The fighter who took the Khimerix Out of Action earns D3 XP.

REPUTATION

The victorious gang gains D3 Reputation.

If either gang bottled out, they lose 1 Reputation.

THE KTIMERIX

The Escher have released a newly-created Khimerix into the underhive and are using a rival gang to train the half-wild beast. At the beginning of the battle, the Khimerix begins in hiding and is not deployed on the table. The Khimerix uses the profile found on page 56 – it has a gaseous eruption breath weapon, razor-sharp talons and scaly hide.

The first time blood is spilled, however, it may show itself. Whenever a fighter, in either player's gang, suffers a Flesh Wound, takes a Serious Injury or is taken Out of Action, after resolving the effects of the Injury dice, the player whose fighter was injured rolls a D6. If the result is 5+ then the Khimerix appears.

Each additional time the roll is made in the same round, add 1 to the dice result. Once the Khimerix has appeared, do not roll for it again to appear this round.

The Khimerix is placed on the table by the player who rolled to see if it arrived, in base contact with the injured fighter, or on the point where the fighter was located if they have been taken Out of Action. It then immediately takes an action as detailed on the following table, going down the list of Triggers until one that applies to its condition and position on the battlefield is met. The Khimerix then takes the action indicated.

KHIMERIX ACTIONS

Trigger	Action
Fighter in base contact	Fight (Basic) Action
Closest fighter within 9"	Charge (Double) Action
Closest fighter within 12"	Move (Simple) Action, then Shoot (Basic) Action
Khimerix wounded	Regeneration (Simple) Action
None of the above	Return to the Shadows (i.e., remove from the battlefield)

The Khimerix will always target the closest fighter with its attacks. If there are two fighters equally distant then randomly determine its target.

BACK TO THE SHADOWS

If the Khimerix is in base contact with a Seriously Injured fighter in the End phase, and there are no other fighters within 6" of it, it will drag its prey off into the shadows, removing itself and the fighter from the table (the removed fighter counts as having gone Out of Action). In addition, if the Khimerix is wounded by an attack, after making a save for it (if any), but before applying damage, make an Initiative roll for the creature. If successful, the Khimerix suffers a single wound, ignoring Weapon Traits, and is removed from the battlefield. In both cases, it will not appear again this round, but may appear in later rounds as detailed above.

BIGGER PROBLEMS

While the Khimerix is within 12" of a fighter, they can only choose it as a target for their attacks.



BACHTROTHHEAD

A Death-maiden is born.

BATTLEFIELD

This scenario uses the battlefield set-up guidelines, as described in the Battlefield Set-up & Scenarios section of the *Necromunda Rulebook*.

ATTACKER AND DEFENDER

In this scenario, one gang is the attacker and the other is the defender. The player who has the Escher gang is the defender. If both players are using Escher gangs, they should roll off and the winner decides whether they will attack or defend.

CREWS

This scenario uses the standard rules for choosing a crew, as described in the Battlefield Set-up & Scenarios section of the *Necromunda Rulebook*. The attacker uses the Random Selection (10) method to choose their crew, dividing their crew into two groups of five fighters. One group of fighters is deployed at the beginning of the battle, while the other group forms the player's Reinforcement deck and will arrive later in the battle using the rules for Reinforcements. The defender uses the Random Selection (1) method to choose their crew.

DEPLOYMENT

The attacker places their fighters within 2" of any battlefield edge then the defender places their fighter anywhere within 6" of the centre of the battlefield.

SENTRIES

The enemy gang are combing the area looking for survivors. This scenario uses the rules for Sneak Attacks, as described in the Battlefield Set-up & Scenarios section of the *Necromunda Rulebook*.

REINFORCEMENTS

The attacker can use Reinforcements, as described in the Battlefield Set-up & Scenarios section of the *Necromunda Rulebook*. Once the Alarm has been raised, and each round thereafter, up to two random fighters will arrive in the End phase.

GANG TACTICS

Each player may choose two gang tactics from those available to their gang. The defender may randomly determine an additional gang tactic if their fighter has the Gang Hierarchy (X) special rule, or two extra gang tactics if their fighter has the Gang Fighter (X) special rule. Any randomly determined gang tactics that cannot be used may be discarded and redrawn.

ENDING THE BATTLE

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

VICTORY

If the defender's fighter is still on the battlefield at the end of the battle, they are the winner, otherwise the attacker is victorious.

REWARDS

EXPERIENCE

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

An attacking fighter who takes the defender's fighter Out of Action earns D3 XP.

If the defender's fighter is still on the battlefield at the end of the battle, they earn D3+1 XP.

REPUTATION

The victorious gang gains D3 Reputation.

FIELD OF CORPSES

The scenario takes place in the aftermath of a battle and the battlefield is strewn with the corpses of dead gangers. At the beginning of the battle, starting with the defender, players should take turns placing six markers to represent these corpses. Each marker must be placed within 12" of the centre of the battlefield and no closer than 4" to another marker.

During the battle, a fighter may scavenge weapons from these corpses by taking a Scavenge (Basic) Action. When they do, roll a D6 to see what kind of weapon they recover:

SCAVENGED WEAPONS

D6	Weapon
1	Fighting knife
2	Laspistol
3	Stub gun with dumdum rounds
4	Shotgun with solid and scatter ammo
5	Lasgun
6	Bolt pistol

A fighter can only carry one scavenged weapon at a time (if they scavenge a new weapon, they must discard their old one), and all scavenged weapons are lost at the end of the battle. Once a corpse marker has been scavenged, remove the marker from the battlefield.

DEAD ON ARRIVAL

The newly-risen Death-maiden is only just now coming to her senses, and as time goes on she will become surer of herself, and more deadly. Each round, the defender's fighter can take a number of activations equal to the current round number (i.e., in round 2 they may be activated twice, in round 3 they can be activated three times, etc). Activating the defending fighter still counts as a normal action (i.e., they may take two actions, etc), and an enemy fighter will then be able to activate before they can activate again.

If the defending fighter is Seriously Injured, they automatically count as rolling a Flesh Wound in the Recovery phase without the need to roll the Injury dice.

"No! I killed you! God-Emperor I know I killed you!"

Last words of Laxo Endr,
House Orlock Ganger

ESCHER GANGERS & JUVES

Known within House Escher as Gang Sisters and Little Sisters respectively, Gangers and Juves are the mainstay of any Escher gang and between them they make up the largest number of its fighters.

Gang Sisters are good all-round fighters, and those that shine over a run of battles have the chance to become Specialists, gaining access to skills and the ability to take different weapons set.



GANG SISTER WITH
'NIGHTSHADE'
CHEM-THROWER



GANG SISTER WITH LASGUN
& STILETTO KNIFE



GANG SISTER
WITH AUTOGUN



GANG SISTER
WITH LASGUN





LITTLE SISTER
WITH LASPISTOL AND
STILETTO SWORD

Little Sisters are freshly-recruited rookies – up-and-coming fighters destined for greatness (so long as they survive their early confrontations!). While Gang Sisters are the ‘supporting cast’ in the story of a campaign, Little Sisters are the cocky underdogs who steal the show.

Gang Sisters and Little Sisters are both represented on the tabletop by the miniatures found in the Escher Gang set, the difference between the two coming down to the weapon each type tends to carry.



LITTLE SISTER WITH LASPISTOL
AND STILETTO SWORD



LITTLE SISTER WITH LASPISTOL
AND STILETTO SWORD



LITTLE SISTER WITH
LASPISTOLS



WYLD RUNNERS



WYLD RUNNERS
WITH WYLD BOWS



WYLD RUNNERS
WITH WHIPS

DEATH-MAIDENS



DEATH-MAIDENS WITH NEEDLE
PISTOLS AND VENOM CLAWS

PHELYNX



A PACK OF PHELYNX

ESCHER CHAMPIONS



MATRIARCH WITH SERVO CLAW
AND SAWN-OFF SHOTGUN



MATRIARCH WITH POWER HAMMER
AND COMBI-BOLT PISTOL/NEEDLE
PISTOL



MATRIARCH WITH SHOCK WHIP
AND COMBI-BOLT PISTOL/
NEEDLE PISTOL

COLOURS OF HOUSE ESCHER

This page shows a range of Escher miniatures painted by different hobbyists in a range of schemes of their own devising. While gangers can always be painted in any way the owner wishes, the Clan Houses each have a recognisable palette that in practise is often appropriate to use.

Yellow is the most consistent and common dominant primary colour for gangs of House Escher, and this tends to be used for items of armour, such as shoulder and knee pads and chest and back armour. Secondary items of clothing such as trousers, jackets, boots, etc, are generally a neutral colour, such as black, brown, or a less vivid blue or green.

Where Escher gangers really stand out is in the colours and patterns of their loincloths and their extravagant hair. Both of these elements provide a chance to really go to town individualising each fighter in any way the hobbyist can imagine.

The long-las is from the Bounty Hunter Kria the Huntress, which shares the same fitting as the Escher Ganger models.



SISTER WITH
STILETTO KNIFE AND
LONG-LAS

The head on this miniature is from a Wyld Runner, suggesting that the fighter was once a Prospect. With the Wyld Runner and Escher Ganger miniatures sharing the same fittings, components can be swapped between kits easily.



LITTLE SISTER WITH
TWO STILETTO
KNIVES

HANGERS-ON

Hangers-on are characters that provide specialist assistance or services to a gang, and they tend to be drawn from the greater mass of Necromunda's population, rather than from the specific House that the gang they are aligned to serves. As such, they need not bear the same distinctive House colours as the gangers. Despite this, the bold industrial yellow on this Ambot fits that of House Escher well.



ROGUE DOC



AMBOT WITH
TUNNELLING CLAWS



LITTLE SISTER
WITH AUTOPISTOL



MATRIARCH WITH
MELTA GUN



MATRIARCH WITH
SERVO CLAW AND
SAWN-OFF SHOTGUN



MATRIARCH WITH
PLASMA CANNON

HOUSE CHWREAPONRY

112



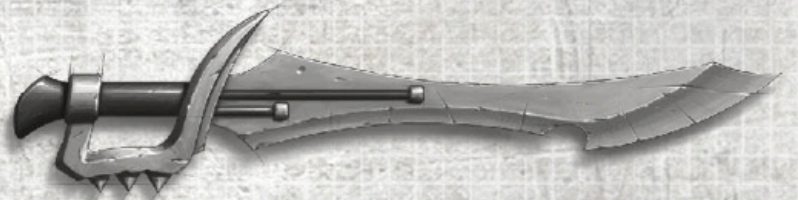
STILETTO SWORD
CLAN DUELLEST PATTERN
STILETTO BLADE



STILETTO KNIFE
CLAN PATTERN
STILETTO KNIFE



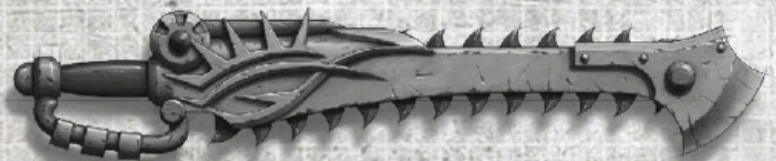
POWER HAMMER
EXTREMIS PATTERN POWER HAMMER



POWER SWORD
HIVE QUEEN PATTERN POWER BLADE



POWER AXE
'ZEPHER WEIGHT' POWERED AXE



CHAINSWORD
SIREN'S WAIL SUB-PATTERN



WILD RUNNER'S WHIP
PHYRR HANDLE 'WYLD WHIP'



WILD RUNNER'S THROWING KNIVES
RAZOR'S EDGE MAKER'S MARK
THROWING KNIVES

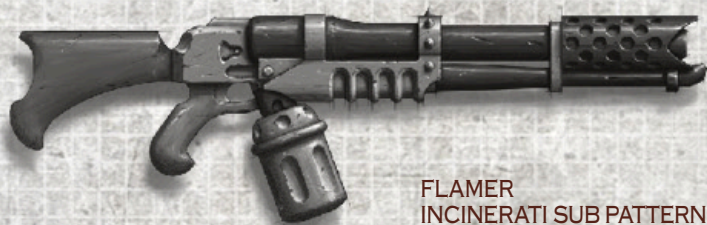
WILD RUNNER'S BOW
HAND-CRAFTED WYLD BOW



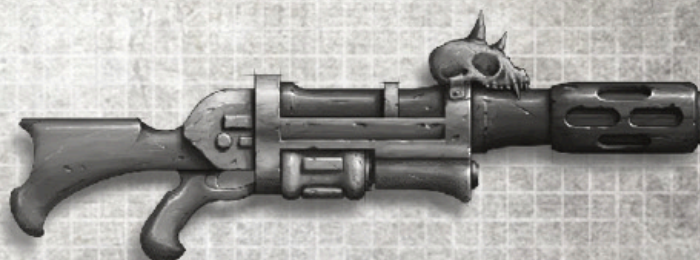
PLASMA GUN
'SEQUANA' SUB-TYPE



SHOTGUN HOUSE ESCHER,
SEMI-GRIP DUELLING STOCK



FLAMER
INCINERATI SUB PATTERN,
HIVE ARCOS MANUFACTURE



MELTAGUN
MYNERVA CLUSTER
MANUFACTURE (M.40)



NEEDLE RIFLE
CLAN CHYMIST SANCTIONED
(M.40 WARRANT)



COMBI-BOLTER/NEEDLER
CUSTOMISED BOLTGUN
FEATURING AUXILIARY
NEEDLER



LASGUN
HOUSE ESCHER,
EXTENDED TRIGGER GUARD



AUTOGUN
HOUSE ESCHER
QUEENSGUARD ISSUE



SAWN-OFF SHOTGUN
STANDARD SHORT BARREL
ISSUE (M.40)



DEATH-MAIDEN NEEDLE PISTOL
CRONE PATTERN
HY-TOX NEEDLE PISTOL



LASPISTOL
HOUSE ESCHER DUELLING GRIP



AUTOPISTOL
HOUSE ESCHER STANDARD
ISSUE, LOCAL RETROFIT



STUB GUN
MASS MANUFACTURE
(M.39 CYCLE)



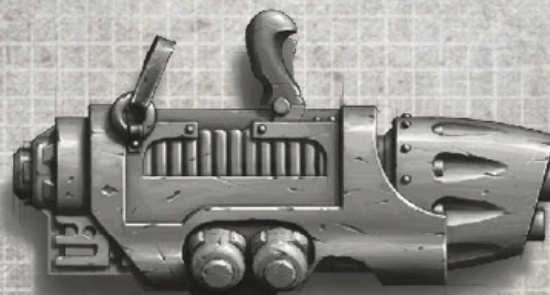
PLASMA PISTOL
'VIXEN' SUB-TYPE,
HOUSE ESCHER ARTISAN MODEL



HAND FLAMER
HIVE ALORTIS ISSUE SUB-TYPE



HEAVY STUBBER
'UNDERHIVE THUNDER'
GANG CUSTOM STUBBER



PLASMA CANNON
'SULIS' SUB-TYPE
(AKA 'SUN GUN')

WEAPON REFERENCE

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

BASIC WEAPONS

Weapon	Rng		Acc		Str	Ap	D	Am	Traits
	S	L	S	L					
Autogun	8"	24"	+1	-	3	-	1	4+	Rapid Fire (1)
Reclaimed autogun	8"	24"	+1	-	3	-	1	5+	Rapid Fire (1)
Boltgun	12"	24"	+1	-	4	-1	2	4+	Rapid Fire (1)
Combat shotgun									
- salvo ammo	4"	12"	+1	-	4	-	2	4+	Knockback, Rapid Fire (1)
- shredder ammo	-	T	-	-	2	-	1	4+	Scattershot, Template
Lasgun	18"	24"	+1	-	3	-	1	2+	Plentiful
Sawn-off shotgun	4"	8"	+2	-	3	-	1	6+	Plentiful, Scattershot
Shotgun									
- solid ammo	8"	16"	+1	-	4	-	2	4+	Knockback
- scatter ammo	4"	8"	+2	-	2	-	1	4+	Scattershot
- acid ammo	4"	8"	+1	-	3	-1	1	5+	Blaze, Scattershot
Sling gun	6"	12"	+2	-	4	-2	1	5+	Rapid Fire (1), Scarce
Throwing knives	Sx2	Sx4	-	-1	S	-1	-	5+	Scarce, Silent, Toxin
Wyl'd bow	9"	18"	-	-1	3	-	-	4+	Silent
- poison arrows	9"	18"	-	-1	-	-	-	6+	Scarce, Silent, Toxin
- explosive arrows	9"	18"	-	-1	2	-	1	6+	Blast (3"), Scarce, Unstable
- acid arrows	9"	18"	-	-1	3	-	1	6+	Blaze, Scarce

PISTOLS

Weapon	Rng		Acc		Str	Ap	D	Am	Traits
	S	L	S	L					
Escher pattern combi-pistol									
Primary component:									
- bolt pistol	6"	12"	+1	-	4	-1	2	6+	Combi, Sidearm
Secondary component:									
- needle pistol	4"	9"	+2	-	-	-1	-	6+	Combi, Scarce, Sidearm, Silent, Toxin
Autopistol	4"	12"	+1	-	3	-	1	4+	Rapid Fire (1), Sidearm
Reclaimed autopistol	4"	12"	+1	-	3	-	1	5+	Rapid Fire (1), Sidearm
Bolt pistol	6"	12"	+1	-	4	-1	2	6+	Sidearm
Hand flamer	-	T	-	-	3	-	1	5+	Blaze, Template
Las pistol	8"	12"	+1	-	3	-	1	2+	Plentiful, Sidearm
Needle pistol	4"	9"	+2	-	-	-1	-	6+	Scarce, Sidearm, Silent, Toxin
Plasma pistol									
- low	6"	12"	+2	-	5	-1	2	5+	Scarce, Sidearm
- maximal	6"	12"	+1	-	7	-2	3	5+	Scarce, Sidearm, Unstable
Stub gun	6"	12"	+2	-	3	-	1	4+	Plentiful, Sidearm
- with dum dum rounds	5"	10"	+1	-	4	-	1	4+	Limited, Sidearm

SPECIAL WEAPONS

Weapon	Rng		Acc		Str	Ap	D	Am	Traits
	S	L	S	L					
Escher pattern combi-weapon									
Primary component:									
- bolter	12"	24"	+1	-	4	-1	2	6+	Combi, Rapid Fire (1)
Secondary component:									
- flamer	-	T	-	-	4	-1	1	5+	Blaze, Combi, Template, Unstable
- meltagun	6"	12"	+1	-	8	-4	3	4+	Combi, Melta, Scarce
- plasma	12"	24"	+2	-	5	-1	2	5+	Combi, Rapid Fire (1), Scarce
- needler	9"	18"	+1	-	-	-1	-	6+	Combi, Scarce, Silent, Toxin
Chemical cloud									
(Khimerix)	6"	12"	+1	-	3	-1	1	-	Blast (3")
Flamer	-	T	-	-	4	-1	1	5+	Blaze, Template
Gaseous eruption									
(Khimerix)	-	T	-	-	-	-	-	-	Gas, Template
Grenade launcher									
- frag grenade	6"	24"	-1	-	3	-	1	6+	Blast (3"), Knockback
- krak grenade	6"	24"	-1	-	6	-2	2	6+	-
- smoke grenade	6"	24"	-1	-	-	-	-	4+	Blast (*), Smoke*
Meltagun	6"	12"	+1	-	8	-4	3	4+	Melta, Scarce
Needle rifle	9"	18"	+2	-	-	-2	-	6+	Scarce, Silent, Toxin
'Nightshade'									
chem-thrower	-	T	-	-	-	-	-	5+	Gas, Silent, Template
Plasma gun									
- low	12"	24"	+2	-	5	-1	2	5+	Rapid Fire (1), Scarce
- maximal	12"	24"	+1	-	7	-2	3	5+	Scarce, Unstable
Storm-welder	8"	16"	+1	-	5	-	1	3+	Rapid Fire (3), Reckless, Shock, Unstable

HEAVY WEAPONS

Weapon	Rng		Acc		Str	Ap	D	Am	Traits
	S	L	S	L					
Heavy stubber	20"	40"	-	-1	4	-1	1	4+	Rapid Fire (2), Unwieldy
Plasma cannon									
- low	18"	36"	+1	-	6	-1	2	5+	Rapid Fire (1), Scarce, Unwieldy
- maximal	18"	36"	+1	-	8	-2	3	5+	Blast (3"), Scarce, Unstable, Unwieldy

CLOSE COMBAT WEAPONS

Weapon	Rng		Acc		Str	Ap	D	Am	Traits
	S	L	S	L					
Arc welder									
(‘Jotunn’ Servitor)	-	E	-	-	S+2	-3	3	-	Blaze, Melee
Axe	-	E	-	-	S+1	-	1	-	Disarm, Melee
Chainaxe	-	E	-	+1	S+1	-1	1	-	Disarm, Melee, Parry, Rending
Chainsword	-	E	-	+1	S	-1	1	-	Melee, Parry, Rending
Fighting knife	-	E	-	-	S	-1	1	-	Backstab, Melee
Flail	-	E	-	+1	S+1	-	1	-	Entangle, Melee
Grav fist (Ambot)									
- melee	-	E	-	-	S	-1	2	-	Melee, Pulverise
- ranged	6"	12"	+1	-	*	-1	2	5+	Blast (3"), Concussion, Graviton Pulse
Maul (club)	-	E	-	-	S	+1	2	-	Melee
Open fists	-	E	-	-	S	-1	1	-	Melee, Knockback
Power hammer	-	E	-	-	S+1	-1	2	-	Melee, Power
Power knife	-	E	-	-	S+2	-2	1	-	Disarm, Melee, Power
Power sword	-	E	-	-	S+1	-2	1	-	Melee, Parry, Power
Razor-sharp talons									
(Khimerix)	-	E	-	-	S+1	-2	3	-	Melee, Rending
Servo claw	-	E	-	-	S+2	-	2	-	Melee
Shock whip	E	3"	-1	-	S+1	-	1	-	Melee, Shock, Versatile
Master-crafted									
shock whip	E	3"	-1	-	S+1	-	1	-	Master-crafted, Melee, Shock, Versatile
Spud-jacker	-	E	-	-	S+1	-	1	-	Knockback, Melee
Stiletto knife	-	E	-	-	-	-	-	-	Melee, Toxin
Stiletto sword	-	E	-	-	-	-1	-	-	Melee, Parry, Toxin
Master-crafted									
stiletto sword	-	E	-	-	-	-1	-	-	Master-crafted, Melee, Parry, Toxin
Talons									
(Khimerix & Phyrre Cat)	-	E	-	-	S	-1	2	-	Melee, Pulverise
Tunnelling claw (Ambot)									
- melee	-	E	-	-	S	-1	2	-	Melee
- ranged	4"	8"	-	-	6	-2	2	5+	Melta, Scarce, Sidearm
Two-handed axe	-	E	-	-	S+2	-	2	-	Melee, Unwieldy
Two-handed hammer	-	E	-	-	S+1	-	3	-	Knockback, Melee, Unwieldy
Venom claw	-	E	-	-	-	-2	-	-	Entangle, Toxin
Whip	E	3"	-1	-	2	-	1	-	Entangle, Melee, Versatile

GRENADES

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

ARMOUR

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

ARMOURWEAVE

A product of xenos science, the armourweave suit combines psycho-reactive plastics and kinetic bafflers to deaden blows. Armourweave is also practically impossible to tear or cut, meaning that even against the most powerful attacks it will offer some measure of protection. Armourweave grants its wearer a save of 5+. This save cannot be reduced to lower than 6+ by AP or other modifiers, though attacks that do not allow a save will ignore Armourweave as normal.

CARAPACE ARMOUR

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

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

FLAK

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

FURNACE PLATES

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

HAZARD SUIT

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

MESH

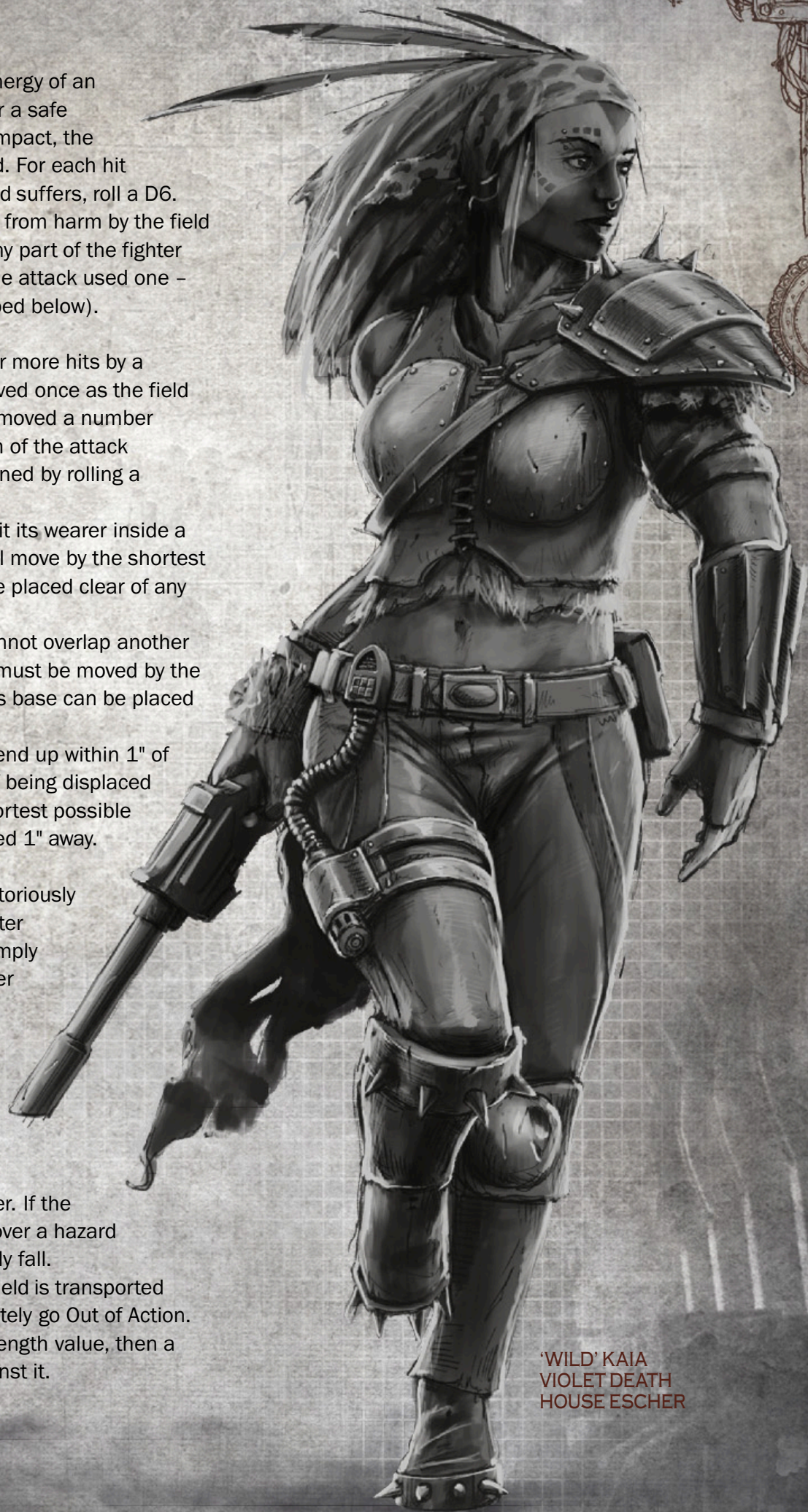
Mesh armour grants a 5+ save roll.

DISPLACER FIELD

A displacer field reacts to the energy of an impact by teleporting the wearer a safe distance away. The harder the impact, the further the wearer will be moved. For each hit a fighter wearing a displacer field suffers, roll a D6. On a 4+, the fighter is protected from harm by the field and the hit is ignored (even if any part of the fighter is still under the template – if the attack used one – after being displaced as described below).

- If a fighter is saved from one or more hits by a displacer field, they will be moved once as the field displaces them. The fighter is moved a number of inches equal to the Strength of the attack in a random direction, determined by rolling a Scatter dice.
- A displacer field will not deposit its wearer inside a terrain feature – the fighter will move by the shortest route possible so that it can be placed clear of any impassable terrain features.
- Similarly, the fighter's base cannot overlap another fighter's base and the wearer must be moved by the shortest route possible until its base can be placed without overlapping.
- Note that the wearer may not end up within 1" of an enemy fighter as a result of being displaced and must be moved by the shortest possible route so that they can be placed 1" away.

However, displacer fields are notoriously oblivious to safe footings. A fighter wearing a displacer field may simply be flung into the open air. If, after being displaced, any part of the fighter's base is overhanging a hazard or overhanging a platform edge, the fighter must pass an Initiative test or will fall, following all of the rules for falling as required by the terrain type being fought over. If the entirety of the fighter's base is over a hazard or in the open air, they will simply fall. If a fighter wearing a displacer field is transported off the battlefield, they immediately go Out of Action. If an attack does not have a Strength value, then a displacer field cannot work against it.



'WILD' KAIA
VIOLET DEATH
HOUSE ESCHER



EQUIPMENT

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

ARMoured UNDERSUIT

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

BIO-BOOSTER

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

CHEM-SYNTH

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

CULT ICON

Unlike other items of Wargear, a gang may only purchase a single Cult Icon. This item must be carried by a fighter with both the Gang Hierarchy (X) and Group Activation (X) special rules. When a fighter that is carrying a Cult Icon uses the Group Activation (X) special rule, they may activate one additional Ready friendly fighter, meaning that a fighter with the Group Activation (2) special rule may activate three additional fighters, whilst a fighter with the Group Activation (1) special rule may activate two additional fighters.

DROP RIG

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

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

FILTER PLUGS

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

MEDICAE KIT

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

PHOTO-GOGGLES

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

RESPIRATOR

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

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 removed from their Fighter card.

STIMM-SLUG STASH

Once per battle, 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, the stim-slug stash is too much – roll an Injury dice and apply the result to the fighter.

WEAPON ACCESSORIES

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

GUNSHROUD (BASIC WEAPONS AND PISTOLS)

A weapon fitted with a gunshroud gains the Silent trait.

HOTSHOT LAS PACK (LASGUN AND LASPISTOL ONLY)

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

LAS-PROJECTOR (PISTOLS, BASIC AND SPECIAL WEAPONS)

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

SUSPENSORS (HEAVY WEAPONS)

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

TELESCOPIC SIGHT (PISTOLS, BASIC AND SPECIAL WEAPONS)[†]

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

WYLD SISTER
FRINCINA
WYLD RUNNER
SUMP RIVER HELLIONS
HOUSE ESCHER



WEAPON TRAITS

The following list contains all of the Weapon traits included in *Necromunda: House of Blades*.

BACKSTAB

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

BLAST (3"/5"/*)

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

BLAZE

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

- If Prone and Pinned, the fighter immediately becomes Standing and Active and acts as described below.
- If Standing and Active, the fighter moves 2D6" in a random direction, determined by the Scatter dice. The fighter will stop moving if this movement would bring them within 1" of an enemy fighter or into base contact with impassable terrain. If this movement brings them within ½" of the edge of a level, platform or pitfall, they risk falling. If this movement takes the fighter beyond the edge of a level, platform or pitfall, they will simply fall. At the end of this move, the fighter may choose to become Prone and Pinned. The fighter may then attempt to put the fire out.
- If Standing and Engaged or Prone and Seriously Injured, the fighter does not move and attempts to put the fire out.
- To attempt to put the fire out, roll a D6, adding 1 to the result for each other Active friendly fighter within 1". On a result of 6 or more, the flames go out and the Blaze marker is removed. Pinned or Seriously Injured fighters add 2 to the result of the roll to see if the flames go out.

COMBI

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

CONCUSSION

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

DEMOLITIONS

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

DISARM

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

ENTANGLE

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

FEAR

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

FLASH

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

GAS

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

GRAVITON PULSE

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

GRENADE

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

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

KNOCKBACK

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

LIMITED

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

MASTER-CRAFTED

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

MELEE

This weapon can be used during close combat attacks.

MELTA

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

PARRY

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

PLENTIFUL

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

POWER

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

PULVERISE

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

RAPID FIRE (X)

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

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

RECKLESS

Reckless weapons are indiscriminate in what they target:

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

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

RENDING

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

SCARCE

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

SCATTERSHOT

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

SHOCK

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

SIDEARM

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

SILENT

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

SMOKE

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

TEMPLATE

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

TOXIN

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

UNSTABLE

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

UNWIELDY

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

VERSATILE

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

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

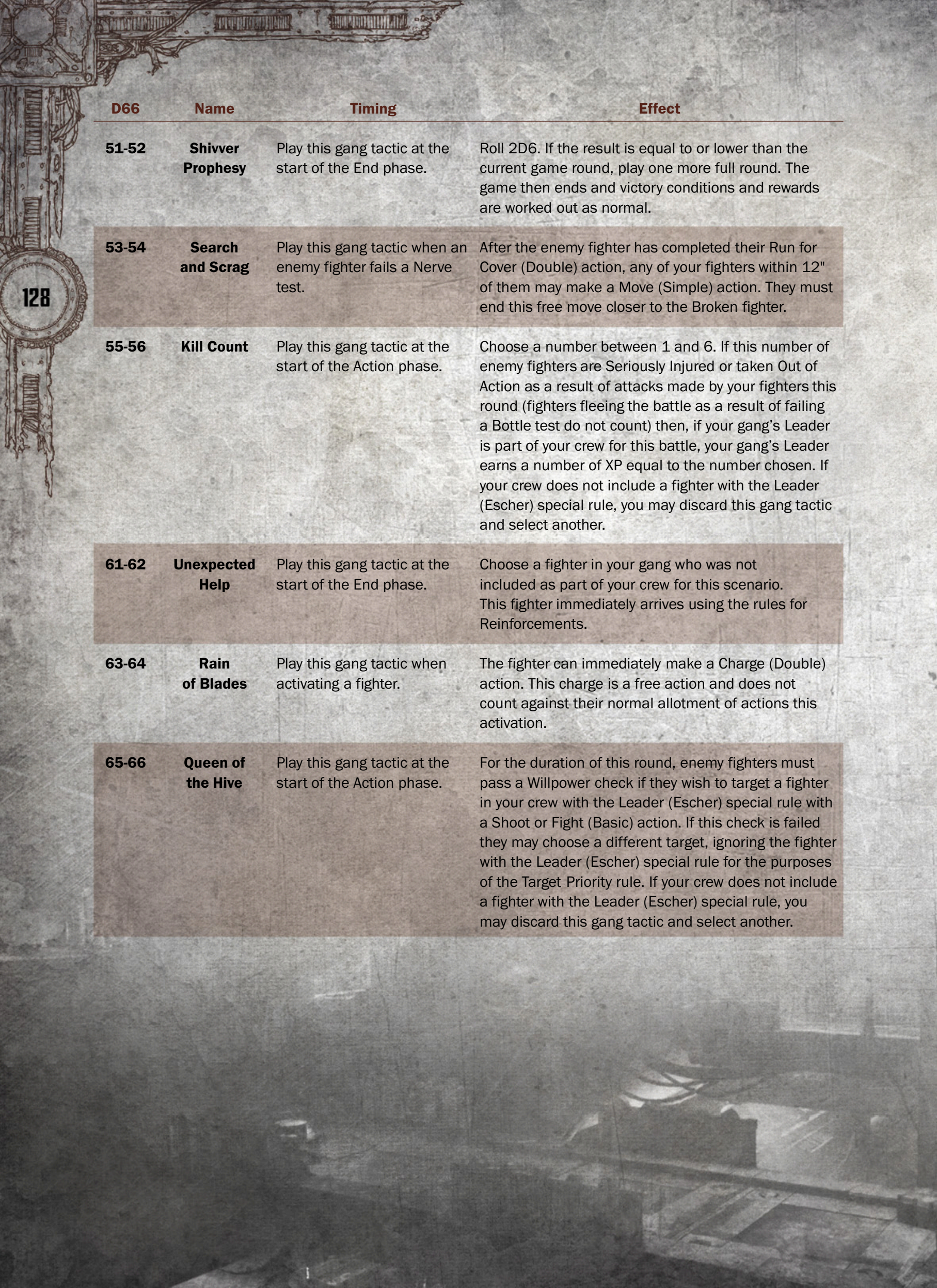
At all times other than during this fighter's activation or when making Reaction attacks, this trait has no effect.

HOUSE CHAOS TACTICS

Each scenario details how many gang tactics each player gets and how they are selected, with players either choosing the gang tactics they want or determining them at random. Gang tactics can be randomly determined either by drawing cards from a shuffled deck of Gang Tactics cards or by rolling a D66 (taking care to keep the result a secret), and referring to the table below:

D66	Name	Timing	Effect
11-12	Mistress of Death	Play this gang tactic when a friendly Death-maiden takes an enemy fighter Out of Action.	The Death-maiden's activation immediately ends, but she immediately becomes Standing and Active, and can be activated again this round.
13-14	Dance of Death	Play this gang tactic at the start of the Action phase.	For the duration of the round, all friendly Escher fighters gain the Acrobatic skill.
15-16	Chemical Reign	Play this gang tactic when activating a fighter.	The active fighter can choose to apply a single Chem-alchemy effect to one of their weapons that has either the Gas and/or Toxin traits.
21-22	Predatory Phyr	Play this gang tactic at the start of the Action phase.	For the duration of the round, enemy fighters become subject to the Horrors in the Dark special rule as detailed in the <i>Necromunda Rulebook</i> .
23-24	Blade Traps	Play this gang tactic instead of activating a fighter.	Place a Blade Cage marker anywhere within 2" of one of your fighters. When triggered, roll a D6. On a 4+, it is a Real Trap as detailed in the rules for Hidden Traps on page 100.
25-26	Death and the Maiden	Play this gang tactic when a friendly fighter suffers a Memorable Death result on the Lasting Injury table.	Roll 2D6. If the result is equal to or lower than the fighter's Toughness characteristic, add a Death-maiden to your gang. The new Death-maiden comes with no advancements or equipment.

D66	Name	Timing	Effect
31-32	Hit and Run	Play this gang tactic at the start of the End phase.	Choose three of your fighters. These fighters may make a free Move (Simple) action or a Retreat (Basic) action.
33-34	Free Fall	Play this gang tactic at the start of the battle, after both sides have deployed, but before the first round.	For the duration of the game, fighters in your crew gain the Catfall skill.
35-36	Running Battle	Play this gang tactic when activating a fighter.	The active fighter may make a Run and Gun (Double) action as if they had the Hip Shooting skill. If the fighter is part of a Group Activation then all fighters involved in the Group Activation may make a Run and Gun (Double) action.
41-42	Wyld Hunt	Play this gang tactic at the start of the Deployment step of the pre-battle sequence, before any fighters have been deployed.	Your gang may immediately recruit an Escher Wyld Runner and two Phelynx. These fighters are recruited for free but will leave the gang at the end of this battle. The Wyld Runner is armed with a whip and throwing knives. These fighters are not counted towards your maximum crew size – they are taken in addition to your starting crew. If you do not have models available to represent these fighters, you may discard this gang tactic and select another.
43-44	Sisterhood of Violence	Play this gang tactic when an enemy fighter is taken Out of Action as a result of an attack made by a friendly fighter.	After completing the current fighter's activation, immediately activate a friendly fighter within 12" of the fighter who just activated.
45-46	Gifts of the Matron	Play this gang tactic when activating a fighter.	The fighter can choose to apply a single Chem-alchemy Stimm effect to themselves.



D66	Name	Timing	Effect
51-52	Shivver Prophecy	Play this gang tactic at the start of the End phase.	Roll 2D6. If the result is equal to or lower than the current game round, play one more full round. The game then ends and victory conditions and rewards are worked out as normal.
53-54	Search and Scrag	Play this gang tactic when an enemy fighter fails a Nerve test.	After the enemy fighter has completed their Run for Cover (Double) action, any of your fighters within 12" of them may make a Move (Simple) action. They must end this free move closer to the Broken fighter.
55-56	Kill Count	Play this gang tactic at the start of the Action phase.	Choose a number between 1 and 6. If this number of enemy fighters are Seriously Injured or taken Out of Action as a result of attacks made by your fighters this round (fighters fleeing the battle as a result of failing a Bottle test do not count) then, if your gang's Leader is part of your crew for this battle, your gang's Leader earns a number of XP equal to the number chosen. If your crew does not include a fighter with the Leader (Escher) special rule, you may discard this gang tactic and select another.
61-62	Unexpected Help	Play this gang tactic at the start of the End phase.	Choose a fighter in your gang who was not included as part of your crew for this scenario. This fighter immediately arrives using the rules for Reinforcements.
63-64	Rain of Blades	Play this gang tactic when activating a fighter.	The fighter can immediately make a Charge (Double) action. This charge is a free action and does not count against their normal allotment of actions this activation.
65-66	Queen of the Hive	Play this gang tactic at the start of the Action phase.	For the duration of this round, enemy fighters must pass a Willpower check if they wish to target a fighter in your crew with the Leader (Escher) special rule with a Shoot or Fight (Basic) action. If this check is failed they may choose a different target, ignoring the fighter with the Leader (Escher) special rule for the purposes of the Target Priority rule. If your crew does not include a fighter with the Leader (Escher) special rule, you may discard this gang tactic and select another.

Hive Primus The Palatine

8 Imperial House Helmawr
Lords of the Spire,
Guardians of all Necromunda.

6 Great Houses
Grim
Ullanti
Ty
Ran Lo
Catalus
Ro'iron

3 Clan Houses
Cawdor
Escher
Goliath
Van Saar
Orlock
DeLaque

External
Shanty Sprawl

The Shell

4 Lab Zones
Manufactory Zones
Ruined Manufactories

The Wall

Hive City

The Underhive

Hive Bottom

The Sump

Primary Heat Sink

Imperial Fists
Chapter House

Landing Field

Subsidiary Spires

Poisonous
Undercloud

The Stranger's
Spire

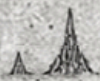
Current Surface Level

Lower
Atmospheric
Level

Cloud Cover

Aecromunda

Cartograph by Order of Adeptus Terra
C.M.42.966



Major Hives



Deep Core Mine



Major Settlement

(Approx 1,000+ Minor Hives excluded from view)



Surveyor's Note CY 83.7: Not shown on this map is an extensive tunnel network that spans much of the planet. Recent surveys determine that less than 23.9% of this network remains in operative condition.