# NECROMUNDA

## RULEBOOK
### BRUTAL GANG WARFARE
### IN THE 41ST MILLENNIUM

# NECROMUNDA

What nightmare are these hive worlds?

In these places where man has been allowed to grow unchecked, teeming billions infest the vast hive cities. Even here the press of humanity is not strong enough to turn back the madness, or deflect the distaff forces of chaos, heresy and death. Life is cheap. The bullet and the grenade are kings. Neither day nor night touches the billions of souls trapped in this nightmarish world. For them, there is just the unblinking septic gloom of ancient fluorescence. The putrid atmosphere of the underhive is stained with the dark patina of age. A brown haze fills air which has been recycled a million million times and offers the inhabitants but the meanest measure of life it can without choking them.

Beware the shadows of the hive,
where only the strongest endure...

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>>> Subject: Event log: shift 336 of the year of Him of Terra 996.M41.
>>> Conduit Necro-vox HZ607
>>> Thought for the Day: 'Hope is the beginning of unhappiness.'

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

++ Productivity in Sector Delta-7 is down by 0.07% since last cycle quarter checking. The displeasure of the Imperial House has been exacted upon all those within its environs. Praise be to the benevolence of the Imperial House.

++ Blessed news for the inhabitants of Sector Delta-9. New domes have been cleared for the use of Delta-9's workers and citizens. As a reward for this gift, Lord Helmawr has set Delta-9 quotas at +90% for the first cycle commencing. Do not disappoint the Imperial House!

++ House Ran Lo gross yield (adjusted) -5.5%. Marriage privileges withdrawn (cf Ran Lo/Escher).

++ Hive Mortis corpse reclamation yield +323.1%, the Imperial House commends the workers of Hive Mortis their diligence in the harvest. Let all other hives take note!

++ Average authorised gang violence quotient +12.7%. In contest are we made strong (cf Imperial Tithe Commencement).

++ Average unauthorised gang violence quotient +17%.

++ Pyschopathology maladjustment grade +4% (cf Open War Sanctioning).

>>> [Additional] Praise be to Him of Terra for the right to wage war within his sight. All Necromunda thrives upon the contest of clan and House; productivity is dependent on that most human of needs to out-perform, out-produce and out-fight rivals. The Imperial House recognises the efforts of the Clan Houses Delaque, Van Saar, Escher, Goliath, Orlock and Cawdor for their efforts in this time of the coming Tithe; know that all of the Great Houses are watching with interest and waiting with rewards for those who do their duty to Necromunda – and punishments for those who fail our world in its time of need.

>>> Their blood is the oil of the lathe; their ire the heat of the furnace; their death cries the claxon of the shift's end.

# EMPIRE IN THE STARS

The Imperium of Mankind stretches across the galaxy, encompassing over a million habitable worlds and untold billions of the Emperor's subjects. It is the most extensive and populous empire that has ever existed in the history of humanity, and it is ruled as it has been for the last ten thousand years by the Divine Champion and Protector of the human race, the God-Emperor of Mankind.

The Emperor is the greatest of all human psykers, His mental energies are godlike and His powers incomprehensible to ordinary humans. It is His mind alone which projects the Astronomican throughout the galaxy, the psychic homing beam which enables spacecraft to navigate through the fabric of warp space. Without the Emperor, the Imperium would collapse and human unity would disintegrate, leaving the remaining pockets of civilisation isolated and vulnerable to the infinite enemies of Mankind; creatures that seek to destroy or enslave the human race.

The Emperor has long since ceased to live in any normal sense. Ten thousand years ago, following His titanic battle against the rebel Warmaster Horus, Primarch and Arch-champion of Chaos, His mutilated and barely-alive body was installed inside a sophisticated life-support machine known as the Golden Throne. The Emperor can no longer speak and it is doubtful if He comprehends events which take place in the material universe, as His powerful mind stalks through that nefarious region of pure energy known as the Realm of Chaos, staving off the enemies of Mankind. The actual administration of the Imperium is therefore undertaken by a vast bureaucracy known as the Adeptus Terra – or Priesthood of Earth.

## THE MILLION WORLDS OF MANKIND

Even the Adeptus Administratum, the administrative branch of the Adeptus Terra, does not know for certain the exact number of worlds within the Imperium. There are approximately a million, but the treacheries of space travel, the process of time distortion and the effects of warp storms, which can isolate worlds for centuries, make an accurate count impossible. In addition, the galaxy is a dangerous and warlike place, where worlds are constantly under threat from alien invaders, internal rebellion, and treachery by their governors. Also, new worlds are constantly being added to the Imperium: virgin worlds ripe for colonisation or ancient human worlds which have been rediscovered after long periods of isolation.

The worlds of the Imperium take many different forms. Some are sparsely populated agri-worlds whose sole purpose is to provide food for less productive and more highly populated planets. Other worlds are dedicated to specific functions, such as mineral-rich mining planets, barren research stations, military observation planets, and so forth. Most worlds of the Imperium have a reasonably mixed economy and are, in most respects, self-sufficient and autonomous. The Adeptus Terra has very little to do with such worlds so long as their governors continue to pay their tithes and impose the Imperial laws which control and contain the emergence of mutant psykers.

A hundred thousand worlds, ten hundred thousand wars. There is no respite, there is nowhere to hide. Across the galaxy, there is only WAR!

# HIVE WORLDS

Hive worlds are planets whose industrial output, while technologically far cruder than that of a Forge World of the Adeptus Mechanicus, nonetheless feeds the Imperium's unquenchable hunger for base manufactured goods. They utilise vast towering metal cities intended to maximise the exploitation of both natural resources and manpower, and invariably, the surfaces of such worlds are polluted wastelands, ashen plains made barren by generations of mining and used as dumping grounds for the toxic by-products of industry. Their populations are densely concentrated, their lives a short and miserable toil unless they reject it entirely and throw in their lot with the numerous gangs and other outcasts that exist in the cracks.

A hive world has a population far outweighing its ability to feed or support itself, often exceeding a thousand billion people on a planet the size of Terra. These vast numbers of people exert such pressure on the environment that few hive worlds can sustain life naturally. Each therefore sits at the apex of a web of supply, relying on billions of tonnes of imported bulk foodstuffs to feed its vast population. So reliant upon these imports is the average hive world that should supply be interrupted, billions of hunger-mad subjects are likely to rise up against their masters and fall upon one another in a frenzy of cannibalistic insanity.

There are thousands of planets classified by the Administratum as hive worlds, with the names of Necromunda, Armageddon and Gehenna Prime known across segmentae. Others become famous for a brief while as war or dark fate thrusts them into the history books – Ichar IV, Paramar and Mordian being prime examples. Others go unknown by the Imperium at large for centuries at a time, despite the billions that are born, toil and die for the Emperor within their cities: Tellus 15/01, Arcadia, Lavantia and Avellorn.
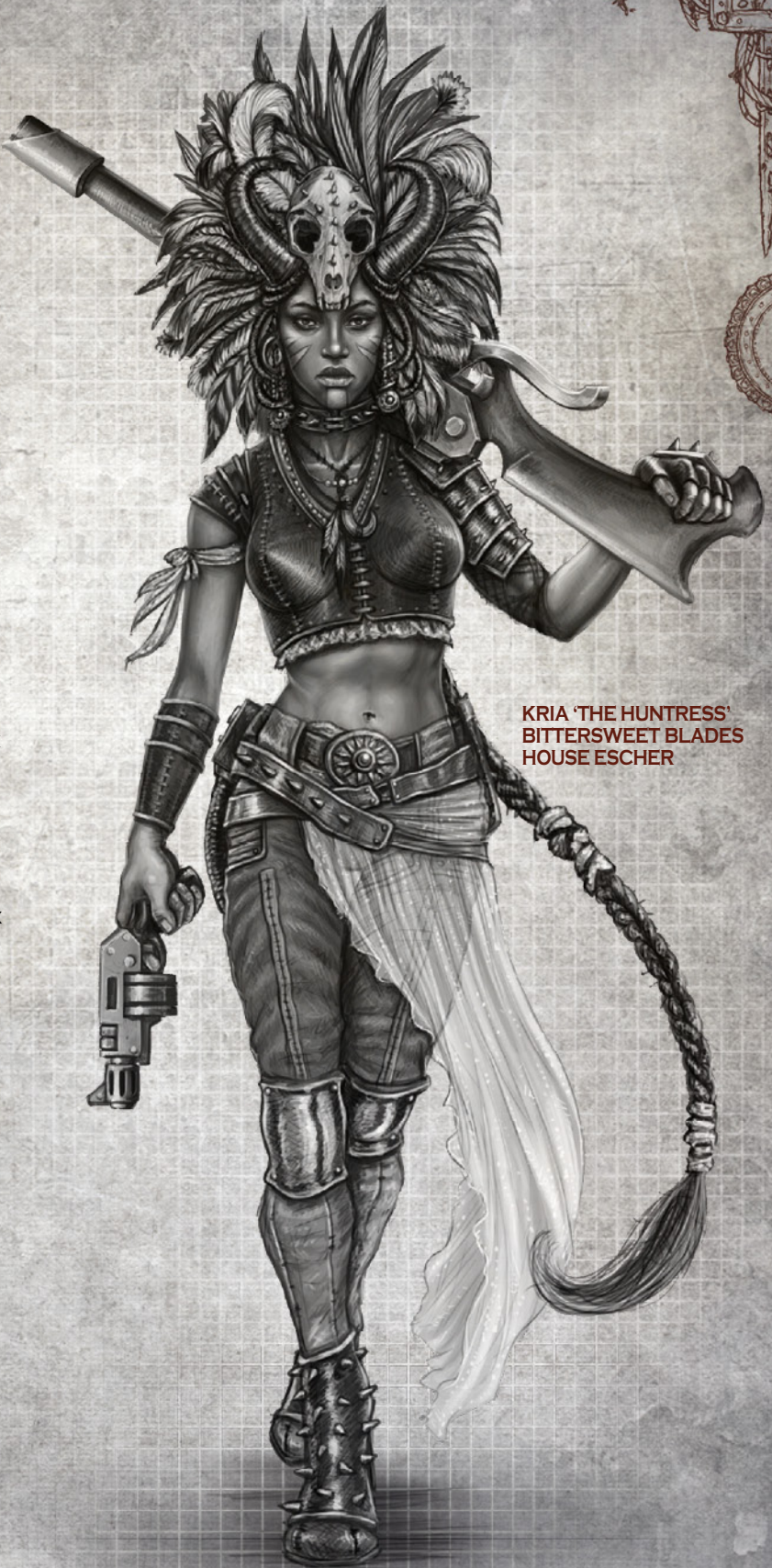
**KRIA 'THE HUNTRESS'**
**BITTERSWEET BLADES**
**HOUSE ESCHER**

BROK THE STIMMER
SHIV'S CRUSHERS
HOUSE GOLIATH

# NECROMUNDA

Founded long ago in the depths of the Dark Age of Technology, Necromunda was brought into the Light of the Emperor by the Imperial Fists Legion during the Great Crusade. It is said that the ash wastes from which the great hives rise are a by-product of the devastation wrought upon the world during its brief defiance of the coming of the Imperium, but the truth is lost beneath the toxic plains.

Necromunda is a world of mines, factories, refineries and processing plants. The planet is a vast powerhouse of industry, making thousands and thousands of different items for use throughout nearby planetary systems, and nothing which can contribute to the planet's output has been left untouched. From the tops of the highest mountains to the depths of the oceans, the wealth of Necromunda has been ripped out. Mountains have been reduced to rubble for the ore they contain; oceans have been turned into little more than chemical sludge. Human activity is by design concentrated into as small an area as possible, with the twin goal of exposing as much of the planet's surface to strip-mining as possible and to ensure the billions of workers required to service the industries are born, raised, work, sleep and even die within as small a space as possible. These huge towering complexes are known as hive cities, or simply as hives, and their individual peaks or towers are called city spires or spires. A close group of hives is known as a hive cluster.

Between the hives, deserts of industrial ash cover the surface of the planet with an unstable, corrosive skin. Over this desert lies a cloud layer of airborne pollution, so that the great spires of the city hives rise from a drifting mist of tainted vapour like islands out of the sea. Despite being reduced to such a hellish state, Necromunda is a hugely valuable world to the Imperium. Although little of Necromunda's original resources remain, the waste heaps of previous generations have become a new source of riches. Necromunda lives on the accumulated wastes of its past: its people have learned to scavenge, reclaim and recycle everything in order to squeeze a living from their exhausted world. Over the millennia, the population of Necromunda has increased well beyond the planet's own capacity to support it. As a consequence, it is wholly reliant on reconstituted, synthetic and imported food.

Each hive has its recycling plants which convert used organic matter into nutrients catalogued on official manifests as 'corpse-starch'. Real food is imported from off-world, but is an expensive luxury which only the most wealthy can afford. As each generation adds to the building and rebuilding of the hives, new layers of habitation are created and the hives continue to grow upwards. These towering hives dominate the wasteland around them like clusters of impossibly gigantic termite hills. Beneath the hives and extending around them under the wasteland itself lies a honeycomb of ancient disused manufactories and a labyrinth formed from the sewers and tunnels of an earlier age. Necromunda's population has never been counted and the chances are that it never will be, its numbers are simply too large. An attempted census of Trazior Hive four thousand years ago revealed a population of a billion in the upper habitation levels alone – no further attempt has been made to count Necromunda's population in Trazior or any other of the several thousand hives on the planet since.

The society of Necromunda is reasonably typical of larger hive worlds. No attempt is made to enforce central administration upon the entire population, indeed such a thing would prove impossible on a world where most people remain unrecorded by any authority. Instead, a kind of feudal system has evolved by which individuals owe loyalty to others, who in their turn owe their loyalty to other increasingly more powerful members of the hierarchy. Among the more stable elements of the population these loyalties are owed on a family basis, and closely related families all support each other under the hegemony of the most powerful member of their family group. This form of urban feudalism tends to be self-regulating. Weaker clans naturally seek the protection of more powerful neighbours whose powerbase then expands until it reaches the limit whereby its numbers and resources are simply too few to allow it to expand further.

Where rival clans meet it is inevitable that their power will be tested in combat; the ability of a clan to exert its power being the only true measure of its influence. Instead of wasteful outright war, such conflicts are settled by proxy. Each clan is able to call upon the services of the numerous gangs to which almost all of its people serve for a brief period, ensuring the wheels of industry continue to turn even as blood is spilled in the streets far below the roaring manufactories.

# ANATOMY OF A HIVE CITY

## THE SPIRES

From a distance, when the clouds lift from around a hive, its spires look like a cluster of tall, tapering termite mounds, often branching from one tall, central core. They rise from a broad base of outlying structures to near-vertical towers. Their gigantic scale is such that it almost denies human involvement in their construction and they look as though they might have sprouted up out of the ground by themselves, like some great organic growth, and few human constructions can rival their awe-inspiring heights. Although no two spires are exactly the same, they all share common characteristics and are constructed in a similar fashion.

A section cut through a spire is not a whole circle. A spire is divided into a series of segments, like wedges joined at the centre. Deep gullies or slits in the spire, crossed by comms shafts, separate the segments. These gullies are supposed to admit light and air to the spire, but their size makes this impractical. Every added comms shaft also adds its shadow to the darkness of the interior. The areas close to the core are far removed from the outside world. Their only illumination is provided by glowglobes and massive cables of optic fibre or flexi-glas, which run down into the core of the hive from the sunlit pinnacles of the spires. These create weak shafts of light that penetrate the dim catacombs of the hive and light it in the manner of the nave of a vast cathedral.

Fresh air enters the inner recesses of the hive via great ducts from the upper layers. It is drawn in through huge wind-intake fans and filtered through dozens of purification plants to remove the fumes accumulated as it passes down the height of the spire. In the deepest parts of the hive and especially in the old manufactories and underhive layers, the air ducts no longer function. Here fumes and stale air accumulate, and personal respirators must be worn at all times.

## THE SHELL

The outer shell of a hive is its skin and defence. Though the cliff-like shell of a spire appears to be quite solid, its surface is pierced with deep vertical and angled shafts. These shafts are small compared to the bulk of the spire, but are important because they admit additional light and air into the core of the hive. They are all protected by a series of massive covers which can be moved into place when required. The shell is where the majority of the inter-spire travel tunnels and tubes begin and end. Tunnel stations and gateway fortresses, convoy compounds and garrison blocks are all located at the shell, where they can contribute to the regulation and defence of traffic between and within the hives.

The shell is also the first line in a hive's active defences against planetary invasion. Giant defence lasers, each capable of striking an orbiting target, are mounted at many points across a hive's structure. These are used to defend the hive against human or alien spacecraft. However, against the fierce ash storms that sometimes ravage Necromunda, the shell's surface forms its only true protection.

Being able to experience direct sunlight or feel a fresh draft of air from the duct is a status symbol almost as important as having a good diet, but a single ash storm can make such status symbols meaningless. A heavy storm is quite capable of stripping off the shell's outer layers, including a spire's laser defences, travel facilities and shell-dwellers. Shells must be constantly refurbished by work gangs, otherwise the next ash storm could easily penetrate the tunnels, shafts and catacombs of the main spire and rip it apart.

## HEAT SINKS

At the heart of every spire there is a single vertical shaft known as the heat sink. From the topmost levels of the spire, the heat sink reaches far below the lowest levels of the hive, down through the geological crust of the planet itself. A heat sink can be several kilometres across. It is a vast, hollow, sealed tube made from dense plasteel that takes heat from the planet's core and turns it into power for the spire. At intervals throughout the length of the heat sink there are generator stations which convert the raw heat into usable energy. The power is then transmitted to the manufactories and hab layers around the core. There are no power stations in the lower levels. The heat sink passes through these levels and provides only a constant warmth. This, however, is infinitely preferable to the damp chill of the underhive.

As is the case with all things Necromundan, the power generation systems are controlled by the clans into whose territory they fall. These clans receive a considerable income from all who use their power, so possession of the heat sinks is one of the chief marks of a powerful clan of the inner core. Other clans might control territory between the power stations and their users, and they often extract their own tolls from both factories and power producers to protect the transmission lines. In this way the feudal clans of Necromunda operate as producers, suppliers and consumers in a thriving economy. Only in the upper hab layers of the spire is there a regulated service. There, power is drawn from stations controlled by the government – in effect by the troops belonging to Helmawr's own clan.

## HAB ZONES

The bulk of a hive's population belongs to the indentured worker class, the members of which reside in the vast, crowded hab zones. Here the bulk of the hive's human inhabitants live in conditions of dismal squalor while their masters exist in luxury in the uppermost spire levels. Where a family lives in a spire reflects its social standing and importance, the topmost levels populated by the elite households of the hive. This hive nobility lives in relative comfort enjoying the luxury of natural light, fresh air and real food imported from nearby agri-worlds. Below lie the twilight levels, inhabited by the rest of the population. Conditions in the twilight hab zones are considerably less pleasant than in the habs above. Natural daylight is dim, fresh air is unknown, and most of the food has been eaten and recycled many times before.

Below the twilight layers is the darkness of the undercity. Here, the only light comes from artificial glowglobes. Everything, even the air, on these levels has been used before and reprocessed several times. On Necromunda, everything that can be recycled is recycled, including the people themselves.

## THE BEARERS OF FATE

Necromunda is host to a strange breed of creature called a caryatid - an impish blue, winged humanoid that appears to live deep within the cities' air ducts. Many hive dwellers see caryatids as good luck charms because they sometimes attach themselves to powerful and successful individuals, and in fact seem to be particularly attracted to the soon-to-become-powerful. Conversely, the departure of a 'pet' caryatid is seen as an omen of doom – its former companion is then regarded as a person waiting for death. It is unknown whether these creatures are some manner of mutant, vat-grown organic creatures long ago gone feral, aliens or something altogether more inexplicable…

## MANUFACTORY ZONES

The industrial complexes built into the spires produce all kinds of different items which are traded to other planets in return for the food which Necromunda so desperately needs to feed its teeming millions. The manufactory levels extend from below the lower hab zones down to the surface of the ash wastes and beyond. Over the millennia, the waste exuded from the manufactories has solidified around the base of the hives, adding to the ever-rising layer of ash waste which covers the surface of the planet. As the level of the ash wastes rises, so the lower factories find themselves buried below the ground level. So long as it remains possible to pump effluent up to the surface, these manufactories can still continue to operate.

Working manufactory levels are a network of waste pipes, gutter-shafts and gas drains which bleed poisons and noxious waste away from working areas. These drains protrude from the lower flanks of the hives, flaring off dangerous gas, belching out fumes into the filth-ridden air or pouring toxic liquids and solid waste onto the polluted ash below. In many cases, the scale of these manufactories is utterly awe-inspiring, the human form rendered to an insignificant speck of dust compared to the decayed industrial grandeur towering above it. In places, the interior appears as the internal workings of some gargantuan engine, defying imagination and denying the hand of Mankind in design and construction.

Industrial production is controlled by the many clans of the hives. Each producer fits into a pattern of feudal obligation – supplying other clans and taking raw materials, components and power from others. Large, powerful clans, in particular the six Clan Houses, act as clearing houses for the goods and services provided by their inferiors. This industrial feudalism regulates demand and supply in a brutally efficient manner.

Clans will often rise in power and importance over time, as lesser clans in related industries come together to form uneasy alliances. Sometimes conflict of interests, territorial rights and clan rivalry lead to inter-clan feuds. This is one of the main causes of gang warfare on Necromunda, for the clans employ their young to fight their many battles for them, ensuring that the business of industry continues uninterrupted.

Workers usually live in hab zones which are located very near to the manufactories where they work and are as much a resource as the machines they tend. In some cases, workers are surgically adapted to perform specialist functions. Such physical and mental enhancements can be very expensive to finance, which makes such workers extremely valuable to those who they labour for.

## RUINED MANUFACTORIES

As the surface of the waste rises, it becomes increasingly difficult to service the manufactories on the buried levels. Huge vacuum pumps lift the countless tonnes of filth up above the surface level for venting outside the hive, but even these have their limits. There is a point in each city below which disposing of the manufactories' waste is impractical. When the cost of disposing of waste is no longer outweighed by the value of a manufactory's output, it is closed down and abandoned.

As the lower levels fall below the level of the ash wastes and are abandoned to low-life scum, lower hab zones are converted into new manufactories, and the upper habs are extended upwards. In this way, the spires of the hive city are being continually renewed.

Ruined manufactory zones filled with abandoned machinery sometimes reach as far below ground as the spires stretch up above it. The lowest parts of the old manufactory zones are little more than rubble, having collapsed under the weight of the hive, or been deliberately filled in to make foundations for later building work. The abandoned manufactories and hab levels are infested by scavies – mutant gangs who roam the dead layers of the hive scavenging for anything they can use or trade.

## THE UNDERHIVE

Below a hive's functioning levels lies a honeycomb of ancient domes, tunnels, ruins and structures from Necromunda's long-dead past. These ruins lie at the very bottom of each city, below the clan-dominated manufactory zones and the ash wastes: they are the undercities, the oldest and deepest parts of Necromunda's hives.

These undercity zones – called by most the 'underhive' – often predate the construction of the hive above by many centuries, even millennia.

They are remnants of Necromunda's true cities, built before the planet's natural ecology was destroyed, when there were no encroaching ash wastes, and it is quite possible that the remains of the colony vessels that first brought Mankind to the planet still lie beneath some hives.

The inhabitants of the underhives are regarded by the upper hive dwellers as little better than the animal vermin which are also found there. Life in the underhive is even more violent and difficult than life in the zones above. At the bottom of the hive, upward mobility is more than an abstract concept. The strong, the lucky and ruthless can rise to the top, in terms of actual location in the hive as well as in status. The underhives are often the battlegrounds of the proxy wars fought in the names of the Clan Houses, gangs made of the young doing their time before returning uphive to serve their families, if they live long enough…

## THE HIVE BOTTOM

At the base of the hive, buildings become so structurally dangerous that the region takes on a different and even more inhospitable character. This is the final and deepest zone and is known as the hive bottom. Such areas are so decayed and crumbling that the original domes and foundation piles have long since collapsed, forming a layer of almost solid rubble. Within the rubble are enclosed pockets linked by holes and tunnels created by liquids leaking from above. These pollutants and effluents, the discharge fluid of the entire hive, form a vast lake of radioactive putridity called the Sump.

Nothing can live in the hive bottom other than the most monstrous mutants. Its denizens are the spawn of darkness and pollution. Some of these foul creatures find their way into the underhive, or even into the lower parts of city above, but their natural domain is the darkness of the hive bottom.

PHANTOM
THE ASH WALKERS
HOUSE DELAQUE

# MUTATION AND MADNESS

The constantly recycled air, water and food of the hive have an inevitable effect on its inhabitants. Pollutants and toxins build up in the bio-system causing genetic instability and mutation, and the effects of these are worse further down the hive where toxins are more concentrated. Because mutation is so common, minor deformities are tolerated to a degree, even uphive. However, conspicuous mutants are rooted out and destroyed according to the strict laws of House and hive. Only those who flee downhive can hope to escape and perhaps start new lives, losing themselves amongst the ever-shifting population of the underhive.

Underhivers are more tolerant of mutants than other Necromundans. So long as mutants keep a low profile and are not obviously or grossly deformed, they can live peacefully even inside a large settlement. Underhivers are not inclined to ask questions or look too closely at their neighbours, and are more sympathetic to mutants in general. Of course, not all are equally tolerant. House Cawdor especially are quick to turn upon mutants. Other fanatical groups such as the Redemptionists hate all mutants no matter how minor their deformities, and their creed preaches the uncompromising destruction of all deviants.

For those too mutated to live in a big settlement, the lawless expanse of the hive bottom provides ample opportunity to hide. Mutants of the most heinous varieties, scaly many-limbed monstrosities, will naturally gravitate towards the deeper parts of the hive and the hive bottom. Not all mutants are physically grotesque. Some will appear normal, but actually have psychic powers of one kind or another. These mutants are more readily accepted in the underhive than conspicuous deviants. Some are even welcomed and protected because their abilities are useful, such as psychic healers and fortune-telling precognostics.

## THE SHANTIES

Clustered at the outer edge of the shells of the spires are vast sprawls of ramshackle shanty towns. They are inhabited by all kinds of scum unsuited to life within the hives. The spires, at least, offer a limited protection against the poisoned rains and corrosive ash – the best shelter a shanty dweller can hope for is one or two layers of packing material or an abandoned vehicle. To make matters worse, much of the manufactories' toxic effluent pours directly down onto the shanties.

If a shanty remains in existence for any length of time and somehow escapes being swept away by a storm or incinerated by hive authorities, the inhabitants will excavate caves and cellars into the solidified sludge and compacted dust. These dwellings can be reinforced by sludge baked by the sun into crude bricks. By retreating into these refuges, some shanty dwellers survive the ash storms that sweep away the more flimsy parts of their homes. When the storm abates, they force their way through the wind-blown dust to the surface and attempt to rebuild the shanty out of the wreckage of the old one.

Conditions in the shanties are worse than anything in the hives, yet for most shanty dwellers even their crude home is preferable to wandering the ash wastes, where they would fall victim to the creatures and nomads – if the heat, corrosive dust and freak storms did not get them first!

Aside from periodic population control clearances, no-one from the hives bothers shanty dwellers very much – they have little worth taking. Furthermore, the sprawling settlements are a temporary home to vicious gangs of shanty-dwellers, scavies and nomad bands come periodically to the shanty to trade.



**STUB CANNON
HOUSE GOLIATH
CUSTOM PERCUSSIVE
MUZZLE BRAKE**

# THE UNSEEN TRADE

While there are many decaying foodstuffs down in the ancient bunkers, only a certain type degenerates into a ghast lode: the vestigial remains of the oldest kind of artificial reconstituted diet made on Necromunda. The decayed nutrient deposits are now nothing more than a lurid green powder, having been acted on by mutant fungi for thousands of years. Being based on corpse-starch, these deposits contain a high proportion of recycled human protein and it is this human essence which is likely to account for its dramatic effects on the human psyche.

The drug ghast is taken in liquid form – the ultimate magic potion – and when drunk in small amounts, it awakens the imbiber's psychic abilities. When drunk in quantity, it opens the channel between a person's physical body and their soul in the warp. If the individual has a strong soul, it will be drawn into their material body; if they have a weak soul, all psychic energy will be instantly sucked out of them and lost in the void. It is for this reason that ghast is considered a very dangerous substance, and its use viciously repressed by the Imperium.

In hive world society, people are constantly seeking ways to exploit anything they discover. The people who first stumbled on the unusual green deposits investigated ways of turning them into wealth, as they would have done with any substance, and in the process discovered ghast. Being ignorant of matters of the human soul and the danger inherent in Mankind's metamorphosis into a psychic race, ghast was seen as just another substance to be recycled and exploited for profit.

There has always been a massive demand for drugs in hive society, mainly to supplement the diet and ward off sickness. Ghast became popular among the nobility who revelled in its exotic effects and it has slowly filtered down throughout hive society.

The noble households which exploited this resource naturally kept the trade secret and continued to grow rich. The household of the Lord of Necromunda himself is deeply involved in the business and through him ghast is traded off-world, and far and wide across the Imperium. The trade heavily relies on an extended network of smugglers, since the Imperial fleet conduct all legal trade in space.

No-one knows or can predict where ghast deposits are to be found, but whenever one comes to light, the officials of Lord Helmawr's operation who are part of the ghast ring are informed, and mining and processing can begin. Those trusted noble households with a close connection to the ruling dynasty will usually be granted the concession to exploit the deposit.

Small quantities of ghast are also found and traded by scavies who stumble on eroded deposits during their delvings. This accounts for a small amount of wild ghast that is traded in the undercity and shanties. Imperial agents trying to track the ghast to its source usually end up following the scavie ghast and thereby miss the main source. Of course, there is nothing to link the nobility or the Lord of Necromunda to the scavie ghast.

The most significant outlet for ghast is the secret cults that lurk in many hives. These cultists need a regular supply of this psychic-enhancing substance. The Immortals in particular require vast quantities for their rites and the expansion of this cult is certainly the single greatest factor in the growth of the ghast trade. Most of the ghast lords who rule the Forbidden Cities are probably already members of this cult.

Ghast is easily distributed via the various undercity, scavie or nomad gangs who ask no questions and only know of the next link in the chain. House Escher makes extensive (if denied) use of it in many of its elixirs and it is even said that House Delaque utilises it to create the hideous 'spykers'.

# HIVE CITIES OF NECROMUNDA

Necromunda is host to several thousand hive cities, some vast in scale and home to billions, others decrepit and populated only by the dead.

## THE PALATINE HIVE – HIVE PRIMUS

The largest and oldest surviving hive on Necromunda is the dynastic home of Lord Helmawr, Imperial Commander of Necromunda, known across the planet as the Palatine and the cluster it belongs to as the Palatine Cluster. The summit of the central and tallest spire of the Palatine Hive forms the palace of Lord Helmawr.

The Palatine Hive boasts some of the most grandiose and magnificent architecture on Necromunda, and also has the only shipyard and landing field large enough to take orbital carriers. It is thus the planet's only spaceport, a physical expression of Helmawr's monopoly in off-planet trade. A fortress-monastery of the Adeptus Astartes Imperial Fists and the headquarters of the Adeptus Arbites on Necromunda are also located in the Palatine Hive. On the edge of the hive is a spire specifically set aside for abhumans and for the few sanctioned xenos granted access to Necromunda from time to time in order to trade. Both Squats and Eldar are among these visitors and they are housed on separate levels of this spire.
The Palatine, or its upper levels at least, is thus by far the most cosmopolitan of all the hives of Necromunda.

The balance of power in Hive Primus is strictly maintained and any attempt to destabilise it shut down with brutal force. Thus, the Imperial House rules with an iron fist, while the Noble Houses and the lesser Clan Houses all hold such power that no one House dominates the others.

## THE EYE OF SELENE

Locked in geo-stationary orbit one hundred kilometres directly above Hive Primus is one of the busiest orbital trading depots in the Segmentum Solar – the so-called Ring of Selene. The ring serves as the sole shipping nexus for the planet below, and it is the only means by which goods are authorised to be shipped to or from Necromunda, ensuring the Imperial House always receives its due. Victuals are shipped down to Primus and then sent out by land to other hives in return for manufactured goods heading the other way. Many a visiting merchant or Administratum tithe-factor has observed the seeming inefficiency of this system, but none would question its efficacy in maintaining the unquestionable power of House Helmawr.

## TRAZIOR

Hive Trazior is also known as the Three Sisters in the local Necromundan dialect. It is so-called because of its three huge spires which can be seen from a great distance by any traveller coming across the wastes from the south. Trazior is located on the edge of the Great Equatorial Waste and is the southernmost 'frontier' hive of the great Palatine Cluster.

Many important merchant clans are based in this hive, and it is the main trading depot for convoys going to or arriving from the southern hive clusters. Drawn to the riches that can be found amongst them, the nomads who live out in the wastes and raid the convoys are a constant source of annoyance to its inhabitants.

The manufacturing base of Hive Trazior is dominated by the sub-clans of House Orlock, but House Goliath has a substantial and increasing presence in its furnace sectors. The up-hive spires are infamous for the many so-called 'Brat' gangs – the restless scions of nobility who take a cruel delight in engaging in gang warfare with the 'commoners' of the underhive. They are particularly well known for the brightly painted and incredibly rare jetbikes they race through the thoroughfares and transit tubes, inflicting mischief and mayhem wherever they pass.

## ACROPOLIS HIVE

This is another old and ornate hive in the Palatine Cluster. It is located at a vital intersection of several great road tunnels and has always been a major centre of trade on Necromunda. The Acropolis Hive is home territory for some of the most powerful merchant clans, whose widespread trading network extends across many of the hives of Necromunda. Desperate to share in this wealth, the Acropolis Hive attracts a number of large and sprawling shanties which cluster around its base like a festering sore.

The Great Houses all have a presence in the Acropolis Hive, but each is generally content to support the status quo. Nonetheless, House Delaque is known to ply a rich trade in information and intrigue there, profiting immensely from the merchants' numerous internecine wars.

## THE TEMENOS

This is another hive in the Palatine Cluster. One of its spires forms the headquarters of the Ecclesiarchy on Necromunda, while another spire forms the Temple of the Emperor Deified. Colleges, libraries and chapels occupy parts of the other spires. A priory of the Adepta Sororitas is also located in one of the outer spires, and this spire is often called the Sisters Tower as a consequence.

The population of Hive Temenos are among the most pious and devout followers of the Imperial Cult. Many of the resident Clan Houses manufacture ritual items for the Ecclesiarchy while others work in the scriptorium, translating the wisdom of the priesthood into the many dialects of Necromunda. Hive Temenos is a major powerbase for House Cawdor, whose subservient gangs scour the lower levels for heretics cast out from above and make constant war upon any rivals whose vision of faith differs even slightly from their own.

Temenos is an architectural wonder – its interior is a warren of naves, chapels and crypts, vaulted ceilings and pillared halls. The diffused light is stained by refraction through crystal. Incense and the sound of chanting drift across the chambers. Here and there statues and holograms of the Emperor reside in secluded shrines, and from its sanctioned halls, confessors and missionaries are dispatched across Necromunda and to frontier worlds in nearby systems.

## QUINSPIRUS CLUSTER

The Quinspirus Cluster is situated on the edge of a virtually solidified sludge sea called the Worldsump Ocean. At one time, when the sea was still navigable, the area included vast dockyards. These now remain buried deep within the undercity of the centrally located Quinspirus Hive. This hive has five great spires - hence the moniker which means 'five towers' in the local dialect and which gives its name to the whole cluster. The cavernous warehouses of the ancient waterfronts have been the scene of many savage gang wars, in particular between gangs subservient to Houses Orlock and Delaque.

## THE SKULL

This derelict hive is the largest of a cluster of three remote ruined hives. It is pierced by great holes and from a distance looks like a great skull lying in the wastes. It is a famous landmark and rumoured to be worshipped by the local nomads. These three gigantic ruins are all that remains of the hives which were captured and occupied for a time by Ork raiders. All contact with the cluster was lost for several years before the rest of Necromunda realised what had happened and a campaign was mounted to clear them. This was the original reason for the despatching of a Space Marine contingent to Necromunda, which has since become a permanent establishment on the hive world.

The hives were besieged and destroyed during the campaign. Now the tops have caved in and they lie abandoned and choked with dust. No one knows what fearful things have made their home amid the ruins of the Skull, and even the nomads and scawies fear to go near them.
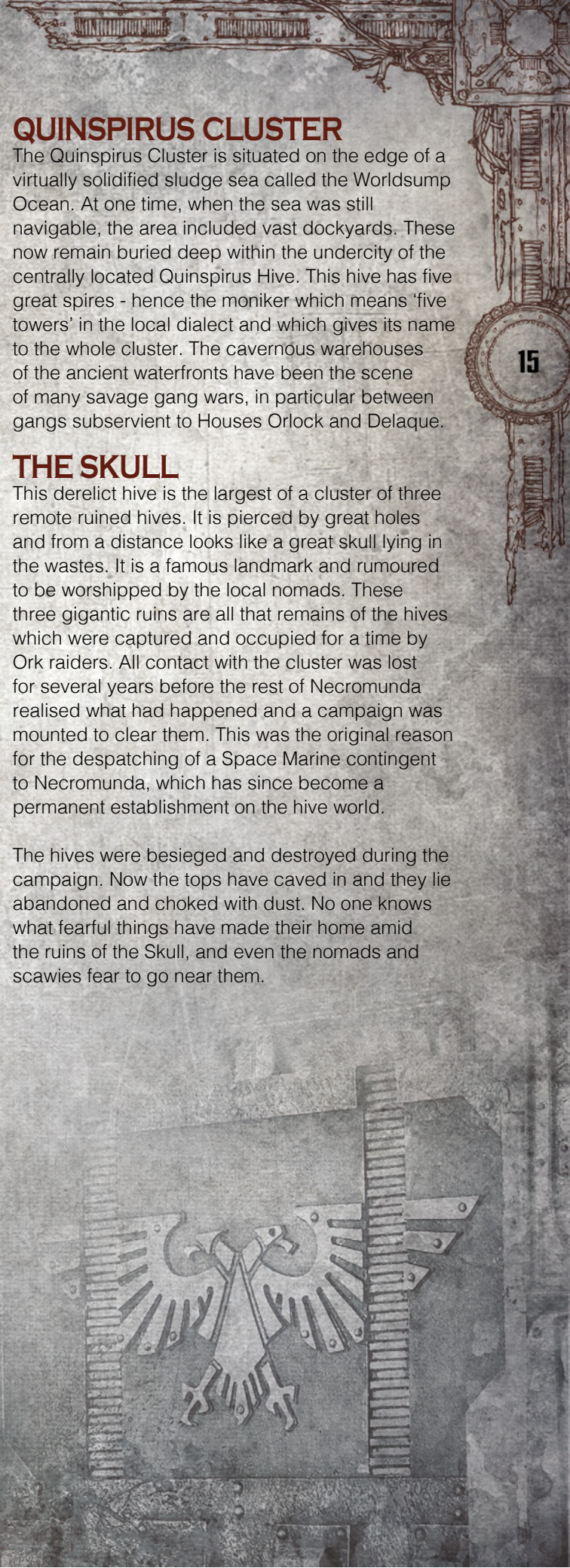
## HIVE SECUNDUS

There was a time when Hive Secundus was, as its name indicates, the second greatest hive city on all Necromunda. This was to change just over a century ago however, when Secundus fell victim to a Genestealer infestation that was subsequently found to have been the result of unsanctioned research by the rogue Adeptus Mechanicus Tech-priest Biologis Hermiatus, whose research went so disastrously awry that agents of the Inquisition were forced to intervene at terrible cost. In the destruction that followed, Hive Secundus was submitted to such punishment at the hands of Necromunda's own planetary defence batteries that its central spire was toppled, crashing down to rest as a shattered fallen column across ten kilometres of the wastes.

As overpowering as this response was, it failed to rid Necromunda of the stain of the Genestealer, the ruins found to be overrun by the xenos creatures and their infected human kin. The planetary defence batteries dangerously depleted, a ring of trenches and redoubts was thrown up all about the ruin, and this has grown ever denser with each passing year, manned by conscripts and penal troops from across the world. It is said that nothing can escape that ring of steel, but that it takes relentless and constant watchfulness to ensure it does not. The xenos creatures continue to this day to breed within the shattered hive, engaged in a constant war of survival with the descendents of the human survivors who now exist as feral savages long ago abandoned by their fellow Necromundans.

## HIVE MORTIS

Like the great dynastic houses that rule them, Necromunda's hives can rise and fall in their fortunes. Hive Mortis is a victim of its own success. Once an industrial lynchpin of the equatorial city clusters, it enjoyed great favour among the planetary elite. Its high yield of machine goods brought its rulers wealth and an enviable place among the tithe standings. Millions of workers once filled its tunnels and domes with the ceaseless sound of their toil, while the Great Houses fought over the fruits of their labour.

The first shadows of disaster were subtle in their coming – a sickness that slowly infected the underclasses and winnowed away their numbers. At first the deaths were lost among the attrition of the work clans, discounted as seasonal spikes in mortality, but soon even the house masters could not deny their meaning. Plague had come to their hive. When word reached Lord Helmawr his reaction was swift, and Hive Mortis was sealed by Imperial order.

For years the plague ravaged the hive, and soon the dead outnumbered the living. In the chaos, the Houses strove for power as they fought bitterly over what was left. As battle raged, whole sections of the hive had to be sealed off, tunnels stacked floor to ceiling with corpses. Eventually the sickness abated, having burned itself out after devouring more than twenty million souls. In his benevolence, Lord Helmawr rescinded his order and allowed the hive to open its gates once more.

Hive Mortis is a changed place that thrives no longer upon the creation of machines, but rather the industry of death. With their massive human resources gone, the ruling Houses turned to the only thing they had in abundance – the dead. Mortuary cults were created, and factorums turned to the harvesting and breaking down of corpses. House Escher has risen to dominance among its peers in Hive Mortis, extracting and fermenting drugs from bodies – though their 'death-maiden' gangs do not go unchallenged.

The Houses still fight just as furiously as they did when Hive Mortis was at the height of its power, though the tempo of battle has changed. Small communities shelter in the empty vastness of domes and levels constructed to house millions, their citizens still fearful of travellers and the return of the plague. Gangs rove this wasteland of hollow hab-blocks and abandoned sectors, fighting over vaults packed with corpses or else trying to force their way into sealed chambers to plunder the desiccated wealth within.

# GOTHRUL'S NEEDLE

Hive Primus holds a monopoly on off-world trade and is Necromunda's gateway to the stars, its keys held tightly in the hands of Lord Helmawr. It was not always so. Gothrul's Needle, its spire rivalling the height of Hive Primus, was one of Necromunda's first spaceports, and its upper levels are still festooned with docking platforms and terminus stations for orbital craft. Yet it was not just because of its place as a trade rival to Hive Primus and the ascendancy of the Palatine Cluster that Gothrul's fortunes were seized upon. Gothrul's Needle is ruled by that most dangerous and pernicious of governmental forms: democracy. A council of elected representatives control the interests of the hive and regulate the activities of the Houses, ensuring the fair treatment of its citizens and safety for all. Considered as insidious as any xenos threat or cult infestation, the Houses of other hives have tried for years to bring down the rulers of Gothrul. When cutting them off from orbital trade did not diminish their wealth and power, the Houses then began a long shadow war.

Gangs and gang warfare are prohibited by the Gothrul Council, and the Clan Houses are tolerated upon the proviso that they keep their populations in check. Even so, criminal elements run rife in the lower levels of the hive, and Gothrul's citizen protection officers – the hive's volunteer enforcer cadres – are constantly tested. House Delaque is a principle player in the destabilisation of Gothrul's Needle, its subservient gangs routinely committing acts of sabotage and murder. From the sump-choked depths of the hive, Sych Guvros, the most powerful of the Delaque overlords, wages his war of terror. His gangers raid the upper levels, attacking hab parks and exchange plazas, each one a blow against the Council. Guvros has become a legend among his House, and scores of Delaque gangs have come from other hives to join his fight.

Though the democratic council of Gothrul might be the Houses' ultimate enemy, it does not stop them fighting among themselves – especially if the perceived fall of the hive government draws near, they all want to be ready to swoop in and claim as much power as they can. Some gangs even fight on the side of Gothrul, hoping to tip the scales back against their rivals, should any of them seem too close to claiming final victory. Thus the shadow war for Gothrul's Needle rages on, never quite finding resolution.

'BONE REAPER' KORAK
JAW BREAKERS
HOUSE GOLIATH

# THE FORBIDDEN CITIES

The military tunnels that link the many hives of Necromunda run deep beneath the ash wastes, cut into the very bedrock of the planet. This network was constructed so that military forces could be moved quickly around the planet in the event of invasion, enabling them to be concentrated wherever needed. Access to the hives is via great ramp-shafts guarded by gatehouses, but unauthorised persons are able to gain entry through the heat sinks and air vents. Under the hives, and linked to this underground tunnel network, are cavernous storage depots and bunkers, used for stockpiles of synthetic food (in the reconstituted form of corpse-starch) and raw materials in anticipation of war or some other disaster.

The tunnel system and its associated bunkers are very ancient, dating to a time before the hives had grown to the massive size they are now. As the system is continually being renovated or enlarged, many tunnels and bunkers have been bypassed or become disused and sealed up. Over the millennia, these unused tunnels and bunkers have been forgotten or lost, but since the discovery that these places are the only source of the valuable drug 'ghast', they have been secretly recolonised and are now known as the 'Forbidden Cities'.

If they've heard of them at all, most Necromundans don't believe the Forbidden Cities are real, thinking their existence to be yet another urban fable. It is in these ancient bunkers that the decayed corpse-starch deposits are found which are used to make ghast, and it is likely that officials of the Lord of Necromunda discovered the distinctive green deposits while supervising work on the tunnel network.

Since then, the nobility and the ruling dynasty of Necromunda has always had a hand in the production and trade in ghast. Only the nobles, with their ability to call on the services of subordinate clans, techs and paramilitary forces, have the diverse resources needed to process the decayed corpse-starch into ghast.

As time creeps on, the cavernous vaults of the Forbidden Cities are extended and embellished with the wealth brought in by ghast. Pillared halls are cut from the rock, and polished stones and mosaics adorn the floors, ceilings and walls. Each has become a palace of archaic decadent splendour.

The Forbidden Cities' workforce is press-ganged from the scum of the underhives, supervised and guarded by savage undercity gangs. If they cannot find enough willing workers, they will incite these gangs to make slave raids into the lower hab zones or offer to buy captives from nomad slavers. Once introduced to the decadent life within the Forbidden City, most slaves are reluctant to ever be free again.

Ghast exploitation brings in incredible wealth, helping to maintain the privileged lifestyle of those noble families secretly involved in its manufacture and trade. These are the so-called Lords of the Forbidden Cities. Some are of noble origin, others are adventurers of obscure origin who have connections with the established nobility of the Great Houses and the Clan Houses. Frequently, they are members of Noble Households who have gone into exile because they are suspected psykers or wish to escape from political enemies. They simply disappear from the upper spires, setting up court in the hidden bunkers where the ghast is processed.

# LORD HELMAWR

The governor and ruler of all Necromunda is Imperial Commander Lord Gerontius Helmawr. His ancestors are known to have reigned over the world for the past seven thousand years at least, records of government before that time having long since disappeared. Even the archives of the Administratum, the bureaucracy of the galaxy-spanning empire of Mankind, are remarkably silent on the history of Necromunda during the early days of the Imperium.

Lord Helmawr occupies the very top of the Necromundan feudal hierarchy. The society he rules over is divided into many factions which continually compete and co-operate with each other, giving rise to endless changes in the feudal hierarchy. Lord Helmawr is completely unconcerned with the activities of lesser powerbrokers. He deals directly with the most powerful factions, offering them support in return for their loyalty. If a major player in the power game proves weak or treacherous, it is a simple matter for Helmawr to withdraw his support. The very rumour that he might be about to do so is often enough to encourage a feudal inferior's enemies to turn against and destroy them. The Adeptus Terra leaves Lord Helmawr to govern his domain as he pleases, as it leaves all Imperial Commanders free to administrate their worlds. The Imperial Commander forms a link in the feudal chain which extends throughout the galaxy to the heart of the Imperium on Terra. So long as Helmawr fulfils his feudal obligations to the Emperor, his position remains secure.

Helmawr's main obligation to the Imperium is to provide a tithe which takes the form of a percentage of all the goods Necromunda produces. As the entire production capacity of the world is given over to providing manufactured goods for the never-ending demands of Mankind, the tithe is taken as a straight discount on the revenue earned. So long as Necromunda continues to meet these responsibilities, and so long as its production capacity is sufficiently high, the Imperium remains quite satisfied. Of course, should the hive world's economy begin to show signs of flagging then Lord Helmawr's position would be very different indeed.

Hive worlds like Necromunda also provide the Imperium with another useful resource – namely its people. Necromunda produces generations of tough youths with a strong sense of self-reliance. They are highly valued as recruits for the Astra Militarum and even for some of the Space Marine Chapters. Providing recruits in vast numbers is another of Lord Helmawr's feudal obligations. Recruitment brings officials from the Imperium to Necromunda to inspect and, in some cases, conduct recruiting drives amongst the fighting gangs. Helmawr himself is obliged to provide troops from his personal guard, usually a whole regiment at a time. Because the planet supplies so many troops to the Imperial Guard, the name of Necromunda is known throughout the galaxy, even by people who know nothing about the planet itself. Over the centuries, Necromundan regiments have fought with distinction in many war zones and have earned a fearsome reputation on myriad battlefronts.

Another important obligation is that Lord Helmawr successfully controls the numbers of dangerous psychic mutants. These psykers, or witches, bear a mutation which is becoming increasingly common across the Imperium. On most worlds they can be dealt with fairly easily, but on a hive world such as Necromunda with its vast population, the matter is much more difficult.

Psykers are very dangerous indeed – probably more so than even they realise. Although some are able to control their powers and use them for the benefit of society, the majority are unable to control themselves, with disastrous results. Some become host to daemonic powers born of the warp, while others attract psychically attuned aliens, such as Enslavers, or psychic diseases which can infect the minds of ordinary people. If psykers were to go unchecked throughout the Imperium, human society would soon collapse.

# THE HOUSES OF NECROMUNDA

Necromunda is ruled by a small number of factions of incredibly wealthy and powerful bodies known as the Great Houses. The Great Houses are primarily investors, they make nothing and provide no service. Subservient to these are the Clan Houses, who maintain the vast manufacturing base of Necromunda. Every House has its own cultural traditions, distinctive linguistic traits, codes of dress and behaviour, as well as unique concerns and aptitudes. Though distinct and often antagonistic towards one another, the Houses are also interdependent upon one another for the provision of specific and rare items or services.

## THE GREAT HOUSES

To the greater universe, Lord Helmawr is Necromunda and the planet is his to rule as he pleases. The patriarchs and merchant families of the Great Houses vie for his attention, and are eager to perform whatever favours are necessary to secure landing and shipping rights, trade licences and tithe concessions. Even whilst they curry Lord Helmawr's favour, the Great Houses scheme behind his back, hoping that one day House Helmawr will be brought low and a new Imperial House will inherit its domain.

The seven Great Houses of Necromunda are House Helmawr, House Catallus, House Ty, House Ulanti, House Greim, House Ran Lo and House Ko'iron. Between them, these Houses rule Necromunda and are wealthy enough to have interests off-world. In fact, while the Great Houses derive their wealth from the trade of Necromunda, their highest-ranked grandees spend as little time there as possible, preferring instead to while away their artificially-extended lifespans beneath exotic arbors on far away worlds where the scum of the hive cities can never intrude.

**SKORGEN SVARD**
**CODE WARDENS**
**HOUSE VAN SAAR**

# THE CLAN HOUSES

Lower in the feudal order are the Clan Houses. Many such Houses exist on Necromunda, the most powerful six close to rivalling the Great Houses in wealth, though none have (or are allowed to have) interests off-world. Most of Necromunda's hive cities host at least a minor presence of all six Clan Houses, but in some hives, one or more of the six Houses is absent entirely, or conversely one dominates. It is only in Hive Primus where a balance exists between the six, a deliberate policy long ago enacted by Lord Helmawr.

The Clan Houses lack the privileges and status of the Great Houses. Their people are confined to the cramped main hive layers where conditions are squalid and dirty. The hivers, as they are called, are used to the dim light and rank air. Knowing no better, most live contented lives of toil in the guild factories, workshops and other industries which form the chief business of the hive. The Houses are manufacturers of goods of all kinds, from foodstuffs to armaments. These products are traded with one another and with the Great Houses and in this way the wares of Necromunda reach the wider universe. A complex but efficient trading relationship has grown up based around the competition between the Houses to produce goods, and between the Noble Houses to buy them.

Despite the competition between the Houses, many are reliant on one or more others for some vital supply or service without which they might not exist at all. As with so much on Necromunda, this is a deliberate strategy imposed from the highest levels of authority in order to maintain the grip of the Great Houses on Necromunda's vast wealth.

The people of the six Houses do not normally mix, and the borders between their domains are carefully guarded against intruders. Each House is proud of its unique traditions and disdainful of its rivals' way of life. Where the territories of two Houses border each other, it is common to find an interposing dead zone or area of fortifications. Prolonged warfare between Houses is rare but not unknown, matters of honour being settled by proxy by gang warfare rather than full blown conflict between Household forces. Violence can be triggered by anything from accidental trespass to deliberate invasion. The most common cause of animosity is contract fighting. This happens when a House tries to destroy vital factories or infrastructure in a neighbour's domain in order to make it impossible for them to fulfil a contract. Should this happen, the neighbour will incur heavy penalties and may lose a lucrative contract to a rival House. Open hostility is rare. For one thing, war between two Houses would simply further the interests of the others and do neither antagonist any good. Also, the Great Houses strongly disapprove of destructive conflict because it damages trade and hinders the movement of goods, and may threaten to take their business elsewhere rather than tolerate a hive war. Consequently, each hive city is mostly orderly and industrious, and the majority of its people are content to toil for their House and reap the meagre rewards on offer.

The six pre-eminent Clan Houses are House Cawdor, House Escher, House Goliath, House Van Saar, House Orlock and House Delaque. Many lesser clans exist across the hives of Necromunda, but none are as powerful as these six. Many are in effect feudal subjects of a House, but others might be outcasts or upstarts. Each of the Clan Houses is master to countless subservient gangs, the fighters serving as the disposable foot soldiers in the endless proxy wars fought in the darkness of the underhives, allowing the Clan Houses to continue business with one another with a semblance of civility in the spires above.

## HOUSE CAWDOR

House Cawdor is the stronghold of the Cult of the Redemption, whose prophets foretell of universal destruction. Although the cult has its adherents across Necromunda, in House Cawdor it has attained the status of an official religion. For this reason the House is also known as the House of Redemption. The Cawdor attitude to the other Clan Houses is strongly coloured by their beliefs. Amongst other things this forbids them to show their faces in public, so Cawdor can be recognised by their elaborate masks, the designs of their masks are often quite bizarre or disturbing. The Redemption demands a strict code of conduct, and those who break the rules are driven away and become outcasts. Hivers who do not follow the Redemption are considered worthless infidels. Needless to say, the relationship between House Cawdor and the other Houses is strained, and it is often supposed that those of Cawdor actively support Redemptionist outlaws in the other Houses.

Cawdor is a pauper House, although its masters exist in a state of paranoid luxury. It is by far the most populous and its masses are kept in line by harsh devotions imposed upon them by the House's preachers. The peoples of Cawdor are holy scavengers and reclamators, venerating every scrap they claim as a relic and holding the act of recycling as a manifest miracle. As such, they provide a vital service to the other Houses in recycling enormous volumes of their unwanted waste in the eternal quest for holy objects.

House Cawdor is ruled by a court of senior nobles, one of whom – currently Lord Mormaer Cawdor – bears the ceremonial rank of thane and is considered the first among equals. The thane regards himself not so much the high noble of a Clan House, but the foremost servant on Necromunda of the Emperor Himself. This causes no small degree of tension with the Imperial House, for Lord Cawdor refuses to acknowledge Lord Helmawr as anything other than a peer, in private at least.

## HOUSE DELAQUE

House Delaque benefits from a special understanding with the Imperial House of Helmawr, providing not just materials but also information to the rulers of Necromunda. Delaque spies are said to operate throughout the hive, observing the activities of the other Houses. It is rumoured that some of the ruling family members of the Houses, and even some Noble Houses, are in the pay of the Delaque.

Other Houses are justifiably suspicious of House Delaque. Their appearance does little to contradict an age old reputation for double-dealing and espionage. Delaque traditionally wear long coats with internal pockets in which they can easily conceal weapons and other items. Most are very pale and bald headed. Their whispering voices are thin and eerie whilst many wear implanted filter screens to protect their sensitive eyes – an intolerance of light being a common Delaque weakness – and it is said that some may even be able to see in spectrums invisible to others. Although the hive interior is dim by normal standards, the territory of House Delaque is particularly dark and shadowy as befits a people whose motives and methods are shrouded in mystery.

It is said of House Delaque that its agents utilise the rarest and most expensive of House Escher elixirs in order to create hideous 'forced' psykers, allowing them to hear the thoughts of their foes, albeit at terrible cost to their eternal souls. In return, they provide a wealth of information to the other Houses, though the most valuable is always reserved for the Imperial House of Helmawr.

The means and mechanisms by which House Delaque is ordered and administered are far from clear, even to the population of the House itself. It is known that the most senior nobles of the House meet in closed session, the venue and the body itself known as the Star Chamber. This court appears to have no permanent chair, meaning that at any one time one of several dozen senior Delaque nobles might be serving as ruler of the House, the actual ruler's name and identity deliberately hidden.

## HOUSE ESCHER

House Escher is perhaps the most strikingly different of all the Clan Houses of Necromunda. Like all the Houses it is controlled by a ruling family, and its political life and institutions are dominated by close relatives or families in service. However, unlike the other Houses which have reasonably balanced populations, that of the Escher is made up almost entirely of women.

It produces a staggering range of exotic pharmaceuticals, from gene-hancing elixirs to luxury drugs, and derives its wealth from supplying these to the other Houses, in so doing maintaining the vital balance of power between them. It is House Escher that provides the growth hormones that keep House Goliath's workers so big and strong, and it is their rad-purgatives that fuel the life support systems on which House Van Saar relies. In return, House Escher receives not just monetary wealth but a wide range of raw biological material – xenos beasts and the like – from which they create unique and bizarre lifeforms as pets for themselves and for the spire-dwelling nobles.

It is the many millennia of exposure to such potent alchemical processes that has altered the population of House Escher, the Y-chromosome damaged beyond all repair. Almost without exception, House Escher's males are withered imbeciles, and breeding is possible only by the most arcane process of chemical-induced parthogenesis.

Escher society has long since developed to cope with its uniquely imbalanced population so it is no longer perceived as a disadvantage. The Escher have a reputation for arrogance and are said to look down upon and pity all males. They are particularly dismissive of the Goliaths as simple and brutish, and thus the two Houses are old enemies and skirmishes along their borders are common.

House Escher is ruled by a court of nobles, at the head of which sits the matriarch primus – currently Queen Adina. A young ruler only recently come to her title, Adina was nonetheless raised to the position and prepared for it since the very day of her birth. In the first days of her reign, Queen Adina had to contend with a major incursion on House Escher industrial holdings bordering those of House Goliath, the rival Clan House intent on destabilising her unproven rule. Adina proved a natural leader however, adroitly lobbying the Imperial House for leave to launch a counter-incursion deep into House Goliath territory and ending the crisis in short order.



**CUSTOMISED BOLTGUN FEATURING AUXILIARY NEEDLE RIFLE HOUSE ESCHER**

## THE LOST HOUSE

Almost all the Clan Houses have within their traditions myths and legends pertaining to their founding or their rise to dominance. Some claim themselves to be the original inhabitants of Necromunda (and hence the eldest House), while others share various myths about their arrival on the planet, their founding by a particularly powerful individual or their emergence from other, long forgotten hierarchies. There is no doubt that Houses have emerged, risen and fallen over the centuries, though any claiming to know the true nature of such dynastic evolutions are either liars or overconfident fools.

House Aranthus, for instance, once ruled across Necromunda, but vanished entirely several centuries ago when an unstoppable plague swept through their population and decimated their numbers. The survivors struggled on,

but soon found themselves so vulnerable to attacks of all kinds, and so under-resourced, that spiralling debt led to the dissolution of all their territories and assets by Lord Helmawr himself. The few remaining Aranthus dispersed across the hives or were absorbed into other Houses by means of marriage, sanctuary or serfdom. In the centuries after their demise, House Aranthus entered legend and came to be known as the Lost House. Since that time it has remained fashionable for individuals to claim lineage from the House, many seeing it as a badge of uniqueness and distinction. The claim is a particularly popular one amongst bounty hunters and members of the Noble Houses, many of whom venture to the ancient haunts of House Aranthus in search of fabled remnants of the past, searching, some claim, for some means of restoring their long-lost status as a Clan House of Necromunda.
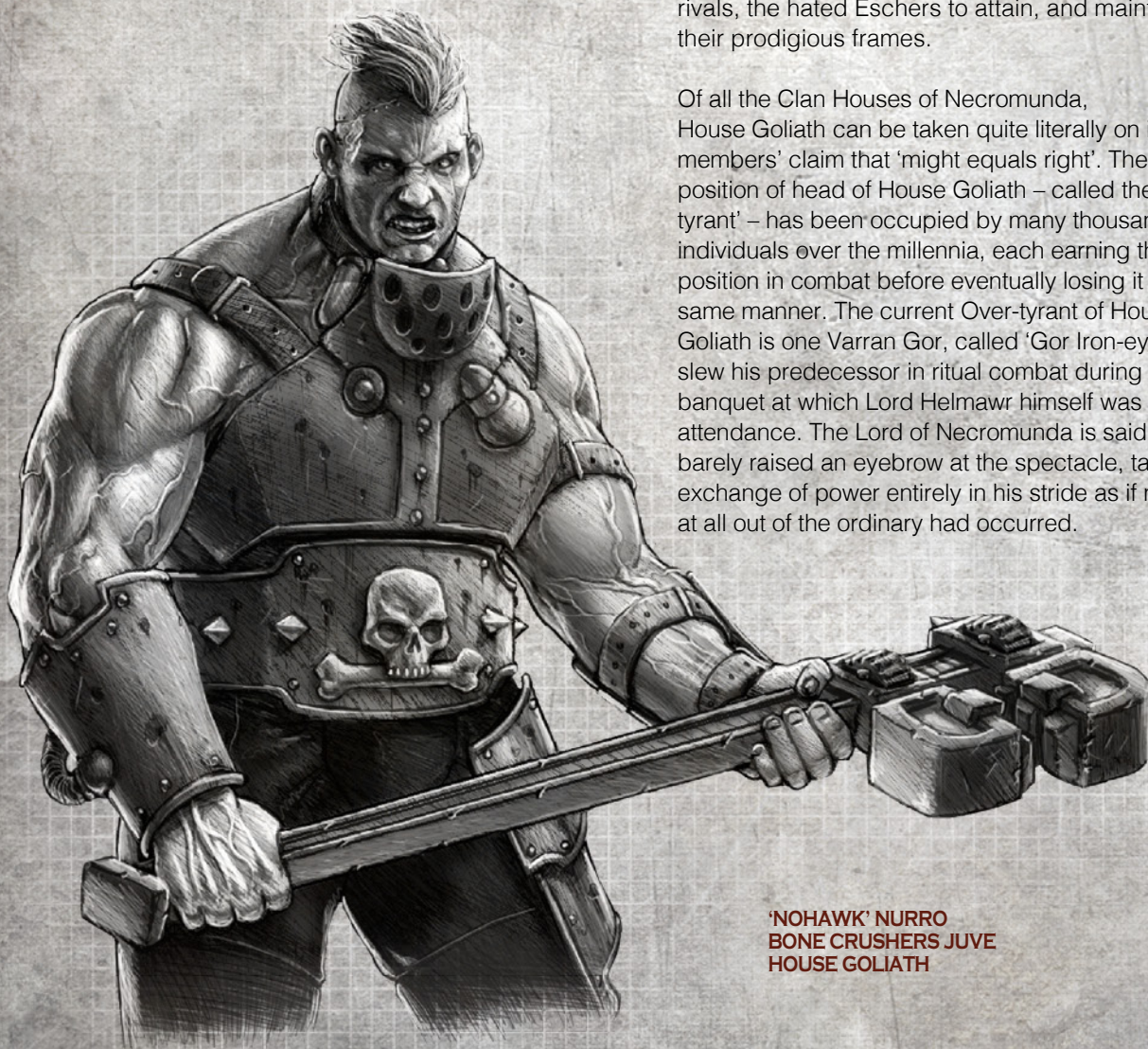
# HOUSE GOLIATH

House Goliath owns and operates many of the great foundries of Necromunda and its workers are the masters of the furnace and of metal, the raw materials of which are traded from the mines of House Orlock. The House values nothing higher than physical strength, and to this end breeds its workers like prize cattle in an effort to create the strongest, toughest and most unthinkingly loyal workers of the furnace in the galaxy. The core of these workers are huge brutes – incredibly strong and tough, but often mentally unbalanced and extremely short-lived. House Goliath furnace-tenders are often bigger than a Space Marine and some regard them as a classifiable strain of Abhuman.

The subjects of House Goliath consider the hivers of other Houses to be soft and slack. In truth, all hivers are naturally robust, being inured to the toxins and deprivations which they accept unquestioningly as part of normal life. The Goliaths, however, take a stubborn pride in their gene-crafted ability to endure hardship. The other Houses see the Goliaths as barbaric, unsophisticated and unpredictable. Goliath institutions such as the fighting pits and the Feast of the Fallen do nothing to dispel the impression of a violent people inimical to their neighbours.

Size and strength are seen as the measure of a man. Their style of dress emphasises a preoccupation with physique, featuring weighty chains and massive spiked metal bracers, most derived from heavy industrial workwear. It is ironic therefore that the brutes of Goliath are entirely dependent on growth stimms provided by their arch rivals, the hated Eschers to attain, and maintain, their prodigious frames.

Of all the Clan Houses of Necromunda, House Goliath can be taken quite literally on its members' claim that 'might equals right'. The position of head of House Goliath – called the 'Over-tyrant' – has been occupied by many thousands of individuals over the millennia, each earning their position in combat before eventually losing it in the same manner. The current Over-tyrant of House Goliath is one Varran Gor, called 'Gor Iron-eye', who slew his predecessor in ritual combat during a grand banquet at which Lord Helmawr himself was in attendance. The Lord of Necromunda is said to have barely raised an eyebrow at the spectacle, taking the exchange of power entirely in his stride as if nothing at all out of the ordinary had occurred.

'NOHAWK' NURRO
BONE CRUSHERS JUVE
HOUSE GOLIATH

## HOUSE ORLOCK

House Orlock is known as the House of Iron because its foundations lie upon deep ferrous slag pits located across the blasted surface of Necromunda. The House mines these pits for the debris of ancient times and extracts enough pure metal from the refuse to serve their industries. The prizes they drag forth from the irradiated crust are shipped across the surface in vast ore convoys for processing in the hives before being transported to the manufactories or even off-world. Orlock not only controls the mines, but the most vital transmotive lines and land routes between them, and it is famed for its tough and fearless outriders who defend the convoys from ash waste nomads and rival House agents alike. The gangers are the lucky ones however, for the bulk of the House's subjects are little more than serfs resigned to a life of toil in the mines and refineries.

Over the centuries, extensive mining of the slag has caused some areas to collapse. In the past this led to ash quakes and hive quakes and the destruction of several overlying hives. During this time, the House has fulfilled the Ulanti Contract, a lucrative deal by which one House supplies the core requirements of the Ulanti Noble House. Previously, the contract was supplied by House Delaque, but the Orlocks usurped the position by bribing underhive gang raiders to destroy fuel lines into a Delaque guild factory. Since then, the two Houses have taken every opportunity to discredit each other. Five years ago Lord Hagen Orlock was assassinated by the Delaques and relations between the Houses have never been so tense.

House Orlock is controlled by a loose alliance of numerous families bound by pact, bribery, marriage and murder, with each dominating as much of the House's resources as their size permits and dividing it amongst their own members as they wish. Lord Morrow Orlock remains the permanent head of the House, though in most respects House Orlock is bound to follow the will of the largest extended family. Surprisingly, House Orlock actually remains one of the most unified and disciplined Houses in the hive, with their apparently riven system of leadership experiencing remarkably few schisms.

## HOUSE VAN SAAR

The Van Saar are reputed to be a serious minded and humourless people, with a deeply ingrained sense of order. House Van Saar produces base technological components of nigh mythical function and it is from the supply of such that it has grown exceptionally wealthy. House Van Saar harbours a dark secret however – its technology is derived from a secret source that is slowly poisoning its subjects, a corrupted Standard Template Construct system the fruits of which are bounteous, yet poisoned. The Van Saars therefore are forced to wear protective suits to ward off the effects of their own technologies, their irradiated blood continuously filtered through the mechanisms. Without their protective suits to sustain them Van Saars quickly sicken, and it is the most bitter of jests that although they make and carry the very finest equipment, its source is slowly killing them. Despite this, they are utterly dedicated to their House, determined that it will survive even should they not.

The Great Houses pay a premium for Van Saar goods, and as a result, the House is probably the most wealthy in Hive Primus and many other hives. As with all of the Houses, they are dependent upon others for goods and services they themselves cannot originate, in particular House Escher for the rad-purgatives that keep them alive in return for key elements of the parthenogenesis processes they use to maintain their population. Additionally, House Van Saar provides highly advanced sensor and communications equipment to House Delaque, as well as navigational devices to House Orlock.

House Van Saar is ordered according to a strictly defined system of feudal ranking, with the most senior and privileged families forming an inner circle with access to the most advanced, and therefore most dangerous, Standard Template Construct imprints. Lesser-ranked families have access only to the lesser products of the STC that sustains the House. As a result, the scions of inner circle families are the most sickly of the population, their bodies sustained by the continuous application of the rarest of purgatives. The ruler of the House is Duke Otto Van Saar XXIInd, a man as pale as death and withered as a corpse, yet as dangerous as the most experienced underhive bounty-killer.

# THE MERCHANT GUILD

Many of the hives of Necromunda are richer and more productive than most planets in the Imperium. The hives are manufacturing powerhouses, and Lord Helmawr controls the financial resources of the whole of Necromunda. Goods move constantly from outlying hives to Hive Primus and from there into orbit for shipment off-world, while imports and some raw materials are shipped in the opposite direction. It is the Merchant Guild that controls the staggering weight of traffic between the Houses, and consequently is as populous, wealthy, and as important as any of the Houses themselves.

The families which comprise the Merchant Guild are called Guilders. They are a closely bound people, intensely loyal to their own kind and insular in tradition. They are secretive about many aspects of their dealings and way of life. To other hivers their style of dress and habits are strange and incomprehensible, and amongst themselves they speak a secret language quite unlike the common dialects of the hives.

The Guilders have no territory in the hives. They live wherever their business takes them, sometimes basing themselves in the domain of a single House but more often wandering from one place to another. The strict laws of hive and House protect itinerant Guilders, their safety guaranteed by the Imperial House itself. The same laws that protect Guilders also forbid them from owning property in the hive cities, so warehouses, trading posts and accommodation are all provided by the Clan Houses.

Not all Guilders are equally wealthy or important. The more prosperous families live in the spires and control trading empires which shift vast cargoes across Necromunda. At the other end of the spectrum are the lone speculators who trade in the underhives, ever hopeful of discovering some new lode of iron slag or a hoard of archaeotech. These adventurous individuals are often encountered deep in the hive, either on their own or accompanied by hired guides and protectors. In the Badzones, Guilders often hire gang fighters to protect them from outlaws and mutants.

Guilders provide underhivers with the only secure way of storing large quantities of money. This they do by keeping money secure as Guild credit, a form of deposit account that all Guilders will honour. If a Guilder should die, their debts, accounts and other business arrangements pass to their successor.

Guilders also supply underhivers with their physical currency in the form of Guild bonds and Guild tokens. Bonds are large denominations, oblong chips of ceramite bearing an indelible imprint of value. Smaller token chips are carried as loose change and are used within the settlements as everyday currency. These Guild tokens are often referred to simply as 'credits'.

Guilders wear a distinctive merchant badge of credit suspended upon a heavy chain. The more wealthy a Guilder, the bigger and more ornamental their badge. This serves as a sign of office and identifies the Guilder when they pass through House check points. The merchant badge is also a device, a tool of their trade, imprinted with access codes to their central auto-ledgers and credit rating. The badge guarantees the Guilder's trading arrangements on behalf of the Merchant Guild and is used as a seal, both electronically and physically.

BELLADONNA
NOBLE BOUNTY HUNTRESS
FORMERLY OF HOUSE ESCHER

# NECROMUNDA TIMELINE

Necromunda is an ancient world, even as the Imperium measures its reign over the galaxy, and across the millennia it has borne witness to countless wars and cataclysms. In the lost centuries since the planet was settled by Mankind, it has been transformed into an ash-choked wasteland, cocooned in toxic storms, its people enduring in their hive cities and subsisting on the remains of past generations. It is a hellscape that has existed as long as anyone can remember, and certainly as long as the Emperor has claimed Necromunda as part of His domain.

On the following pages fragments of Necromunda's history have been gathered together, measured from the time of the coming of the Imperium – the millennia before this event almost completely forgotten by the world's people. These pieces of Necromunda's past recount many of its major events, but also scores of myths and tall tales passed down over the centuries; the difference between the two often depending on who is doing the telling.

# DARK AGE OF TECHNOLOGY

## PROGRESS AND PLENTY
Little is known of this time; only that the world that would one day bear the name Necromunda prospered under its masters. During this age, its cities grew into great hives, while the planet was reduced to a wasteland to feed their insatiable industries.

# GREAT CRUSADE & HORUS HERESY

## AN END TO STRIFE
The Age of Strife abates and Necromunda, known at this time as Araneus Prime, has weathered the long storm relatively untouched, shielded from its neighbours by etheric storms, yet connected to a network of allied worlds by a series of ancient warp gates.

## REDISCOVERY BY THE IMPERIUM
The Imperium rediscovers Araneus Prime, the home world of the Araneus Continuity and their Iron Lord masters. The Imperial Fists bring the world back into Compliance as part of the Great Crusade, though no sooner have the Araneus people submitted to the Imperium than an unknown xenos race strikes. Only the destruction of the warp gate network saves Araneus Prime. Gazing upon the dead yet thriving world that survives, the Imperium dubs their newest conquest Necromunda.

## ORK INVASION
An Ork fleet sails from the Empire of Calverna striking out at dozens of nearby systems. Among these is Necromunda. The Imperial Fists and ships of the Crusade fleet meet the Orks in space and, after a brutal battle in the void, deny the xenos mass landing upon the planet. A handful of Ork roks, however, fall upon one of the southern hive clusters, smashing its walls open and disgorging thousands of greenskins. The Imperial Fists are swift to act, making a counter-drop and mustering Imperial forces around the xenos landing site. The battle for the hive cluster ravages the landscape, and only a trickle of refugees is able to escape into the wastes. When at last the Orks are destroyed, the hive cluster is in ruins, its tumbled form looking like the skull of some great beast. To honour their victory, the Imperial Fists are invited to set up a permanent presence on Necromunda and draw recruits from its populace.

## AGAINST THE HERETICS
The Arch-Traitor Horus sunders the Imperium with his betrayal of the Emperor, and brother turns upon brother in a galaxy-spanning civil war. A loyalist stronghold, Necromunda remains under the protection of the Imperial Fists, though the VIIth Legion itself and its Primarch, Rogal Dorn, concerns itself with the defence of Terra and battles against the Traitors. While the greater struggle for victory is played out across the stars, shadow wars are fought on Necromunda, though all but rumours of these battles and their participants have been stricken from the Imperium's records.

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## A LAWLESS AGE

For three thousand years, Necromunda suffers under bandit hive kings and Ash Waste warlords. During these bloody centuries, countless weak planetary governors try to impose their will upon the hive world, but are unable to bring their subjects to heel.

### RISE OF THE GANG KINGS

For almost two centuries, Necromunda's first planetary governors wage a war of control against a people that still remember the age of the Iron Lords. During this time, the first true gang kings emerge; powerful warlords that have conquered entire hives or hive clusters. To extract production from these rogue hives becomes a constant struggle, the gang kings caring little for anything beyond the walls of their steel kingdoms.

### FIRST GREAT PACIFICATION

When Imperial tithes fail to meet the quota established by the Adeptus Terra, punishment regiments are sent in to bring Necromunda back into the Pax Imperium. Many warlords are made examples of, their corpses hung from spires, while several hives are decimated, a tenth of their population exiled to the Ash Wastes to perish in dust storms or at the hands of the nomad tribes.

### SPEAR OF DORN

The Imperial Fists raise the Spear of Dorn atop Hive Primus. This fortified spire builds upon the old Chapter stronghold and forms the basis for a permanent presence by the Space Marines on Necromunda. Over the following centuries, punitive actions and Imperial edicts will be enforced from this mighty citadel.

### AGE OF OUTLAW NOBLES

Noble houses come and go, gang kings rising up to dominate a hive and within a generation claim hereditary rights for its rule. The Ulasta Brothers, Cog-Tooth Prince, the Needle Queen, Xorgal of Trazior and countless others make their mark upon Necromunda. Inevitably their offspring and allies turn against them, and within a few decades, or centuries at most, their names have been forgotten and their thrones stolen by new tyrants.

### SECOND GREAT PACIFICATION

A dozen gang kings claiming descent from the Iron Lords vie for governorship of Necromunda. Each tries to deal separately with the Imperium and each asserts that they are the true voice of the world. In response to this rising chaos, the Imperial Fists begin the second great pacification. This time, almost all of the ruling elite are wiped out, spires are sealed off and their inhabitants purged, leaving mid-hive clan masters in charge, under the careful watch of Arbites' Arbitrators.

### LAST FREE LORD OF NECROMUNDA

Tray'ayr Cyberia is the last gang king to resist Imperial subjection. Cyberia refuses the mantle of planetary governor, claiming a return to the time of the Iron Lords and a Necromunda free of the punishing industrial tithes imposed by the Emperor. In the end, it is not the Imperium that defeats Cyberia's rebellion, but a gang lord by the name of Martek Helm'ayr.

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# RISE OF THE OVERLORD

A powerful leader rises to bring order to the feudal chaos of Necromunda. Lord Martek Helm'ayr, progenitor of the House Helmawr, wages a war against the bickering hives, and renews the Imperium's faith in his industrious world.

### HELM'AYR'S WAR

Martek Helm'ayr swears an oath to the Imperial Fists that he will unite his people and restore the Pax Imperium. Impressed by Helm'ayr's devotion, Space Marine Captain Gaelos takes his oath. The gang lord is given a chance to end Necromunda's unrest without further intervention by the Imperial Fists, but only if he can do so within a century.

### TIME OF BROKEN TRADE

After a long war, fought by gangs and assassins as much as armies and war machines, Helm'ayr counts the greatest hives as compliant to his will. Those that still resist are cut off from the world. Before the turning of the century, the isolated hives are ready to swear allegiance to Helm'ayr and the gang lord counts his oath complete, taking the title of planetary governor of Necromunda.

### GREAT ROAD WAR

Ash Wasters, muties and scavs gather under the rule of a powerful wasteland warlord. It is rumoured that the warlord is a descendant of Cyberia, or perhaps even Cyberia himself kept alive by Dark Age technology. Thus begins the Great Road War, nomads and mutants striking at the connections between hives. For decades, the descendants of Helm'ayr dispatch gangs of outriders and airship battalions to secure the trade routes. After a series of punishing defeats, the raider alliance is broken and their hunters scattered to the Wastes. Of their warlord, no sign is found.

### THE IMMORTAL CULT

An age of uncertainty brings with it opportunists, and countless cults and seditious clans take root within the hives of Necromunda. Among them is the Immortal Cult, and though many of its contemporaries will vanish after only years or centuries, the fledgling psyker cult lives up to its name. A cabal of rogue witches and Wyrds, the Immortal Cult seeks to bring about a psychic awakening in Mankind, and will have a hand in Necromunda's fate for millennia to come.

### ASH WASTE EXODUS

Imperial rule tightens on Necromunda, and House Helm'ayr targets subversive bloodlines; exterminating those with seditious ancestors. Thousands flee into the Ash Wastes ahead of the Imperial House's murder squads, becoming the forefathers of nomad tribes and wasteland settlements.

### FORGING OF THE CLANS

The division between the noble clans and House Clans of Hive Primus is ratified by House Helm'ayr, and becomes the template for many other hives on Necromunda. The Houses – Yoranta, Weyter, Gorshed, Mung and Ulanti – are officially recognised by the Imperial House and given a writ of nobility. The others – Olwar, Hasbel, Jungar, Averest and Orlund – are given dominion over the various industries of the hive. All other Houses are absorbed or declared outlaw.

## FORGED IN BLOOD AND IRON

The last true descendants of Helm'ayr cement his legacy of control upon Necromunda and the last wayward hives are brought into Compliance. This age also sees the rise of the Clan Houses, and the start of the long gang wars between them for dominance.

### HELM'AYR'S LAST SON

Jar Helm'ayr, a deformed and frail creature, is the last true gene-descendant of Martek. Kept alive in a bed of nutrient cables, Jar spends his short life ensuring the preservation of his line. Harvesting favourable DNA strands from the strongest Necromundans and mixing them with his own, he creates the House of Helmawr. And then he dies.

### NIGHT OF LONG SHADOWS

Mere years after the first vat children of House Helmawr are birthed, an alliance of noble houses move in to claim Necromunda for themselves, dispatching a legion of augmented assassins to infiltrate the spire fortress of House Helmawr. Only Jar's foresight saves his gene-children, and the assassins are met by some of the meanest gangs and bounty hunters ever to crawl out of the underhive. By the time the sun rises over the toxic clouds of Necromunda, hundreds lie dead, but the future of House Helmawr remains intact.

### OATH NOBILIES

Jar Helmawr IV, Lord of the Imperial House, inscribes the Oath Nobilies. This document is a pledge taken by all of the noble and Clan Houses of Necromunda to never break the Pax Imperium with open war. The sacred object and its thousands of signatures are sealed in the spire vaults of Hive Primus.

### FIRST GREAT CLAN WARS

The Clan Houses of Hive Primus wage gang war over the hive's industries, culminating in the first Great Clan War. Hasbel is completely destroyed while Olwar is divided into Olwyr and Olrak. House Helmawr is content to let the clans fight, provided that industrial quotas are met.

### THE DEATH OF MUNG

The Mung Noble House of Hive Primus passes into history. After the last of its patriarchs perish, their brains are sealed in specially crafted stasis vases and then hidden across the hives by faithful servants so that the House might one day rise again. Centuries later, Mung vases remain much sought-after items, and the preserved brains of the patriarchs are a delicacy in many Necromundan hives.

### THE DARK ORB

Necromunda passes close to the planet Somnus, the baleful orb hanging in the skies above Hive Primus for weeks, causing gigantic ash storms and hive quakes to wrack the planet. Thousands of people, believing that the end times have come, throw themselves from the upper levels of their hives or commit mass suicide in factorum machinery, leaving entire hive levels populated only by the dead.

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# A HOUSE DIVIDED

After centuries of stability, Necromunda is threatened by decline and a division in House Helmawr. The millennium that follows sees the noble house turn against itself, and the spectre of Imperial retribution return.

## DECLINE AND DECADENCE

Jar Helm'ayr's legacy spawns generations of Necromundan lords – some, such as Alyss the Pale and the Sons of Corth prove able rulers, even-handed in trade contracts and swift to punish disloyalty among the Houses. As the years march by, however, the House of Helmawr succumbs to decadence and decline, its rulers often more interested in personal excesses. Voss the Younger spends his rule in a ghast-induced coma, while his followers are forced to listen to his dreaming whispers for their commands, Targan III creates chaos as he moves his entire court to the underhive to escape the incessant criticism of Necromunda's moons, while Dagorn the Scaled spends years indulging in horrific genetic experiments on himself and his kin.

## TWO-FACED WAR

Hyrodo Helmawr dies leaving no clear line of succession between his two eldest children, the Lady Cinderak and Lord Gothrul. Brother and sister wage war against each other, Cinderak from Hive Primus, Gothrul from the Needle. Careful not to draw the ire of the Imperium, the conflict drags on for over a century until Cinderak cripples her brother's armies and industries.

## HELMAWR REBORN

Lady Cinderak cleans house, purging the Helmawr bloodline of impurities and weaklings. Hundreds of noble sons and daughters are either destroyed or offered up to the Astra Militarum, Munitorum or Adeptus Mechanicus, their fates lost among the stars. Many more flee their House mother's wrath, escaping down-hive or out into the Wastes to find their fortune.

## SECOND GREAT CLAN WARS

Lady Cinderak stirs up unrest among the Clan Houses, forcing them to meet unrealistic production quotas to find where weakness lies within her hive. Jungar, Averest, Orlund, Olwyr and Olrak struggle among themselves, while new clans, Hera, Vosak and Goliath see opportunities to rise. Some noble houses, such as Gorshed and Eschaki are cast down in this time, and must fight for clan status.

## GREEN MENACE

Ork vessels from the xenos empire of Calverna begin appearing on the edges of the Necromunda system. At first they are content to raid Imperial convoys and outposts, but soon there are sightings of ramshackle xenos vessels lurking among Necromunda's moons. More worrying are tales of Ork raiders landing in the wastes, attacking remote settlements, and even finding their way into the underhive.

## COUNTING OF THE TITHE

Agents of the Adeptus Terra arrive to re-evaluate Necromunda's tithe grade, having marked the world for audit some four thousand years ago. Two centuries of census follows, though the output and populations of most hives are estimated, and no attempt is made to catalogue the thousands of scattered ash waste settlements. By the end of the long and arduous process, the Adeptus Terra concludes the tithe grade will remain unchanged.

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## UNITY THROUGH FEAR
The Helmawr line consolidates its power, and cements its rule not just on Necromunda but in the surrounding system and sector. A new feudal system takes shape with the Palatine Cluster at its peak, all other hives dependant on its beneficence.

### EYE OF SELENE OPENS
An ancient Lady Cinderak commissions the Eye of Selene, a geo-stationary star fortress above Hive Primus. Replacing an aging orbital defence network, the Eye will form a gateway between the stars above and Necromunda below.

### EYE OF SELENE CLOSES
As her last act as Lady of House Helmawr, Cinderak signs an edict that all solar trade passes through the Eye of Selene. For as long as Helmawr holds sway over Necromunda, any void ship or orbital craft landing anywhere but the Palatine Cluster will be destroyed. Helmawr's Graveyard, the fields of felled cargo vessels that attempted to reach Gothrul's Needle, becomes a grim warning to those who choose to go against the will of the Imperial House.

### IRON DYNASTY
The Orlock family, a collective of duster mining combines, aggressively take over ore production for Hive Primus from House Orlund. After almost a century of raiding ash convoys and attacking hive refineries, all that was Orlund is now Orlock, and the Imperial House officially recognises the collective as a Clan House.

### APOCRYPHA NECROMUNDUS
Surverator Sykas Gellen begins his survey of Necromunda for the Necros Geograph. Gellen's journeys reveal lost hives and hidden waste settlements. His work precipitates the return of ancient Rothgol to Imperial rule, an alliance between the ash chiefs of Carrion Town and Hive Mortis and the penning of maps to the hulks of Helmawr's Graveyard. Copies of his survey eventually become the Apocrypha Necromundus, the legendary guide to the hive world.

### MYNERVA FAMINE
A failure of her fungus farms, a season of ash raiders cutting off land trade and an outbreak of starch-weevil all contribute to cause the Mynerva Cluster famine. For years, the hives of the cluster suffer, the Imperial House refusing to lift Cinderak's restrictions of solar travel to bring relief in from orbit or stratoplane.

### ROTHGOL SEDITION
A creature known as the Cybernak raises a rebel army in the depths of Hive Rothgol. A clicking spider-like helm on the head of a withered ganger, the Cybernak constantly whispered of an ancient war and kings of iron. When the noble and Clan Houses of Rothgol finally put down the rebellion, the Cybernak is cornered and captured, and given to Lord Helmawr as a gift – the strange mechanical creature seemingly recognising its ancient adversary.

## GODS AND XENOS

For the first time in millennia, serious outside perils threaten Necromunda. Aliens and heretics attack hive cities, while agents of the Imperium arrive in their thousands to deal with these nefarious adversaries, turning regions of the planet into bloody battlefields.

### A JAGGED BLADE

The Cabal of the Jagged Blade raid Necromunda, striking at the Quadrus Spire of the Quinspire Cluster. Their ships cloaked by shadow fields to appear as an Imperial delegation, the Drukhari slip past the Eye of Selene, and drag hundreds of men and women off to their dark realm. While the other Quinspire noble houses divide up the spoils of their fallen brethren, the few Quadrus survivors band together and hire a cadre of Bounty Hunters to find their kidnapped kin, both nobles and gunmen vanishing into the void.

### MIND FIRE

In the far north of Necromunda, beyond the man-made mountain range known as the Spoil, the plots of the Immortal Cult bring about the destruction of an entire hive cluster. A ritual to psychically awaken millions of Necromundans backfires when agents of the Inquisition and their gang allies attack the cult's ritual. The psychic shockwave extinguishes the souls of all living things for a hundred kilometres and purges the name of the cluster, its Houses and inhabitants from human memory. To this day, the existence of the northern hive cluster is considered a geographical error on the part of the Administratum.

### SHADOWS IN THE SKULL

A xenos beast stirs within the ruins of the Skull. Hulking shadows seen by travellers, disturbing alien effigies burning in the night and animalistic bellows compel the Imperial Fists to send in a strike team to deal with the creature. Months later, a single seriously wounded Space Marine is rescued by Ash Waste gangers on the outskirts of the ruin. Before dying, the warrior makes his report to the Spear of Dorn, its contents are sealed away, and the defences around the Skull are strengthened.

### IRON BONES

A world storm ravages Necromunda, unearthing abandoned hives, lost tubeways and forgotten settlements. Among the secrets revealed are the remains of an ancient Iron Lords god-machine, buried beneath the ash of the Stormlands. Gangers and Ash Wasters clash with enforcers and militia scout teams as dozens of groups seek to claim the technological prize. In the end, a Mechanicus salvage fleet from Phaeton remove the wreck, though by then much of its technological wealth has been pillaged.

### PILGRIMAGE TO TEMENOS

An apparition of Saint Valdor appears in the Ayrus Basilica of Hive Temenos. As word spreads across the world and out into the surrounding sector, pilgrims flock to Necromunda. House Helmawr grows rich minting pilgrimage coins – the only currency that allows passage through the Eye of Selene – while dozens of splinter faiths of the Imperial Creed form within the hives, the Redemption among them.

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934.M40

# NOBLE WARS

A shadow war between the Necromundan nobility threatens the Pax Imperium, while the seeds sown by alien invasions and Chaos cults take root. The Imperial Fists are forced to pacify parts of the world, though the true wars are still waged by the House Clans and their gang armies.

## MORTIS PLAGUE

A wasting disease attacks House Aranthus, rumoured to be a gene-crafted contagion loosed by Lady Annyr Helmawr for some dinner party slight. The members of Aranthus die off across the world, the House masters gathering in their Hive Mortis stronghold in a last desperate attempt to stop their demise. Desperate medicae rituals serve only to pass the plague onto their subjects, and Mortis dies with them.

## A GREAT ESCAPE

The Sawtooth Harlots become legends after fighting their way up from the underhive and stealing an Aquila lander to escape into space – with enforcers, gangers and Guilders all on their tail. For years afterwards, tales circulate of their exploits among the stars, from fighting in the Astra Militarum to serving in the crew of a Rogue Trader vessel or even as part of an Inquisitor's retinue. Meanwhile, darker stories have them tormented in Helmawr's dungeons or as trophies in his stasis halls. Most likely of all, however, is that they were blown out of the sky trying to pass through the Eye of Selene.

## THE HERETEK

Duke Otto Van Saar XXI risks heresy by resurrecting thinking machines from the depths of Hive Primus. Only the timely intervention of Otto's son and an alliance of Van Saar gangs prevent the old man from inloading ancient cogitator engrams into the clan STC and giving over control of the House to an inhuman mind. For his crime, Otto and the archaeotech are buried deep in the underhive.

## HAMMER OF ARBITES

Helmawr accuses the masters of Hive Ceres of failing to meet their part of Necromunda's tithe. As an example to the other hives, the Adeptus Arbites enact punishment rites upon the Houses of Ceres, imposing rationing penalties and regular shift beatings until morale and production improves.

## ASSASSINS IN THE UNDERHIVE

The murder of Alryan Ulanti, while she sleeps in her rejuvenate casket, sparks a hive-wide hunt for the assassin. House Helmawr's enforcers, Imperial agents, and Bounty Hunters follow the killer's trail into the underhive, uncovering a family of murderers descended from Helmwar's own bloodline. In an epic confrontation, gangs and enforcers fight shoulder to shoulder against the assassins, destroying their fortress and sending it crashing into the Sump below.

## RISE OF THE CORPSE GRINDERS

Hive Arcos is overwhelmed by ravenous Corpse Grinder cults, grown fat on tainted flesh. A cannibal cult dedicated to the Chaos god Khorne, they give the inhabitants of the hive a choice – feast upon the bounty of the Meat Lord or become food for his faithful. When enforcer cadres fail to crush the uprising, the Imperial House decrees Hive Arcos lost for a generation, triggering an artificial ash storm to bury the entire hive for a century and let its inhabitants starve.

# STATE OF DECAY

After ten millennia of Imperial rule, rebellion and corruption simmer beneath the surface of Necromunda's hives. Even the iron grasp of Lord Helmawr cannot crush all of the Imperium's enemies on his world, and some whisper that perhaps the planet's long and glorious history is finally coming to an end.

## COUNCIL OF WHISPERS

House Delaque takes control of the secrets trade in the Palatine Cluster, its agents completing a century long war against their rivals. Few are even aware of the long, silent war coming to an end, and fewer still that the flow of information between the hives has fallen into the hands of the Delaque masters.

## SECUNDUS INFESTED

In his hubris, the Tech-Priest Biologis Hermiatus unleashes the Genestealer curse upon Necromunda. Within a year of his failed experiments' release, a xenos cult has taken over dozens of gangs in the depths of Hive Secundus. Within two years, half a dozen Houses are showing signs of infiltration. By the time Lord Cyar Helmawr acts, it is far too late to stop the spread. For his treachery, the Inquisition arrest and publicly execute Cyar, while the Necromundan militia, Imperial Fists and Adeptus Arbites send in forces to crush the xenos uprising.

Years of bitter warfare fail to uproot the Genestealer Cults now firmly in control of Secundus, though they are contained within the hive. Deciding to level the hive with an orbital bombardment, the Imperial forces pull back. Nuclear fire rains down on Secundus and the great hive breaks, falling down across the plain until its spire rests in the ash like a broken spear.

However, despite the bombardment the infestation remains, as do handfuls of battered survivors. Unwilling to waste more men, the new Lord Helmawr orders his armies to raise the Dust Wall and leaves the populace of Secundus to their fate.

## BIRTH OF A TYRANT

Gerontius Helmawr is born to the Imperial House. The reading of the Emperor's Tarot at his naming ritual proves especially portentous, revealing that he will be a ruler greater than any to bear his name before him. His sire, Kael Helmawr, invokes the rite of succession, and makes Gerontius his sole heir among his many children.

## LAST PATRIARCH OF HOUSE ESCHER

An effort by the gene-matrons of House Escher to restore the virility of their menfolk goes horribly awry. The clone patriarch Ubrat the Unborn rises to control over the Escher Clan House of Hive Vosroth, dividing those under his command. The Matriarch Primus, fearing a fracture within the clan, commissions Delaque assassins to kill Ubrat. However, despite the Smokeglass Spires of Vosroth being painted red with Escher blood, Ubrat escapes into the wastes.

## STRANGERS' WARNING

Envoys of the Iybraesil Aeldari and the League of Norgyr visit Hive Primus with dire warnings. A young Lord Gerontius Helmawr greets the Eldar and Squat ambassadors gracefully within the Stranger's Spire and listens to their warnings of an age of darkness about to descend upon the Imperium. Once politeness allows, he bids them farewell, putting little stock in their stories of gods and Daemons.

### WAR ON THE DUST WALL

The Broodspire of Secundus unleashes its hordes upon the Ash Wastes. Hybrids and Purestrains assault the Dust Wall, along with legions of industrial war machines. Against the onslaught, the Necromunda militia and Imperial Fists hold strong, turning the grey plains red with blood and flame. After days of vicious fighting, and thousands killed on both sides, the attack ends. The Cult army retreats back into the hive, leaving the Imperial forces to wonder if they are victorious, or if this was merely a means of testing their defences.

### DARK DREAMS

Agents of the Immortal Cult subvert hundreds of Delaque spykers in an attempt to take over Hive Acropolis. Visiting the psykers in their dreams, the cult plunders their secrets and compels them to gather up groups of rogue Wyrds or lost souls destined for the Black Ships. Alerted to the danger by Helmawr's Astropaths, agents of the Ordo Hereticus organise psyker hunting parties from local gangs, and wage war through the madness that ensues.

### FALL OF NAUTILUS

Genestealer infestation is uncovered in the Nautilus Spire of Hive Acropolis. This time, aware of the failures of his predecessors, Lord Helmawr turns swiftly to a visiting delegation of Ultramarines for aid. The Space Marines accept the honour of destroying the nest and cleanse Nautilus in a series of bloody battles. To ensure that the spire is sterilised, the battle-brothers release nerve toxin into the main airshafts, before sealing the spire off.

### FORGE OF FLESH

The fortunes of House Goliath in Rothgol soar as they lay claim to the hive's great gale-forges. Soon the hardest metals in all Necromunda are pouring out of the forges, forcing the other Houses of Rothgol to ally against the Goliaths as their own influence dwindles. Repeated attempts to take the gale-forges fail, the Goliaths creating a forest of charred corpses around their domain.

### HELM'AYR'S OWN

Lord Helmawr banishes one of his true-born sons from the spire, after realising the boy's likeness to the House's ancient progenitor Helm'ayr and fearing that the blood of the usurper might flow in his veins. The child makes his way down into the underhive of Hive Primus, where he is welcomed by a discarded line of his family and the dark masters they now follow.

### SHADOWS OVER PRIMUS

Unrest in the Imperium casts a shadow over Necromunda, the fires of rebellion swelling in the Ash Wastes and xenos raiders circling in the void. Meanwhile, the unimaginable hatred of the Ruinous Powers waxes strong, and in hidden cabals and covens across the planet the worship of Chaos spreads.

# THE GREAT HOROLOGIUM OF NECROMUNDA

Known to the masses as the 'Eye of Helmawr', or more fatalistically as the 'Death Clock', the Great Horologium of Necromunda serves to inform industrial helots, as well as shift overseers, of every detail of the world's prodigious industrial output. The face of the Horologium tells a myriad of truths, the most important to the average helot being the current work shift (Vigil, Laudate or Magnificat) and expected targets. The central panel lists the hive (Hive Primus in the above example), refined by zone and sector. Workflow is graded according to a complex set of parameters ranging from Unacceptable to Treacherous.

The Horologium relates a plethora of further data which is readable only by senior shift overseers and industrial commissars, including Expenditure, Wastage, Yield, Tolerance (measured in souls – blessed be their sacrifice), Average psychopathology and current worker Maladjustment grade. An experienced shift overseer can instantly gauge the situation in their workplace and determine exactly just how many helots to execute in order to meet current targets.

# GANG FIGHTERS AND THEIR WEAPONRY

In Necromunda, each player controls a 'gang', which is made up of a number of models. Each of these models is referred to as a 'fighter' within the rules. Each fighter may have their own rank within the gang or without – Leader, Ganger, Underhive Scum, Brute and so forth – but the term 'fighter' covers them all within the rules.

# CHARACTERISTICS PROFILES

Each fighter has a characteristics profile, which details their capabilities in battle. For example, here is the profile for a House Orlock Ganger:

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

A fighter's characteristics are defined as follows:

## MOVE (M)
This is the distance, in inches, the fighter can move when making a standard Move action.

## WEAPON SKILL (WS)
This shows the fighter's proficiency with Melee weapons and weapons with the Sidearm trait when used in close combat.

## BALLISTIC SKILL (BS)
This shows the fighter's proficiency with ranged weapons.

## STRENGTH (S)
How strong the fighter is. The higher a fighter's Strength, the more likely they are to inflict damage on an opponent in close combat, for example.

## TOUGHNESS (T)
How tough the fighter is. The higher a fighter's Toughness, the less likely they are to be wounded by an attack.

## WOUNDS (W)
A fighter's Wounds characteristic is a measure of how much punishment they can take before succumbing to their injuries.

## INITIATIVE (I)
Initiative is a measure of a fighter's dexterity and reflexes.

## ATTACKS (A)
This is a measure of a fighter's speed and ability in melee. When a fighter is Engaged in close combat, their Attacks characteristic determines how many dice are rolled when they attack their enemies.

## LEADERSHIP (LD)
This is a measure of a fighter's ability to issue or follow commands in the heat of battle.

## COOL (CL)
A fighter's Cool represents their capacity for keeping calm under fire.

## WILLPOWER (WIL)
Willpower is a measure of a fighter's mental fortitude and resilience.

## INTELLIGENCE (INT)
This represents a fighter's mental acuity and ability to apply knowledge.

## MODIFYING CHARACTERISTICS
Sometimes, the rules will modify a characteristic. If the characteristic is given a simple number, the modifier is applied as written – for example, if a fighter with Strength 3 is given a +1 Strength modifier, their Strength counts as 4.

If the characteristic is given as a target number (for example, a characteristic of 4+ means a dice roll of 4 or higher would be a success) the modifier is effectively applied to the dice roll. For example, if a fighter with Initiative 4+ is given a +1 Initiative modifier, the characteristic would be 3+ because a roll of 3 with a +1 modifier applied becomes a roll of 4.

## CHARACTERISTIC CHECKS
Players will often be called on to make a characteristic check for a fighter – for example, a Ballistic Skill check is made when a fighter attacks with a ranged weapon. Characteristics checks are made as follows:

- For Weapon Skill, Ballistic Skill and Initiative, roll a D6. If the result is equal to or higher than the characteristic, the check is passed.
- For Leadership, Cool, Willpower and Intelligence, roll 2D6. If the result is equal to or higher than the characteristic, the check is passed.
- For Strength or Toughness, roll a D6. If the result is equal to or lower than the characteristic, the check is passed.

# MODELS AND FIGHTER CARDS

Each player's gang is made up of a number of fighters, each of which is represented by a model on the tabletop and a Fighter card filled in with their characteristics, equipment and other useful reference information. Blank fighter cards can be found in the Necromunda: Underhive boxed set and are available separately. Blank Fighter cards with the logo of each House can be found in the various Tactics cards packs, perfect for Leaders and Champions.

Each Fighter card is split into several areas:

1. The fighter's name. If they are a Leader or Champion, it will also be shown here.
2. The fighter's value, in credits. This is only used in the advanced rules.
3. The fighter's characteristics. The last four (Ld, Cl, Wil, Int) are shaded as a reminder that checks against them are made on 2D6 ().
4. The weapons the fighter is carrying.
5. Any skills the fighter may have.
6. Any equipment (including armour) carried by the fighter.

*"Choose your fights before your fights choose you."*

Necromundan Underhive Saying

### 1 — JELENA (LEADER)

### 2 — 240 CREDITS

| M | WS | BS | S | T | W | I | A | LD | CL | WIL | INT |
|---|----|----|---|---|---|---|---|----|----|-----|-----|
| 5" | 3+ | 3+ | 3 | 3 | 2 | 2+ | 3 | 5+ | 6+ | 6+ | 7+ |

| Weapon | Rng S | Rng L | Acc S | Acc L | Str | Ap | D | Am | Traits |
|--------|-------|-------|-------|-------|-----|----|---|----|--------|
| COMBI-WEAPON | | | | | | | | | |
| BOLTER | 12" | 24" | +1 | – | 4 | -1 | 2 | 6+ | COMBI, RAPID FIRE (1) |
| NEEDLER | 9" | 18" | +1 | – | – | -1 | – | 6+ | COMBI, SCARCE, TOXIN |
| SHOCK WHIP | E | 3" | – | – | 4 | – | 1 | – | MELEE, SHOCK, VERSATILE |

**SKILLS:** RALLYING SHOUT

**WARGEAR:** CHEM SYNTH, FLAK-ARMOUR

# WEAPON PROFILES

In the same way as a fighter, each weapon has its own characteristics profile, detailing the range of its attacks, the damage it deals and so forth. For example, here is the profile of an autogun:

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

A weapon's characteristics are defined as follows:

## RANGE (RNG)

Each weapon has two ranges: Short (S) and Long (L), usually presented as a number of inches. If the target of an attack(s) made with the weapon is within Long range, the attack(s) can be made and the weapon used, but there may be other benefits associated to the target of an attack being within the Short range of the weapon – the most common of which is that many weapons grant a positive Accuracy modifier, as explained below.

Some weapon ranges are shown as a letter rather than a number of inches. If a weapon's range is listed as an E, it can only be used against targets that are Engaged with the wielder. If a weapon's range is T, it uses the Flame template – **see page 66**. Weapons with range E or T normally only have a Long range, not a Short range, indicating that this is the furthest range at which the weapon can be used. Note, however, that in the case of weapons with the Versatile trait, a weapon may have a Short range of E and a Long range presented as a number of inches – see page 144 of *Gangs of the Underhive*.

## ACCURACY (ACC)

This shows the modifiers that are applied to the hit roll when attacking with the weapon within Short or Long range. The S modifier applies if the weapon is being used to attack a target within its Short range, and the L modifier applies if the weapon is being used to attack a target beyond Short range but within Long range. Most such modifiers are positive, but some may be negative.

## STRENGTH (STR)

This is the weapon's Strength, which is used when making wound rolls against the target. For most weapons, particularly ranged weapons, this is a simple numerical value. For close combat weapons – those with a range of E – this may be shown as S, meaning the strength of the wielder should be used, or as S with a modifier, meaning the Strength of the wielder is used but with a modifier applied.

## ARMOUR PIERCING (AP)

This shows how good the weapon is at punching through a target's armour. This is almost always a negative modifier to the dice rolled to make an armour save. For example, if the target of an attack is wearing armour that grants a 4+ save roll and the attack is made with a weapon with an AP of -1, the target's save roll is reduced to a 5+.

## DAMAGE (D)

This represents how much damage the weapon inflicts. This in turn indicates how many Wounds the target loses or how many Injury dice are rolled against it as a result of the attack. This is explained in more detail **on page 70**.

## AMMO (AM)

If this characteristic is presented as a numerical value, a Firepower dice must be rolled as well as the hit dice when attacking with it, as there is a chance of it running Out of Ammo or jamming.

Weapons with a low target number Ammo value enjoy a ready supply of ammunition, or are quick and easy to reload. Weapons with a high target number Ammo value, however, are more specialist and ammunition may be scarce, reloading may be difficult or clearing a jam may be time consuming.

## TRAITS

Most weapons have one of more Traits, each of which gives the weapon a unique bonus or changes the way in which it works.

## BLAST MARKERS AND FLAME TEMPLATES

Explosions, jets of flame and area effects are represented in the game by Blast markers and Flame templates, which are used to determine how many fighters are hit by such an attack or effect. Blast markers are round, either 3" or 5" in diameter, with a small hole marking the centre. The Flame template is teardrop-shaped and is approximately 8" in length. Weapons that use Blast markers or Flame templates will always have the Blast (X) or Template traits respectively.

# GENERAL PRINCIPLES

Before starting on the rules and complexities of the game, it is worth establishing some initial principles and conventions to keep in mind in all games. This section deals with the types of dice used, measurement, line of sight and offers an overview of terrain in the underhive.

Additionally, this section explains fighter Status, Secondary Status and Conditions. All important factors that dictate the actions a fighter can or cannot perform.

# DICE

A number of dice are used in Necromunda to resolve the outcome of various actions. The game makes use of four different types of dice, which are detailed as follows:

**D6 –** This is a regular six-sided dice, marked 1 to 6 (Games Workshop Necromunda dice feature the Necromunda logo on the 6 face of the dice). The game may require a single dice be rolled, in which case the rules will say 'roll a D6', whilst 'roll two D6' means roll two single dice at the same time. Alternatively the game may require several dice be rolled and added together – for example 'roll 2D6' means roll two dice and add the results together.

**D3 –** The rules might also call for a D3 to be rolled, but an actual three-sided dice is not necessary. To roll a D3, roll a D6 and halve the result, rounding up.

**D66 –** In some cases, players will be instructed to roll a D66. To do this, roll two D6 one after the other, counting the first dice as tens and the second dice as units, to give a result between 11 and 66. For example, a roll of 2 then 4 would give a result of 24.

## MODIFYING ROLLS

Sometimes players will be instructed to modify a dice roll – for example, the rules might tell them to roll D6+1. In this case, they would roll a D6 and add 1 to the result. If the rules ever instruct the player to halve a result (or divide it in any other way), any fractions are rounded up unless otherwise instructed.

## FIREPOWER DICE

The Firepower dice are used whenever a fighter makes a ranged attack using a weapon with an Ammo characteristic other than '-'. For the majority of weapons, the Firepower dice is rolled to see if there is a chance of the weapon's ammunition being depleted, as shown by the Ammo symbol coming up on the roll. The other faces, each showing a number of bullet holes, will only have an effect if the weapon has a Trait that specifically mentions them, such as the Rapid Fire trait.

## SCATTER DICE

This is a six-sided dice, marked with a Hit symbol on two faces and an arrow on each of the other four. The Hit symbol also incorporates a small arrow. This dice is used to determine random directions, and is most often used when firing weapons that have the Blast (X) trait.

## RE-ROLLING AND ROLLING OFF

Sometimes, a rule will allow a player to re-roll a dice. To do this, simply pick up the dice and roll it again. The second result must always be accepted, even if it is worse than the original result, and a dice can never be re-rolled more than once, regardless of the source of the re-roll. If multiple dice were rolled and added together, all of the dice must be re-rolled. However, if multiple single dice are rolled, the player can choose to re-roll some or all of them.

Players may also be instructed to roll off. Each player rolls a single D6, with the highest score winning. In the case of a tie, roll again unless otherwise instructed.

## NATURAL ROLLS

A 'natural' roll is the actual number rolled on a dice, regardless of any modifiers applied. Sometimes, the rules may state that a 'natural roll of 1' is always a failure, in which case, regardless of any modifiers to be applied, the roll is a failure.



MITHRA THE SIBILANT
CHEAPSIDE SPEKTRES
HOUSE DELAQUE

# VISIBILITY

Visibility in Necromunda is vitally important; fighters need to be able to see where their enemies are in order to shoot at them. But in the dense and dark terrain of the underhive, a clear and unobstructed line of sight is often hard to find.

## VISION ARC

Each fighter has a vision arc, representing the area that is visible to them. This is 90 degrees to their front, starting from the centre of their base, as shown in the diagram below. Vision Arc templates to help with determining a fighter's vision arc are included in the Necromunda: Underhive boxed set and the Gang Leader's Accessory Pack.



## LINE OF SIGHT

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

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

## WALLS AND SOLID TERRAIN FEATURES

Solid terrain features are those that hide portions of a battlefield, walls between corridors, or even the floors and ceilings between levels. Unless stated, line of sight is never possible through the walls of a Zone Mortalis battlefield or through solid terrain features on a Sector Mechanicus battlefield.





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

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

## COVER

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

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

The benefits of partial and full cover are discussed in more detail under the rules for shooting .

*The first example shows a fighter in the open, even though his base is obscured. The second shows a fighter in partial cover. The third shows a fighter in full cover.*
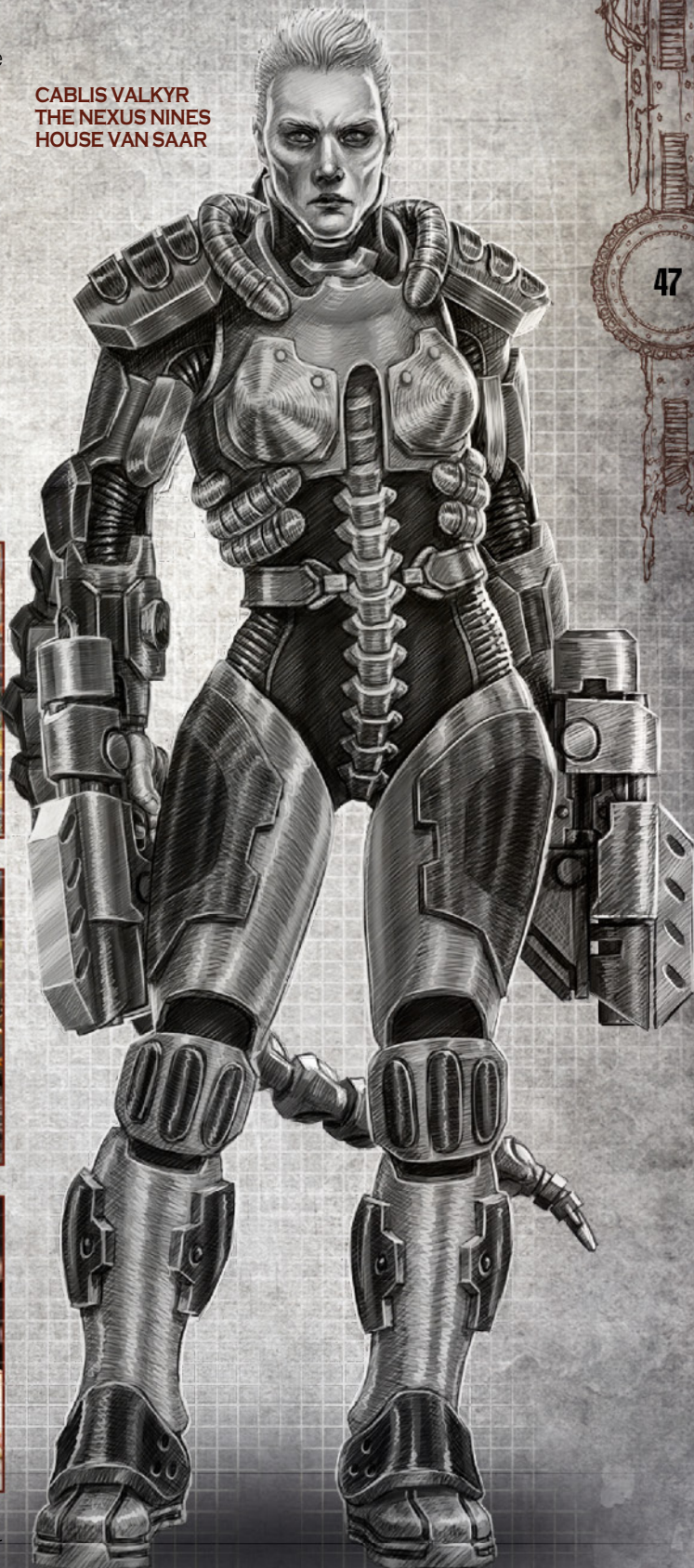
# LINE OF SIGHT AND COVER ON CARD ZONE MORTALIS TILES

For the most part, the rules in this book deal with fighting battles over three dimensional terrain, be it the tight confines of Zone Mortalis or the open spaces and looming heights of Sector Mechanicus. This is deliberate, as in most cases the way in which models interact with terrain is the same regardless of the type of terrain in use.

However, many players will wish to play over the two-dimensional Zone Mortalis tiles that come in the Necromunda: Underhive boxed set or the Badzone Delta-7 tiles, and doing this requires a couple of changes to the way in which players handle line of sight.

## LINE OF SIGHT

When playing on the two-dimensional card tiles, a fighter has line of sight to another fighter if a straight line can be drawn from the centre of the first fighter's base to any part of the other fighter's base without crossing a wall or closed door (obstacles and other fighters do not block line of sight).

In the example below, Kruger has a line of sight to Reina, as a line can be drawn from the centre of his base to the edge of her base.
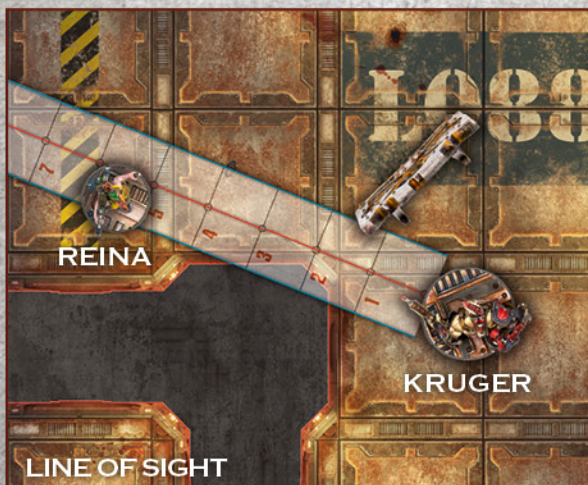
## COVER

To see if a target is in cover, trace a straight line from the centre of the attacker's base to the base of the target. Ignore friendly fighters in base contact with the attacker and any obstacles within 1" of the attacker.

If the line can be traced to all parts of the target's base without crossing any terrain features or the base of another fighter, the target is in the open.

Otherwise, if the line can be traced to at least half of the target's base, they are in partial cover.

If the line can only be traced to less than half of the target's base, they are in full cover.



LINE OF SIGHT



PARTIAL COVER
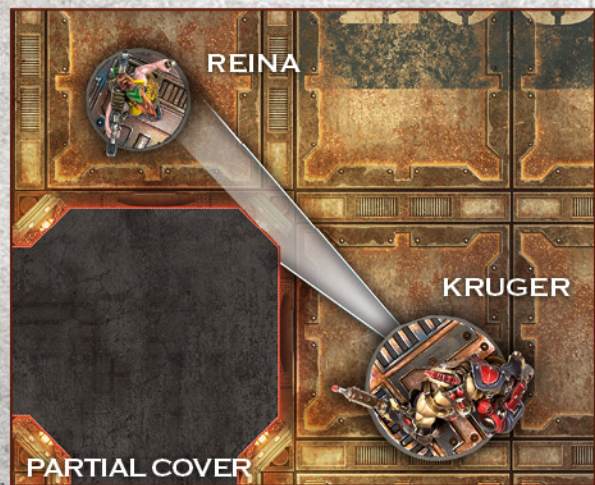
# MEASUREMENT

Necromunda is a game that relies greatly on players measuring distances, be it between two fighters when making a ranged attack, or the distance a fighter can move during their activation.

## MEASURING DISTANCES

In games of Necromunda, all distances are measured in inches (") with a range ruler or tape measure. Distances can only be measured when the rules call for it (for example, when checking the range between an attacking fighter and their target) – in the underhive, there are very few certainties! Therefore, pre-measuring distances when making any kind of action is not allowed. Declare the action and nominate any other fighters involved before range is measured.

Distances between fighters and any other battlefield objects (terrain features, objectives and so forth) are measured from the closest point of one base to the closest point of the other. If an object does not have a base, measure to or from the closest point of the object overall.

When measuring to or from a Prone fighter, assume that their base occupies the same space as it would if they were Standing, as shown in the diagram below.





## WALLS AND SOLID TERRAIN FEATURES

Thick walls separate corridors, floors and ceilings separate levels and solid terrain features can split up a more open battlefield. Unless stated, distances cannot be measured through Zone Mortalis walls or through solid terrain features on a Sector Mechanicus battlefield.

## TAKE-BACKS AND CHANGING ONE'S MIND

It is not uncommon for players of any game to second guess themselves occasionally, saying they are about to do something before immediately changing their mind. As a general rule, players should be tolerant of this in their opponents, as they will likely do it themselves! However, once dice have been rolled for any reason, or the range of a declared action measured, players must abide by their decision; they can no longer go back and change anything that came before the dice roll or the act of measuring!

SCRAPJACK KARL
SONS OF IRON
HOUSE ORLOCK

# FIGHTER STATUSES

A fighter's Status dictates what they can or cannot do. The actions a fighter can perform during their activation will depend heavily upon their current Status. During a game of Necromunda, a fighter's Status can change. This is generally represented by how the fighter is positioned on the table, be they Standing or Prone, as described below, but may also depend upon other factors.

## STANDING

A fighter that is upright on the battlefield is said to be Standing. Whilst Standing, a fighter may perform a wide range of actions with relative ease.

### SECONDARY STATUSES WHILE STANDING

Whilst Standing, a fighter will always be subject to one of two Secondary Statuses as well; Active or Engaged. This Secondary Status will affect the exact actions a Standing fighter may perform during their activation.

**ACTIVE:** A Standing fighter is Active if they are not currently Engaged with any enemy fighters. This is the default Status for a fighter; Standing and Active, and such fighters enjoy the greatest freedom to perform actions.

**ENGAGED:** If the base of a Standing fighter is touching the base of an enemy fighter, they are said to be in base to base contact and are Engaged with that enemy fighter. A Standing fighter that is Engaged can generally only choose to fight or retreat, but factors such as skills may increase the number of available options.

Players should note that in some cases a fighter may be able to Engage an enemy fighter they are not in base to base contact with and may act accordingly when activated.

## PRONE

A fighter that is laid down is Prone. A Prone fighter has no facing and they effectively have no vision arc. Unless otherwise stated, Prone fighters never block line of sight – they are considered to be well out of the way of the action. A Prone fighter may be placed face-up or face-down, depending upon their Secondary Status.

### SECONDARY STATUSES WHILE PRONE:

Whilst Prone, a fighter will always be subject to one of two Secondary Statuses as well; Pinned or Seriously Injured. This Secondary Status will affect the actions a Prone fighter may perform and the way in which other fighters may interact with them.

**PINNED:** Fighters are generally Pinned as a result of being hit by enemy fire, and will need to spend an action to stand up, becoming Standing and Active. If a Prone fighter that is Pinned ever comes into base to base contact with an enemy fighter, they will immediately stand up, becoming Standing and Engaged, without having to spend an action to do so. A fighter can never be both Prone – Pinned and Engaged.

A Prone fighter that is Pinned is laid face-up, representing the fighter keeping their head down to avoid enemy fire.

### SERIOUSLY INJURED

A fighter that has suffered a Serious Injury result on an Injury dice, either as the result of being reduced to 0 Wounds or as the result of an attack from a weapon with a Trait such as Gas or Toxin, is laid face-down and becomes a Prone fighter that is Seriously Injured. A fighter is very vulnerable whist this is their Status, being susceptible to enemy attacks and unable to defend themselves.

# CONDITIONS

A fighter's Status is always either Standing and Active, Standing and Engaged, Prone and Pinned or Prone and Seriously Injured, but they may also be subject to one or more of the following Conditions. Conditions are denoted by placing a Condition marker either next to the fighter on the tabletop or on their Fighter card as a reminder that the Condition is in effect.

The following list of Conditions is not exhaustive. Some Conditions are common and will apply to a fighter many times during a battle. Others are less common and may be the result of an attack from a weapon with a certain Trait, the full rules for such conditions can be found in the corresponding Weapon Trait rules. Other Conditions, in particular Out of Ammo, may apply specifically to a weapon the fighter carries rather than the fighter themselves. A fighter may be subject to several Conditions at the same time.

Any in-game effect that results in a marker being placed on a fighter should be considered a Condition.

## COMMON CONDITIONS

The following Conditions are those most commonly used. A fighter can become subject to them for numerous reasons:

**READY:** The most simple but arguably the most important Condition. At the start of each round, during the Priority phase, all fighters will have a Ready marker placed on them. Once that fighter has activated during the Action phase, this marker is removed, indicating that the fighter may not be activated again.

**BROKEN:** A fighter may become Broken as the result of seeing a friendly fighter Seriously Injured or taken Out of Action within 3" of them. Broken fighters may not perform any actions other than Running for Cover (Double) and if Engaged may only make Reaction attacks with a -2 modifier. They will make a Running for Cover (Double) action every time they are activated. Broken fighters may be rallied in the End phase.

**OUT OF AMMO:** Should a fighter roll the Ammo symbol on the Firepower dice, they are required to make an immediate Ammo check for that weapon. If this is failed, that weapon is now Out of Ammo and a marker is placed on the appropriate weapon profile on their Fighter card as a reminder that the weapon cannot be used until it has been reloaded.

## OTHER CONDITIONS

The Conditions below are less common. Fighters may become subject to them as the result of an attack from a weapon with a certain Trait, or as the result of a scenario or terrain special rule:

**BLAZE:** Weapons with this Trait can set fighters on fire. This Condition can be removed but there is a chance the fighter will succumb to the flames!

**BLIND:** Weapons with this Trait can cause a fighter to become momentarily blinded.

**CONCUSSION:** Typically a Condition associated with the Concussion trait.

**HIDDEN/REVEALED:** Some scenarios or terrain rules, even some skills, require fighters to remain hidden.

**INTOXICATED:** A fighter may become Intoxicated as the result of a scenario special rule, or as the result of a Boon granted by a Territory during campaign play, amongst other reasons.

**INSANE:** Certain skills, some types of terrain and some scenario rules may lead a fighter to become temporarily insane.

**WEBBED:** Weapons with this Trait will leave a fighter hit unable to move or act.
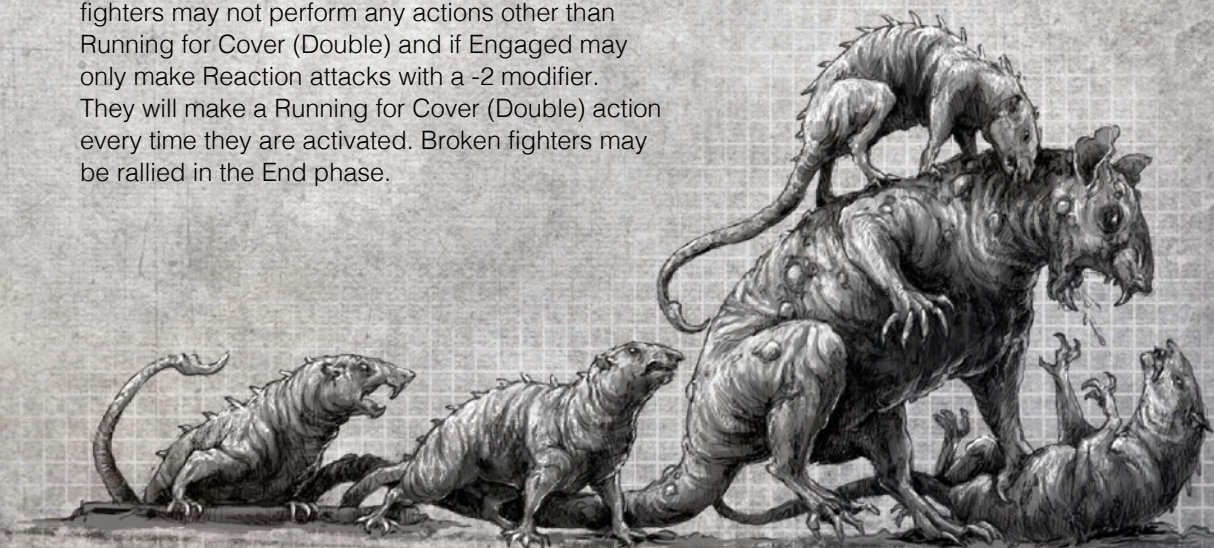
# TERRAIN

Terrain plays a vitally important role in Necromunda. Not only does it provide a dense and challenging battlefield for gangs to fight over, but it also instils games with the character of the world in which those gangs exist. Furthermore, terrain and the way gangs and fighters interact with it can loan a game an added degree of narrative storytelling as fighters operate doors, crawl through ductways, clamber up scaffolds and so forth.

In Necromunda, terrain falls into two broad categories: Zone Mortalis and Sector Mechanicus. For the most part, these two types of terrain are very similar in how they impact the game and the rules governing specific terrain features will be presented elsewhere within this book. For example, the ways in which terrain can hamper movement and the risk of falling from perilous heights are dealt with in the Movement section. There are however a few unique features and distinct differences between Zone Mortalis and Sector Mechanicus that should be dealt with here as general principles.

## ZONE MORTALIS

Zone Mortalis terrain represents the dense corridors and tightly packed terrain that is common throughout a hive city, particularly in the lower levels. It may represent anything from a warren of disused, collapsed tunnels to a network of busy service tunnels surrounding a bustling manufactorum. The name Zone Mortalis derives from the deadly nature of such terrain; cover is often sparse and gangs can easily be ambushed in a bottle-neck or forced to risk a dash across open terrain. Consequently, battles fought over this type of terrain are often very tense affairs and rival gangs play cat and mouse with one another, culminating in a rush of action.

**WALLS:** Zone Mortalis terrain is defined by the solid walls that split the battlefield into narrow, twisting corridors and deadly open spaces. Walls on a Zone Mortalis battlefield are always considered impassable terrain. Impassable terrain cannot, as the name suggests, be moved across. Walls block both line of sight and measurement as described previously.

**DOORS:** One of the most distinct features of Zone Mortalis battlefields, other than the tight, twisting corridors themselves, are the doorways that separate different sections. Players should note that doors are not limited to Zone Mortalis and fighters may wish to interact with them on a Sector Mechanics battlefield. Doors come in various sizes, but their rules are the same regardless of size – they are set up as part of the pre-battle sequence (**see page 117**).

By default, all doors are closed at the start of a battle, unless a scenario specifies otherwise. Closed doors are considered impassable terrain. They cannot be moved through and block both line of sight and measurement in the same way as walls and solid terrain as described previously.

Any fighter may open a closed door or close an open door by performing an Operate Door (Simple) action during their activation (**see page 59**).

Closed doors, locked or otherwise, can be targeted by attacks and are automatically hit. All doors have a Toughness of 5 and 4 Wounds; if a door is reduced to 0 Wounds, it is removed from the battlefield.

**LOCKED DOORS AND DOOR TERMINALS:** When a door is set up during the pre-battle sequence, two door terminals may be placed, one on either side of the door, touching the wall within 1" of it. The presence of a door terminal indicates that the door is locked and very secure indeed!

A fighter cannot simply perform an Operate Door (Simple) action against a locked door unless they are part of the defending gang in certain scenarios (see below). Instead, they must perform an Access Door Terminal (Basic) action or a Force Door (Basic) action (**see page 59**) in order to unlock the door. Once a locked door has been opened in this way, it remains unlocked for the remainder of the battle.

In a scenario where one gang is the attacker and the other gang the defender, the defender is assumed to have the access codes for any locked doors, and can make an Operate Door (Simple) action on them as normal.

# SECTOR MECHANICUS

Sector Mechanicus terrain allows gangs to clash amid the sprawling machinery that fills the immeasurably vast hive domes from ground to ceiling. Such sprawling industrial complexes offer a far more open battlefield in which long ranged firefights become more common and gangs advance cautiously on one another through cover, hoping to close in for a quick kill.

Sector Mechanicus however offers its own unique dangers; fighters may fall from narrow gantries or vertiginous structures, either as the direct result of an enemy attack or of their own careless actions, leaping across gaps or venturing too close to the edge of platforms!

**OBSTACLES AND STRUCTURES:** Obstacles are any free standing terrain feature measuring no more than 2" high and no more than 2" across, although they may be far longer, such as barricades, barrels and pipelines.

Structures are any terrain feature measuring more than 2" high and more than 2" across, be they free standing or connected to other terrain features in some way. Structures may feature many different levels, platforms and walkways on which fighters may be placed.

Other than this difference in size, there is little difference between obstacles and structures. Both may interrupt line of sight as described previously and offer cover to fighters as described previously and in the shooting rules.

Fighters may climb over obstacles or up onto structures as described in the movement rules, but players should be aware that movement may be reduced or not possible over obstacles and structures.

**IMPASSABLE TERRAIN:** Any terrain can be designated impassable when setting up the battlefield, regardless of size. Impassable terrain may include solid sections of wall, vertiginous towers or towering vats of molten metal. Impassable terrain cannot, as the name suggests, be moved across.

**SOLID TERRAIN FEATURES:** As with the walls of a Zone Mortalis battlefield, particularly solid terrain features exist on Sector Mechanicus battlefields. Any terrain designated as solid when setting up the battlefield will completely block line of sight and cannot be measured across, as described previously.

RAGG PAVO
DEAD EYES
HOUSE ESCHER

# UNDERHIVE PERILS

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

## CULT RITUAL CHAMBER

*No world in the vast Imperium is immune to the taint of the Ruinous Powers, and on Necromunda its touch is as likely to be felt in the gilded salons of the spire-palaces as it is in the nighted domes of the underhive and in the overcrowded hab zones in between. Cultists of the Chaos gods often hide their ritual gatherings by meeting in sectors entombed by rubble and waste from the upper levels or accessible only through hidden openings. Those who discover such chambers are often driven insane by unheard ramblings and scarred by unseen hands. Those few who escape unharmed and with their sanity intact are considered the fortunate ones, no matter how scared they may be from witnessing their fellows being slowly corrupted by the laughter of thirsting gods...*
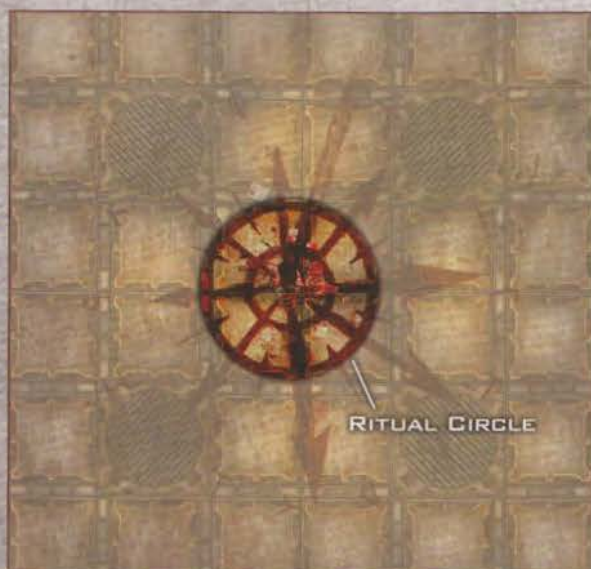


RITUAL CIRCLE

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

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

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

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

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

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

## COLLAPSED SECTIONS

While the metres-thick flooring plates of the hive are constructed to remain strong for thousands of years, some sections are often subjected to the touch harshly corrosive chemicals, the natural traffic of a trade hub or recreational facility or, particularly on the lower levels, cataclysmic hive quakes. Events such as these force entire sectors to be abandoned, thus furthering the growth of the hive as it builds ever skyward. However this section collapsed, the river of waste from the upper hive has already begun to fill the mostly abandoned lower section and solidify around the fallen ruins in the hive's twisted self-regeneration. While such abandoned sections can prove valuable to the various gangs that pillage the depths of the hive, these collapsed floors have caused the downfall of entire gangs as the already-weakened floor gives way to their undignified deaths below.

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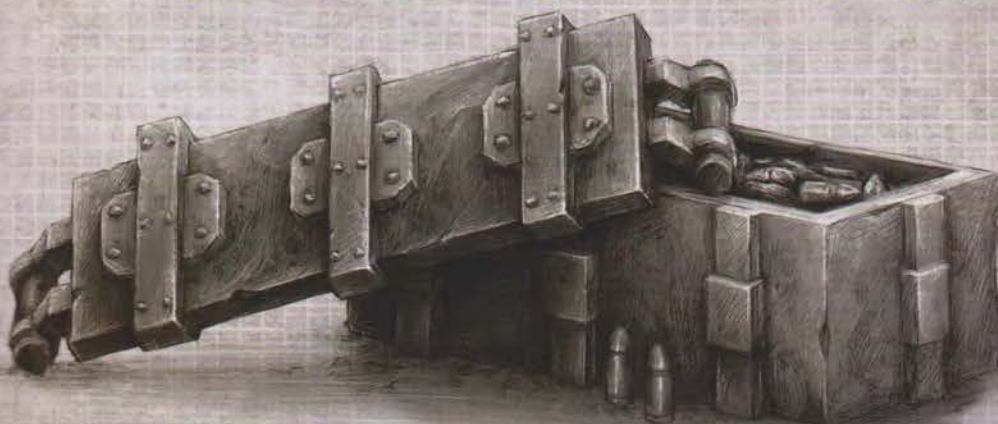
## ARCHAEOTECH DEVICE

*The sprawl of tunnels that runs the breadth of the underhive is dotted with examples of ancient technology, some of it still working. Often found in chambers bedecked with icons and sigils unknown to all but the adepts of the Mechanicus, these relics are valuable resources for any gang with an interest in technology – or with an interest in extorting credits from technology. In most cases these chambers would have been hidden behind multiple security measures, and possibly only accessible by the Mechanicus or other apprentices sufficiently blessed to enter, but in the ancient press of the lower hive such measures have long-since been forgotten. Miraculously, some such devices still seem to function, a sign of either the Omnissiah's continued blessing or, more likely, a valuable hidden power source.*

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

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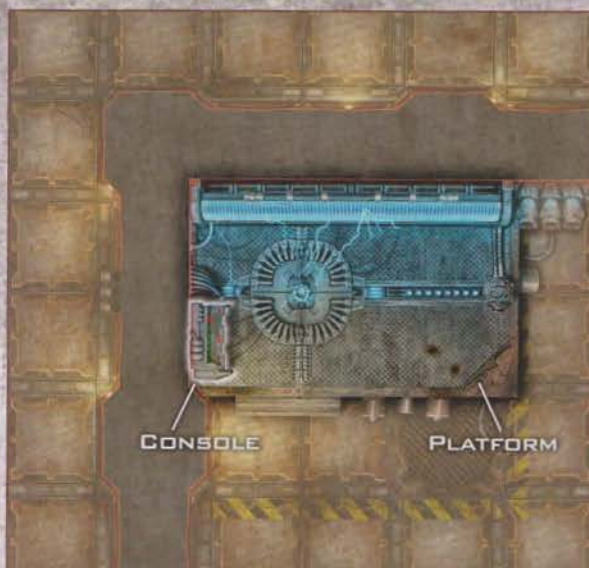


CONSOLE      PLATFORM

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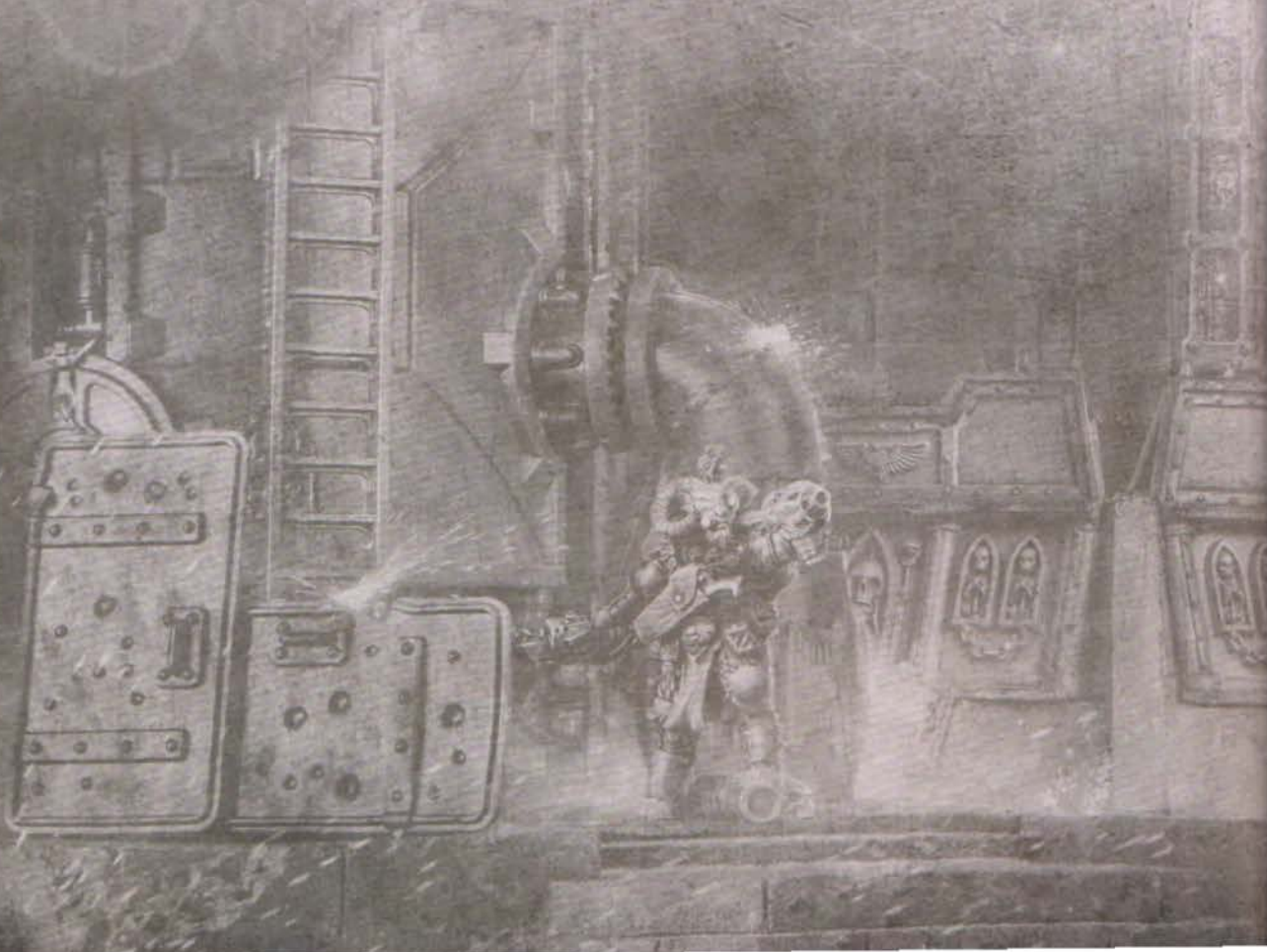
## FURNACE FLOOR

A completely functional furnace in the underhive is a rare amenity, more so if it isn't claimed by one of House Goliath's many gangs. These facilities are prized objectives for any gang looking to extract a deal with House Goliath. Even when contaminated with human remains, effluent or general waste from the hive above, such furnaces have become central to many inter-gang power struggles as deadly torture chambers, disposal units or even to curry favour with House Goliath or those in service to the Great House.
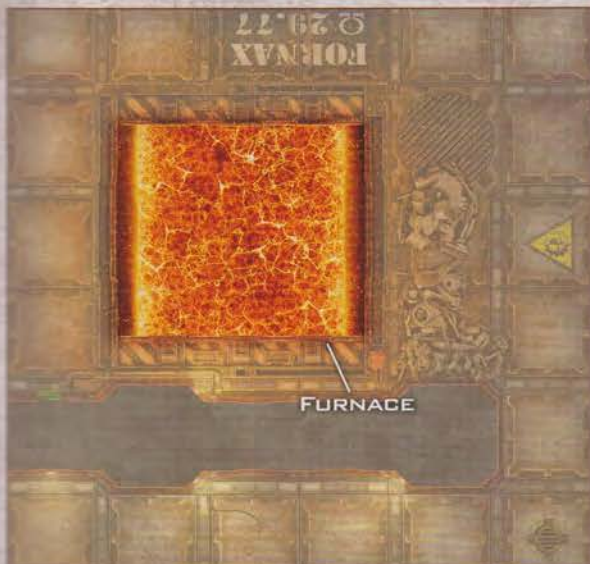


FURNACE

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

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

## VENTILATION TUNNEL

Even when the underhive was inhabited and functional, air from the less toxic levels of the atmosphere had to be pumped down to the lower levels. As these tunnels and ducts were designed to function in low-power environments, in cases of natural disasters, sabotage and industrial failings, most of these systems remain functional, even among sectors that have completely collapsed. However, given their size, these tunnels can make an entire corridor impassable – many an unfortunate ganger or scavie have been caught by the airflow and drawn into the blades, and now few dare to move even a footstep closer than they must to pass.



TURBINE

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

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

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

## MALFUNCTIONING GENERATORIUM

*The hives of Necromunda are ever-hungry for raw power to drive the ceaseless engines of industry, and once activated, a generator is rarely deactivated, instead functioning until such time as it fails and another is built to make up for the shortfall incurred by its failure. Abandoned by their tech-cult custodians, such generators may still be of use to a gang which is bold or foolish enough to attempt to harness the unchained energies they yet produce.*



CONSOLE
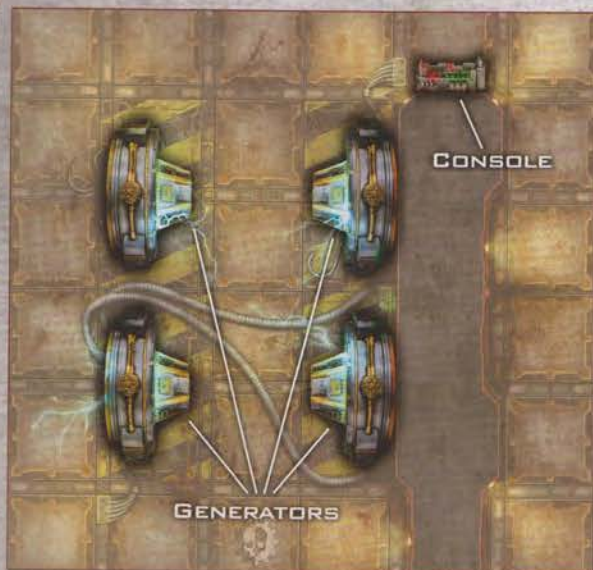
GENERATORS

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

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

**DEACTIVATE GENERATORS (BASIC)** – Make an Intelligence check for the fighter. If it is passed, the Generators are deactivated until the end of the round.

## SLUDGE FARM

*A derogatory title used by underhivers to describe any area of unidentifiable and unpleasant biological run-off from such vital processes as corpse-starch processing, effluent refining or bulk mycoprotein cultivation, the area is foul-smelling and dangerous. Yet as with most things in the underhive, as potentially valuable as they are perilous.*



SLUDGE VATS

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

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

## FLOODED PASSAGE

While the uphive nobles sip on water imported at staggering expense from sources across the galaxy, downhivers must rely upon liquids recycled countless thousands of times over. The expense of a single flute of quantum-spun Cthellian ice-water would purchase sufficient liquid to sustain the workforce of an entire furnace zone for a whole shift. Even recyc water has value in the underhives however, and some gangs sabotage vital pipelines and infrastructure as acts of petty sabotage against larger gangs and Clan Houses, or set elaborate traps using live power cords or acidic compounds.
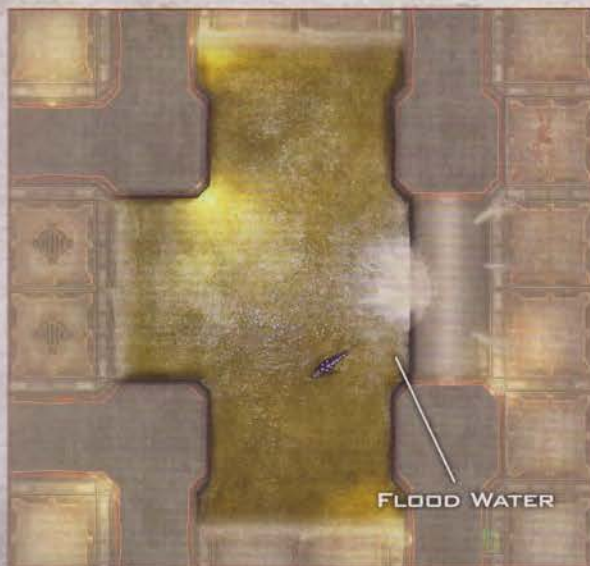


FLOOD WATER

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

## SEWAGE CHANNEL

One of the staples of the diet fed to the industrial serfs of the Clan Houses is bulk mycoprotein, a foodstuff derived from fungus grown on the single most plentiful source of protein available in the hives. A constant stream of this source flows downwards to feed the mycoprotein plants, and many gangs use such channels as ideal ambush points or as a convenient means of disposing of the corpse of a scragged rival.
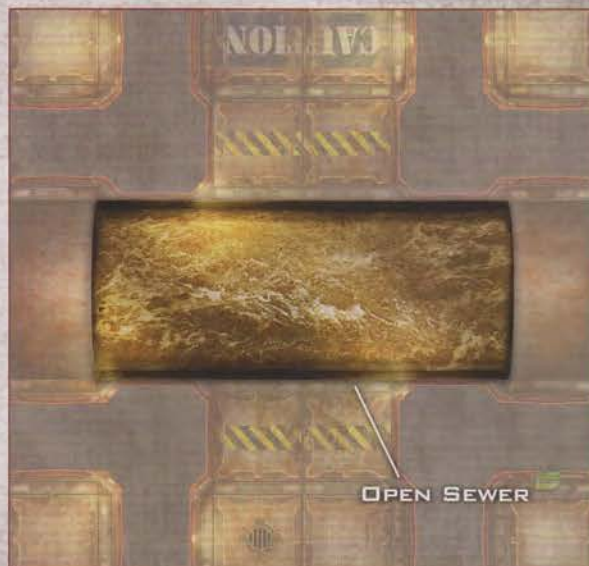


OPEN SEWER

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

## PROMETHIUM CACHE

*Most gangs in the underhive hoard scavenged materials in hidden corners. These caches can contain anything from food to munitions, but if a firefight breaks out around a promethium stockpile, it's only a matter of time before a stray shot leads to a massive fireball.*

The promethium barrels and storage tank on this tile can be targeted by ranged attacks as though they were fighters (they can also be hit by templates, Blast markers and stray shots – see page 58 of the *Necromunda: Underhive* rulebook). If the barrels and tanks are hit, roll a D6 and apply the attacking weapon's Armour Penetration value. On a result of 4 or more, the shot is deflected safely, but on a lower result, a barrel or the tank is breached and there is a huge detonation.

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



BARRELS AND FUEL TANK

FUEL SPILL
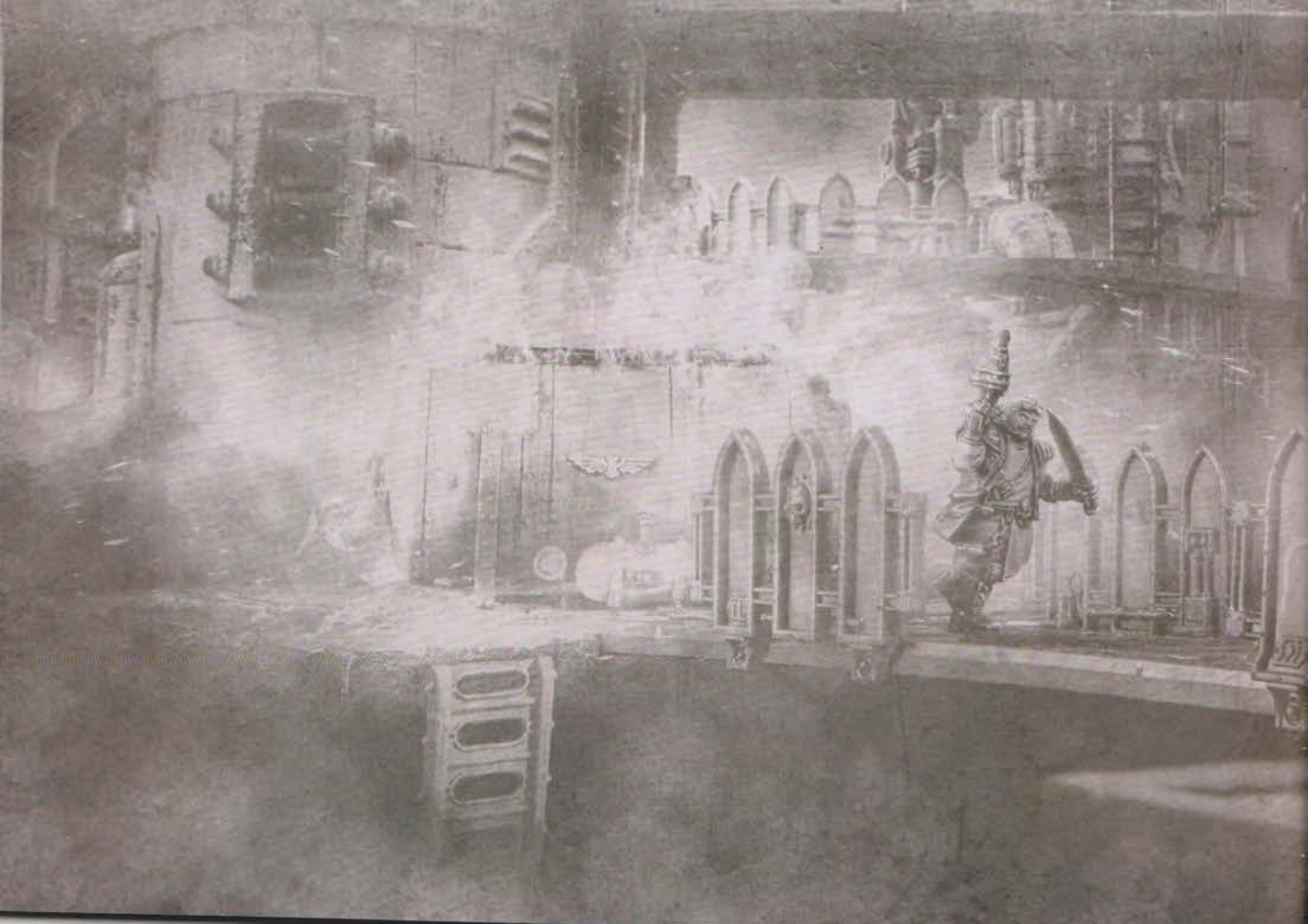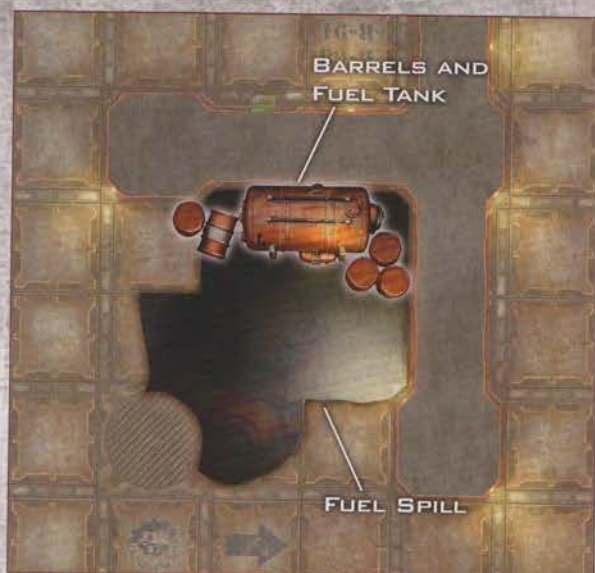
## UNLIT CORRIDORS

*Inevitably, generators fail and wiring corrodes, plunging entire sections of the hive into darkness. Lightless corridors can present both a blessing and a curse to gangs in any given sector. While some welcome the darkness and use it as an opportunity to spring elaborate ambushes, cover the setting of booby traps or make their escape, other, typically less experienced gangs foolishly stumble into such traps laid for them in the dark.*

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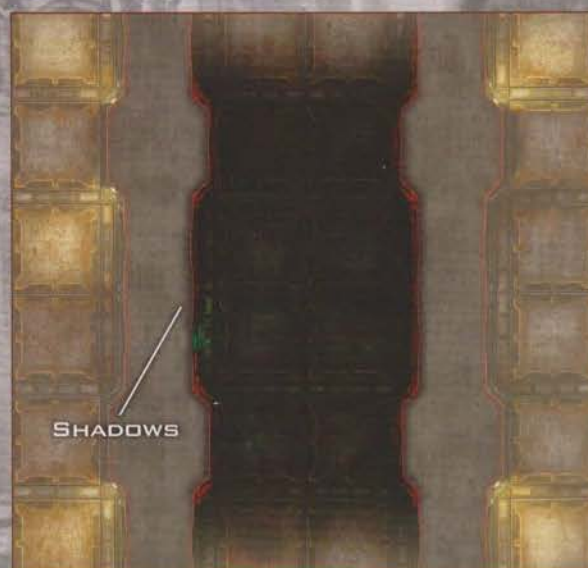
## SECURE VAULT

*As the hives grow ever upwards, once invaluable assets are abandoned and reclaimed by others. A secure vault might once have housed the wealth sufficient to purchase an entire world, and a still functioning example is of huge value to any underhive gang that can keep hold of it. They may serve as prisons, torture chambers, boltholes or armouries, for once locked from within, they are all-but impervious to intrusion.*

## FUNGUS SPRAWL

*The underhives of Necromunda are host to all manner of bizarre mutant flora, with some long-abandoned domes being entirely overrun by twisted forests of weirdly-glowing fungal forms, the air thick with choking clouds of drifting spores. None can say how such strains come into existence, but as with most things in the underhive, they are often put to use by those who live there, in most cases as food, medicine or lethal poison.*

VAULT

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

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

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

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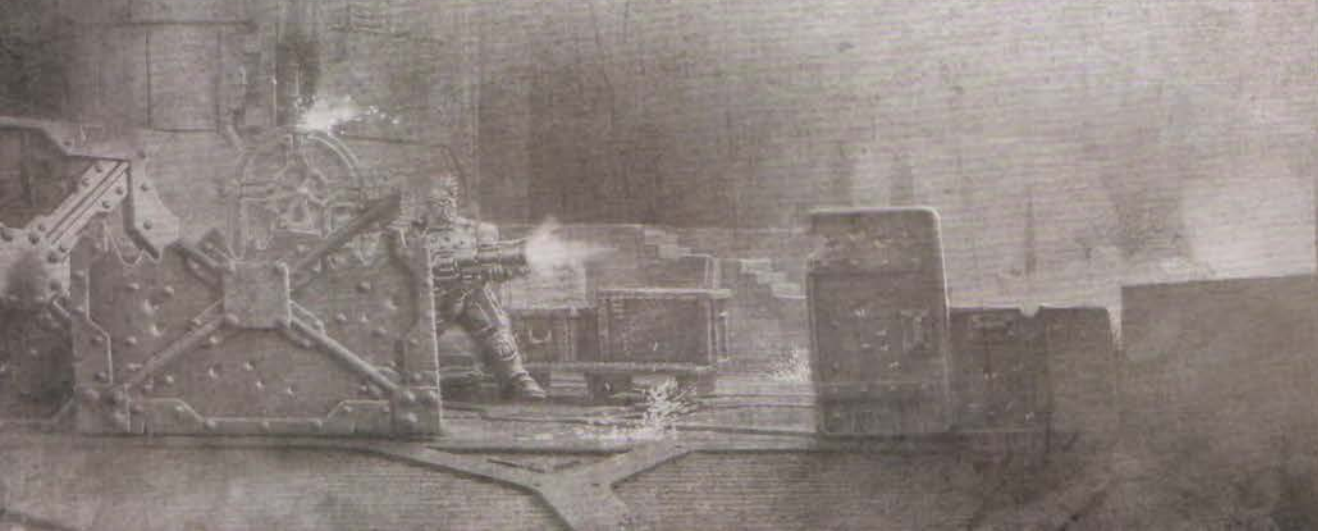
## WASTE COMPACTOR

*Though nothing is ever truly disposed of within the hives of Necromunda, unwanted waste is often compacted for later recycling. The mechanisms by which such waste is disposed of are often used by underhive gangs as a means of torturing or executing captured rivals, and are especially useful in disposing of their corpses afterwards.*



COMPACTOR

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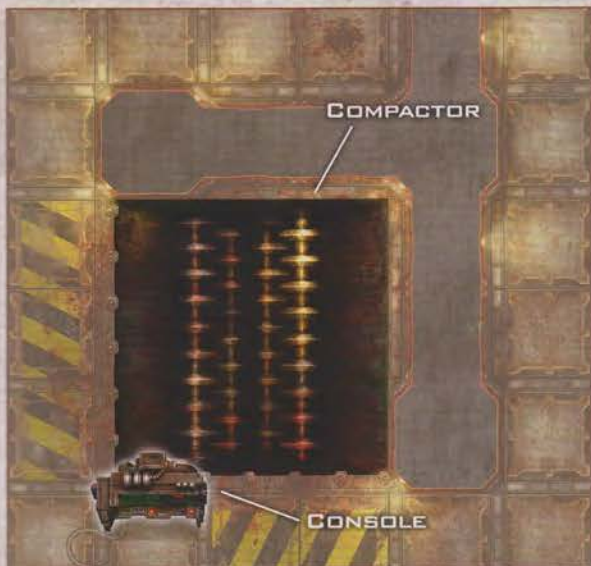
The Compactor is treated as a Pitfall; however, if a model falls into it, they are not taken Out of Action – they are placed within the Compactor, as close as possible to the point from which they fell, and Pinned. Fighters in the Compactor do not have line of sight to fighters outside it unless they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

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

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

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

## XENOS NESTING CHAMBER

*Whether due to the intentional introduction of off-world fauna or the mutation of native lifeforms, the underhives of Necromunda are host to all manner of strange and often lethal strains, many of which lay their eggs in the deepest, darkest corners they can find. Such locations are extremely perilous to the unwary intruder, as quite apart from the biological hazards of contact with alien spores, whatever it was that laid them might return at any time...*
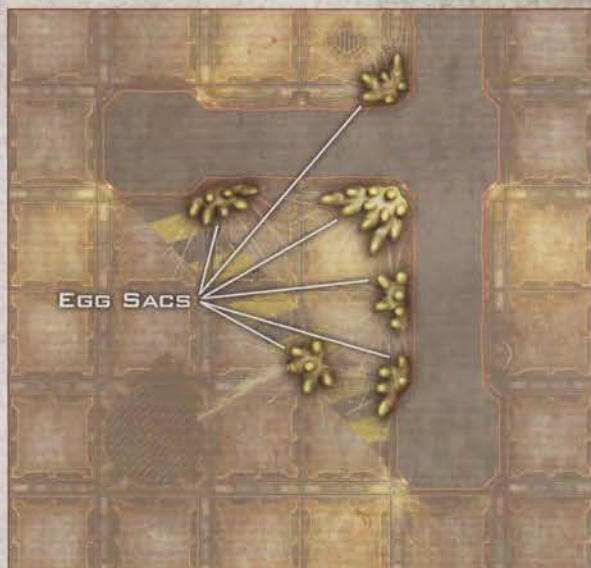


EGG SACS

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

# THE RULES

This section contains rules that allow players to fight out the bitter and vicious skirmishes that punctuate the daily lives of the underhive gangs. The Turn sequence, activating fighters, attacking the enemy with ranged weapons or in combat, suffering and recovering from injuries, gangs or individual fighters losing their bottle and fleeing – all of these things are dealt with over the following pages.

Many of the rules that follow will be familiar to players of Warhammer 40,000, as they utilise a lot of the same core mechanics and principles. But beware, certain elements have been modified in order to bring to the fore the highly tactical and narrative character of the dark and deadly environment of the turf over which rival gangs do battle.

# GAME STRUCTURE

A game of Necromunda is split into several rounds. During a round, players will determine who has Priority, take turns activating one or more fighters and perform actions with them. They will attempt to recover Injured fighters, rally fleeing fighters and determine if their gang can hold its nerve in the face of the enemy.

## ROUND SEQUENCE

Each round is split into three phases, each in turn consisting of a number of steps resolved one at a time. These are as follows:

## PRIORITY PHASE

- **ROLL FOR PRIORITY:** Both players roll for Priority.
- **READY FIGHTERS:** Each fighter is given a Ready marker.

## ACTION PHASE

- **FLEEING THE BATTLEFIELD:** If either gang has failed a Bottle test, Cool checks are made before the controlling player picks their first fighter to activate. Fighters that fail will flee the battlefield.

- **ACTIVATE FIGHTERS:** Starting with the player with Priority, players take turns to pick one of their Ready fighters to activate.

## END PHASE

**BOTTLE TESTS:** If either or both player(s) has at least one fighter Seriously Injured or Out of Action, they will have to make a Bottle test for their gang.

**RECOVERY TESTS:** The controlling player makes a Recovery roll for each of their Seriously Injured fighter(s) on the battlefield.

**RALLY TESTS:** Cool checks are made for Broken fighters to see if they can Rally.

CYCLELOS THREE EYE
SUMPTOWN WRAITHS
HOUSE DELAQUE

# THE PRIORITY PHASE

The Priority phase is split into the following steps:

ROLL FOR PRIORITY
READY FIGHTERS

## ROLL FOR PRIORITY

This step determines which player wins the Priority marker for this round. The Priority marker is a coin or token, such as that contained in the Necromunda: Underhive boxed set, that is held by the player with Priority for the round, acting as a reminder. Holding the Priority marker gives a player a huge advantage, as they are able to activate first and can dictate the flow of the action during the round, often putting their opponent onto the back foot and making their gang behave reactively rather than proactively in response to their foes moving and attacking first.

Each player rolls a D6, and the player who rolls the highest takes the Priority marker for this round. In the case of a tie, the player who had the Priority marker in the previous round passes it to their opponent. If the first Priority roll of the battle is tied, neither player will have held the Priority marker previously, therefore both players roll again.

## PRIORITY IN MULTI-PLAYER GAMES

Sometimes, more than two gangs find themselves fighting on the same battlefield – either allying together to take out hated foes, or in a bloody free-for-all.

Players roll for Priority as normal, but ties are handled differently. Players determine play order based on their dice score when rolling for Priority. Any ties are re-rolled (for example, if four players roll for Priority and score a 5, 4, 4 and 2, the player that rolled 5 has Priority, the player that rolled 2 goes last and the players that each rolled a 4 roll off again to determine who is going second and third).

## READY FIGHTERS

During this step of the Priority phase, both players place a Ready marker on each fighter in their gang that is currently on the battlefield, regardless of Status, Secondary Status or any other Conditions. The Necromunda: Underhive boxed set and the Gang Leader's Accessories Pack both contain a number of Ready markers that can be used for this. Ready markers should be placed either on the fighter's Fighter card or next to their model on the battlefield.

Once a fighter has been activated, their Ready marker is removed. Under normal circumstances, a fighter that is no longer Ready may not activate again, but players should take note that there are some instances in which a fighter may activate again, notably in the case of some skills and Tactics cards.

'GHAST'
THE ASH WALKERS
HOUSE DELAQUE

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# THE ACTION PHASE

The Action phase consists of the following steps:

## FLEEING THE BATTLEFIELD

If either gang has failed a Bottle test, Cool checks must be made for each fighter in the gang before any fighters activate.

Starting with the player that holds the Priority marker, each player makes a Cool check for every one of their fighters on the battlefield, regardless of their Status, Secondary Status or any Conditions. If any of these Cool checks are failed, that fighter will immediately flee the battlefield and play no further part in the battle. Remove the fighter from play. For the purposes of the scenario being played, fighters that flee in this way are considered to have gone Out of Action, unless the scenario states otherwise.

## LEADING BY EXAMPLE

Fighters draw courage from their leaders and will follow their example:

- If the gang Leader passes their Cool check, any friendly fighters within 12" are considered to have passed their Cool check as well and will not flee the battlefield.
- If a Champion passes their Cool check, any friendly fighters (not including the Leader or another Champion) that are within 6" are considered to have passed their Cool check as well and will not flee the battlefield.
- Players should remember to consider the role of walls and solid terrain features when measuring the distance between a fighter and an inspirational Leader or Champion!

## ACTIVATE FIGHTERS

The bulk of the Action phase consists of play alternating back and forth between the players and the gang they control, activating individual fighters or small groups of fighters.

When it is a player's turn, they must pick one of the fighters from their gang that is Ready and make up to two actions with them (this is referred to as 'activating' the fighter). The actions a Ready fighter can perform are governed by their current Status and Secondary Status. Players should note that certain Conditions will also limit the actions a fighter may make, most notably Broken. A fighter subject to the Broken Condition may only make a Running for Cover (Double) action when activated, regardless of Status or Secondary Status, as described **on page 50**.

If one player runs out of fighters to activate, the other player can activate all of their remaining fighters in an order of their choosing. Once all fighters have been activated, even if they performed no actions during their activation, the Activation phase ends.

## GROUP ACTIVATIONS

When a player activates their gang Leader or a Champion (or the equivalent rank in gangs that use other titles for these fighters), they can choose to activate additional Ready fighters that are within 3" of them when they activate at the same time as part of a Group Activation:

- A Leader may activate two additional Ready fighters within 3" of them at the start of their Activation.
- A Champion may activate one additional Ready fighter within 3" of them at the start of their Activation.

If a Leader or Champion is activated in this way, they may not then perform a Group Activation themselves!

The controlling player must nominate all of the fighters who will be activated in this way before any of them are activated. The controlling player must make it clear to their opponent which fighter is leading the Group Activation, be they the Leader or a Champion.

Once all participants of the Group Activation have been nominated, the controlling player picks one and activates them as normal, fully resolving their activation before picking the next fighter nominated as part of the Group Activation to activate, and so on until the entire group has been activated. Each fighter activates individually; groups do not activate simultaneously.

# TYPES OF ACTION
There are three types of action a fighter may perform when activated:

## BASIC ACTION
The most common type of action a fighter may perform. A Basic action can only be performed once per fighter activation. If an activated fighter's first action is a Basic action, they may fully resolve it before declaring their second action should they wish.

## SIMPLE ACTION
A fighter can perform the same Simple action more than once during their activation. Each time a Simple action is repeated during an activation, it uses up one action. For example, a Standing and Active fighter may perform two Move (Simple) actions, using both of their actions but allowing them to move twice. If an active fighter's first action is a Simple action, they may fully resolve it before declaring their second action should they wish.

## DOUBLE ACTION
Making a Double action counts as making two actions. For example, if a Standing and Active fighter makes a Charge (Double) action, they will have used both of their actions and cannot perform another during this activation. If a fighter can only perform one action during their activation for any reason, they may not perform a Double action.

# ACTIONS
The following list details all of the core actions fighters may perform in Necromunda. This list is by no means exhaustive however, with skills, scenarios, special terrain features and more introducing further actions that fighters may perform.

# STANDING FIGHTERS
Standing fighters can perform a wide range of actions. The exact actions available to them depend upon their Secondary Status: Active or Engaged.

# STANDING AND ACTIVE FIGHTERS
Fighters that are Standing and Active are able to perform any of the following actions:

**MOVE (SIMPLE):** The fighter may:
- Move a distance up to their Movement characteristic.
- Climb vertically upwards or downwards – **see page 63**.
- Cross any gap between two platforms that is no wider than their base.
- Attempt to leap across a bigger gap provided that they have enough movement left to do so – **see page 63**.
- Attempt to jump down to a level below – **see page 63**.

**CHARGE (DOUBLE):** The fighter makes a standard move, adding D3" to the distance they can move. A charging fighter can move to within 1" of one or more enemy fighters that are Standing and either Active or Engaged, or that are Prone and either Pinned or Seriously Injured, but if they do move to within 1" they must have sufficient movement to get into base to base contact with at least one enemy fighter, becoming Engaged. If they do not have sufficient movement to get into base to base contact, they must stop 1" away. If they are Engaged at the end of this move, they can immediately make a free Fight (Basic) action.

**CRAWL THROUGH DUCTWAY (DOUBLE):** If the fighter is within 1" of a ductway, they may be placed within 1" of the other end of the ductway, provided they can be set up so that they are not within 1" of an enemy fighter and so that their base does not overlap that of another friendly fighter or an obstacle.

**TAKE COVER (BASIC):** This fighter moves up to half their Movement characteristic and is then Prone and Pinned.

**SHOOT (BASIC):** The fighter makes an attack with a ranged weapon.

**AIM (BASIC):** If the fighter makes a subsequent Shoot (Basic) action, add 1 to the result of any hit rolls they make.

**FIRE THROUGH DUCTWAY (BASIC):** If this fighter is within 1" of a ductway, they may make a ranged attack against an enemy fighter that is within 1" of the other end of the same ductway. The attack will hit on a 5+, regardless of BS or modifiers. Weapons that normally use a Flame template instead automatically hit all fighters within 2" of the other end of the ductway.

**RELOAD (SIMPLE):** Pick one of the fighter's weapon that is Out of Ammo and make an Ammo check. If the check is passed, the weapon is reloaded and the Out of Ammo marker is removed.

**COUP DE GRACE (SIMPLE):** If this fighter is not Engaged with any other fighters, pick one Seriously Injured enemy fighter within 1" and within the vision arc of this fighter. That fighter immediately goes Out of Action.

A fighter making a Charge (Double) action may make a Coup De Grace (Simple) action instead of a Fight (Basic) action if they end their move within 1" of a Prone and Seriously Injured fighter and not Engaged by any enemy fighters.

**OPERATE DOOR (SIMPLE):** Either open a closed door or close an open door within 1" of this fighter.

**ACCESS TERMINAL (BASIC):** If this fighter is within 1" of a door terminal, make an Intelligence check with a -2 modifier. If the check is passed, this fighter immediately makes a free Operate Door (Simple) action on the door that terminal operates, regardless of their distance from the door.

**FORCE DOOR (BASIC):** If this fighter is in base contact with a locked door, roll a D6 and add this fighter's Strength, adding 2 for each friendly fighter that is also in base contact with the door. If the total is 9 or more, the door is opened.

**SMASH OPEN LOOT CASKET (BASIC):** If this fighter is within 1" of a Loot casket, roll a D6 and add their Strength. If the total is 6 or more, the casket is opened. However, subtract 1 from the roll to determine the casket's contents, to a minimum of 1.



HOUVE CINDERFLESH
DOOMSAYERS
HOUSE CAWDOR

**BYPASS LOOT CASKET LOCK (BASIC):** If this fighter is within 1" of a Loot casket, make an Intelligence check for this fighter. If the check is passed, the casket is opened.

**CARRY LOOT CASKET/AMMO CACHE (SIMPLE):** If this fighter is within 1" of a Loot casket, they may make a Move (simple) action, carrying the loot casket or ammo cache with them. When the action ends, the casket is placed in base contact with this fighter.

## STANDING AND ENGAGED FIGHTERS

Fighters that are Standing and Engaged may only perform the following actions:

**FIGHT (BASIC):** The fighter makes close combat attacks against one or more enemy fighters they are Engaged with.

**RETREAT (BASIC):** Make an Initiative check for this Engaged fighter. If it is passed, they can make a Move (Basic) action, moving up to D6" instead of their Movement characteristic. Each enemy fighter that is Engaged with them can make an Initiative check. If they pass, they can make Reaction attacks.

## PRONE FIGHTERS

Prone fighters can perform a limited number of actions. This depends upon whether they are Pinned (face-up) or Seriously Injured (face-down).

## PRONE AND PINNED FIGHTERS

Fighters that are Prone are only able to perform a limited number of actions. The exact actions available to them depend upon their Secondary Status – whether they are Pinned or Seriously Injured.

**STAND UP (BASIC):** The fighter stands up, returning to Active status. The controlling player can choose the fighter's facing.

**CRAWL (DOUBLE):** The fighter may move up to half of their Movement characteristic.

**BLIND FIRE (DOUBLE):** The fighter makes a ranged attack, treating their vision arc as 360 degrees. Subtract 2 from the result of any hit rolls.

**RELOAD (SIMPLE):** (See previous entry).

## PRONE AND SERIOUSLY INJURED FIGHTERS

Fighters that are Prone and Seriously Injured may only perform the following action:

**CRAWL (DOUBLE):** (See previous entry).

## BROKEN FIGHTERS

Fighters can be subject to the Broken Condition as described **on page 51**. Any fighter subject to the Broken Condition must perform a Running for Cover (Double) action when activated.

**RUNNING FOR COVER (DOUBLE):** If the fighter is Standing and Active, they will move 2D6". If the fighter is Prone and Pinned or Prone and Seriously Injured, they can only move half of their Movement characteristic.

When a Broken fighter moves they must attempt to end their move, in order of priority:
1. So that they are more than 3" away from enemy fighters.
2. So that they are out of line of sight of enemy fighters.
3. In partial or full cover.
4. As far away from any enemy fighters as possible.

If a Broken fighter is Standing and Engaged when activated, they must make an Initiative check. If it is passed, they must move as described previously. Each enemy fighter that is Engaged with them makes an Initiative check and if passed can make Reaction attacks before the Broken fighter is moved. If the Broken fighter fails the Initiative check, they remain Engaged and can perform no further actions.

## INSANITY

Fighters that have become subject to the Insane Condition for any reason can act quite erratically when activated. When activating an Insane fighter, roll a D6 and consult the table below:

| D6 Roll | Result |
| --- | --- |
| 1-2 | The fighter immediately becomes Broken (**see page 51**) – or, if they were already Broken, they flee the battlefield (even if their gang has not failed a Bottle test). |
| 3-4 | The opposing player can control the Insane fighter for the duration of this activation, treating them as part of their gang in all respects until their activation ends. As soon as their activation ends, the Insane fighter no longer counts as being a part of the opposing gang.<br><br>In the case of a multi-player game, the winner of a roll-off between the other players will control the Insane fighter. |
| 5-6 | The fighter can act as normal. Once their activation is over, make a Willpower check for them. If it is passed, they lose their Insanity marker. |

## CHANGING FACING

A Standing fighter may turn to face any direction they wish when they are activated, before making either of their actions.

# MOVEMENT

During the Action phase, a number of actions allow a fighter to move in different ways, as detailed previously. Sometimes a fighter may even be moved involuntarily as a result of an enemy attack or an in-game effect. This section deals with how fighters are moved around the tabletop and how terrain can hinder their progress.

## MOVING MODELS

Fighters move by making actions. For example, a fighter might make a Move (Simple) action to advance cautiously, or may make two Move (Simple) actions in quick succession to run forward and cover a lot more ground. A fighter might Charge (Double) to get into combat, or Crawl (double) to get out of the firing line.

A fighter is not obliged to move their full movement allowance, they can move any distance up to their movement allowance, but they cannot move further. Movement need not be in a straight line, a fighter can zigzag around terrain as appropriate, though note that a Charge (Double) action should take the shortest route possible. After moving, a fighter can turn to face any direction.

All Move actions must be declared before any measuring is carried out. Sometimes, after a fighter's declared movement is measured, it may become obvious that a fighter does not have as much movement as hoped and will end their movement short of where they had planned. In this case, move the fighter as far as possible in the desired direction, and try to make good use of any available cover!

In the case of a Charge (Double) action, if a fighter has insufficient movement to make it into base to base contact with an enemy fighter, they must still move the full distance (stopping 1" away, as follows) and may often end their movement in a very dangerous position!

## THE 1" RULE

Fighters cannot move to within 1" of any enemy fighter during their activation, unless that enemy fighter is Prone and Seriously Injured. The only exception to this rule is when a Standing and Active fighter makes a Charge (Double) action, in which case they may move within 1" of one or more enemy fighters, provided that they end their movement in base to base contact with one or more enemy fighters. If a fighter making a Charge (Double) action has sufficient movement to get within 1" of an enemy fighter but does not have sufficient movement to make it into base to base contact with and Engage the enemy fighter, they must stop moving 1" away.

It may occur that a fighter is moved involuntarily to within 1" of an enemy fighter. For example, a fighter with the Hurl skill may throw an enemy fighter that they are Engaged with, which may result in that fighter coming into contact with other fighters, friendly or enemy. Should this happen, the normal rules described previously are temporarily suspended until the movement and any other effects it causes have been fully resolved (such as in the previous Hurl example, in which case the fighters would suffer hits as a result of coming into contact with one another). Once they have been and if neither fighter is Prone and Seriously Injured, move the fighter that was involuntarily moved by the shortest route possible until they are 1" away from the enemy fighter.

## DIRECTLY TOWARDS AND DIRECTLY AWAY FROM

Sometimes the rules will say that a fighter needs to move directly towards another fighter. To do this, trace an imaginary straight line that crosses the centre of each fighter's base – the moving fighter then moves towards the other fighter along this line the required distance. Similarly, to move directly away from another fighter, follow the same method but move the moving fighter away.

As always, this cannot make a fighter move through a wall, impassable terrain or a closed door. Should they contact one of these features, they stop and do not move further.

# TERRAIN

As mentioned previously, terrain features prominently in games of Necromunda. One of the most obvious ways in which gangs and fighters interact with terrain is when they attempt to move through and over it. The following section covers the various ways in which terrain affects a fighter's movement.

## DIFFICULT TERRAIN

Pools of toxic sludge, areas of fallen rubble and broken or missing walkways sections – there are numerous things in the underhive that can make the terrain difficult to cross.

For every 1" a fighter moves through any terrain designated as difficult terrain when setting up the battlefield, they count as having moved 2".

## DANGEROUS TERRAIN

Vats of molten metal, spinning turbines set into the floor and more – any terrain feature designated as dangerous when setting up the battlefield can pose a huge risk to fighters crossing it.

A fighter may cross dangerous terrain in the same way as difficult terrain. However, the fighter must also pass an Initiative check. If this is passed, they cross the terrain safely. If they fail, they immediately go Out of Action and suffer a roll on the Lasting Injury table ().

## OBSTACLES

Obstacles are any free standing terrain feature measuring no more than 2" high and no more than 2" across, such as barricades, barrels and pipelines. Fighters may cross obstacles as they move, but doing so reduces their movement by a number of inches equal to the height of the obstacle. A fighter may not end their movement on top of an obstacle.

## STRUCTURES

Structures are any terrain feature measuring more than 2" high and more than 2" across, be they free standing or connected to other terrain features in some way. Fighters may climb up and onto structures and between the various levels and platforms of a structure as they move and may end their movement on any level of a structure if there is sufficient space for their base. See 'Climbing' below.

## IMPASSABLE TERRAIN AND SOLID TERRAIN FEATURES

Zone Mortalis walls and closed doors are always impassable. Any suitable terrain on a Sector Mechanicus battlefield may be designated as impassable when setting up the battlefield. Such terrain on a Sector Mechanicus battlefield should also be designated as a solid terrain feature for the purposes of line of sight and measurement, as described previously.

Fighters may not move across impassable terrain.
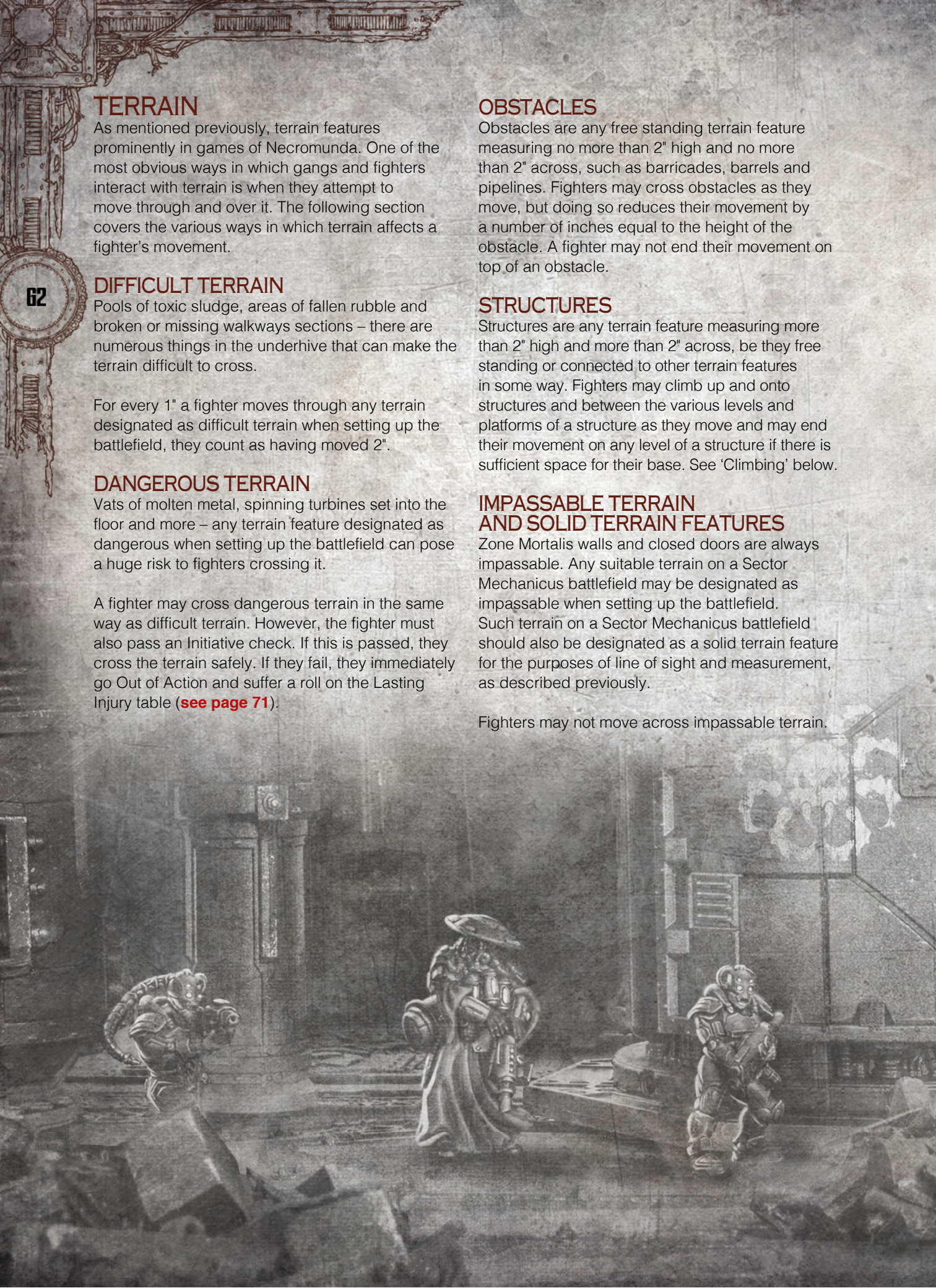
**DUCTWAYS:** Ductways can be up to 2" in length and can be placed across any 2" wide wall or any other terrain features that would otherwise be impassable. Their presence allows fighters to crawl through a narrow duct and traverse the terrain feature by using the Crawl Through Ductway (Double) action.

## CLIMBING

Fighters can climb up or down any vertical surface to reach a higher level or platform of a structure during their movement. For every 1" a fighter moves vertically by climbing, they count as having moved 2". A fighter cannot end their activation mid-climb; they must have sufficient movement to reach a flat surface. If they cannot, they will stay where they were when the action was declared.

Players should note that a fighter may end a Move (Simple) action mid-climb, provided that they are able to immediately use another action to complete the climb.

**STEPPING UP:** During a fighter's move, a fighter may freely 'step up' onto another level or platform of a structure, provided that it is no more than ½" higher than the level they are currently on. If the difference in height is more than ½", they must climb as described above.

**OVERHANGS:** When climbing, a fighter can traverse an overhang as long as it protrudes no more than 1" from the vertical surface. Overhangs that protrude more than 1" are considered impassable to a climbing fighter.

**LADDERS AND STAIRS:** When climbing a ladder or stairs between the levels of a structure, there are no modifiers to a fighter's movement.

## LEAPING GAPS

A moving fighter may attempt to leap across a gap that is bigger than their base, provided that they have enough Movement to do so. The fighter stops at the edge and makes an Initiative check. If they pass, they leap the gap and may continue moving. If they fail, they will fall straight down by the shortest possible route to the next level down and will suffer a hit as follows.

## JUMPING DOWN

A fighter may attempt to jump down to a level below. They must pass an Initiative check with no modifier for the first 2" jumped, but with a cumulative -1 modifier for every additional 2" jumped (rounded up). If the check is failed, they fall and will suffer a hit as described below.

## FALLING HAZARDS

A fighter is at risk of falling if they go from Standing to Prone whilst within ½" of the edge of a level or platform. Should this happen, the fighter must make an Initiative check. If the check is passed, nothing happens. If the check is failed or if a natural 1 is rolled, the fighter will fall as described below.

**RAILINGS:** If the nearest edge of a level or platform is bounded by a railing or similar barrier at least ½" tall, the chance of falling is reduced. Add 1 to the result of the Initiative check to see if the fighter falls.

## FALLING

If a fighter falls 3" or more, they will take a hit as described **on page 70** based on how far they fell, rounded up to the nearest inch:

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

A falling fighter is immediately Prone and Pinned and their activation ends. If they land on top of another fighter, they are also Pinned and suffer a hit identical to that taken by the falling fighter. Move the falling fighter the shortest possible distance so that the two are not overlapping. Once the hits have been resolved, and if neither fighter is Prone and Seriously Injured, if the falling fighter fell on an enemy fighter, move the fighter that fell by the shortest route possible until they are 1" away from the enemy fighter.

If a falling fighter lands within ½" of a platform edge, they must pass an Initiative check or will fall again.

# SHOOTING

There are several ways in which a fighter may make a ranged attack against an enemy, most frequently by making a Shoot (Basic) action or Fire Through Ductway (Basic) action, but certain skills and Tactics cards will also allow fighters to make a ranged attack outside of the game's normal sequence.

Whenever a fighter makes an attack against one or more enemy fighters with a ranged weapon, this sequence is followed:

1. DECLARE THE SHOT
2. CHECK THE RANGE
3. MAKE THE HIT ROLL
4. TARGET IS PINNED
5. RESOLVE HITS

## 1. DECLARE THE SHOT

Pick a ranged weapon carried by the fighter, and pick an eligible enemy.

**TARGET PRIORITY:** A fighter must target the closest eligible target when making a ranged attack. An enemy fighter is an eligible target if they are within the vision arc and line of sight of the attacker, even if they are Engaged by a friendly fighter. However, if the closest eligible target is Seriously Injured or harder to hit than one further away, the attacker may choose to ignore them. Otherwise, to attack an eligible target that is not the closest, the attacker must first pass a Cool check.

**FIGHTERS IN HIDING:** The attacking fighter cannot target an enemy if the enemy is both Prone (either Pinned or Seriously Injured) and in partial or full cover – they are assumed to be keeping their head very low!

## 2. CHECK THE RANGE

Measure the range from the attacker to the target. If the target is outside the weapon's Long range, the attack automatically misses. The Firepower dice must still be rolled.

## 3. MAKE THE HIT ROLL

Make a BS check for the attacker, applying modifiers as listed below to the roll.

• **IN PARTIAL COVER (-1):** The target is in partial cover (**see page 47**), apply the modifier.

• **IN FULL COVER (-2):** The target is in full cover (**see page 47**), apply the modifier.

• **ACCURACY MODIFIER (+/-?):** If the weapon has an Accuracy modifier on its profile and the target is within that range, apply the modifier.

• **TARGET IS ENGAGED (-1):** If the target is Standing and Engaged, apply the modifier.

• **TARGET IS PRONE (-1, LONG RANGE ONLY):** If the target is Prone (either Pinned or Seriously Injured) and the attacker is firing at Long range, apply the modifier.

**IMPROBABLE SHOTS:** If the hit modifiers applied to a ranged attack mean that it is impossible to score a hit, the attack is an Improbable Shot. To make a hit roll for an Improbable Shot, roll a D6. On a 1-5, the attack misses. On a 6, there is a chance that it will hit; make a hit roll as normal, using only the fighter's Ballistic Skill and ignoring any other modifiers,

## 4. TARGET IS PINNED

When a Standing and Active fighter is hit by a ranged attack, they are automatically placed Prone and Pinned. Players should note that a Standing and Engaged fighter cannot become Prone and Pinned.

## 5. RESOLVE HITS

Each attack that scores a hit is resolved as described **on page 70**.

# BLAST MARKERS

If attacking with any weapon with the Blast (X) trait, a fighter may target a point on the tabletop instead of an eligible enemy fighter, using a Blast marker.

• Place the appropriately sized Blast marker (determined by the number in brackets after the trait on the weapon's profile) so that the central hole is anywhere within line of sight of the fighter making the attack.

• If the central hole is beyond the Long range of the weapon, the attack still goes ahead but the Blast marker is moved directly back towards the attacking fighter until the central hole is within range.

• Roll to hit as normal:
  - If the attack hits, the Blast marker stays where it is.
  - Otherwise, roll a Scatter dice and a D6. The marker moves in the direction shown by the Scatter dice (using the small arrow if the Hit symbol is rolled) a number of inches equal to the number rolled on the D6. The marker will stop moving if the central hole comes into contact with a wall, structure or impassable terrain feature.

• Once the Blast marker's position has been established, each fighter (friend and enemy) whose base is beneath the Blast marker is hit by the attack (unless there is a wall or solid terrain feature between them and the centre of the Blast marker).

• Follow steps 4 and 5 of the Shooting sequence as normal for each fighter hit, in an order of the attacking player's choice.

Players should note that, after scattering, the Blast marker may end beyond the weapon's range or out of line of sight.

MISFIRES: If a Hit is rolled on the Scatter dice and a 1 is rolled on the D6, something has gone wrong. Roll another D6. On a 2-6, the shot is a dud; the attack ends and the Blast marker is removed. If the roll is a 1, the weapon has misfired; centre the Blast marker over the attacking fighter and resolve the attack as described above.

UNRULY SIOUX
WYRD SISTERS
HOUSE ESCHER

## FLAME TEMPLATES

If attacking with any weapon with the Template trait, the weapon will make use of the Flame template to determine which fighters are hit by the attack.

- During step 1 of the Shooting sequence, instead of declaring an enemy to be the target of the attack, place the Flame template so that the narrow end is touching the attacking fighter's base and the entire template is within their vision arc.
- Each fighter (friend and enemy) whose base is beneath the template is hit automatically by the attack (unless there is a wall or solid terrain feature between them and the fighter making the attack).

Follow steps 4 and 5 of the Shooting sequence as normal for each fighter hit, in an order of the attacking player's choice.

'MONO', PORT MAD DOG LONGSHOREMAN AND OCCASIONAL MERC

## BLAST MARKERS, FLAME TEMPLATES AND COVER

Fighters hit by Blast markers and Flame templates may gain a positive modifier to their save roll if they are in partial or full cover:

- If a fighter hit by a Blast marker is behind partial or full cover in relation to the central hole of the Blast marker, they will benefit from a positive modifier to their save roll.
- If a fighter hit by a Flame template is behind full or partial cover in relation to the fighter making the attack, they will benefit from a positive modifier to their save roll.

The modifiers to a fighter's save roll for being in cover against a Blast marker or Flame template are as follows:

- A fighter in Partial cover gains a +1 modifier to their save roll.
- A fighter in Full cover gains a +2 modifier to their save roll.

Players should note that these modifiers cannot be applied to Field armour.

*For example, if a fighter wearing mesh armour is behind Partial cover in relation to the centre of a Blast marker, their armour save will be increased to 4+ against the attack. If the fighter hit was wearing no armour, they would gain a 6+ save roll against the attack. Players should note, however, that an attack's Armour Penetration characteristic may modify this further.*

## STRAY SHOTS

If an attack with a ranged weapon misses, there is a chance that other fighters, friendly or enemy, that are Engaging the target, or that are within 1" of the line along which the range between the attacker and the target was measured, will be hit.

If the attack misses, roll a D6 for each fighter that is at risk of being hit, starting with the fighter closest to the attacker. On the roll of 1, 2 or 3, the fighter is hit by the attack. On a 4, 5 or 6, the shot misses them - move on to the next fighter at risk of being hit.

If the attack would have caused more than one hit, follow this sequence for every hit.

## TWIN GUNS BLAZING

If a fighter is armed with two weapons with the Sidearm trait, they can choose to attack with both of them as part of a single Shoot (Basic) action. Attack with each weapon in turn, fully resolving each attack. Both attacks must be made against the same target and the hit roll for each suffers a -1 modifier.

## THE FIREPOWER DICE

When making an attack with a ranged weapon (including when using a weapon with the Sidearm trait in close combat), a Firepower dice must also be rolled, even if the hit roll is not made (for example, if the target is out of range, the attack automatically misses, but the Firepower dice must still be rolled), and even if the weapon does not have the Rapid Fire trait. If the Ammo symbol is rolled, there is a chance the weapon has run Out of Ammo. Make an Ammo check for the weapon, testing against its Ammo characteristic. If this check is passed, nothing happens. If this check is failed, the weapon itself becomes subject to the Out of Ammo condition. The attack that caused the check is resolved as normal, but the weapon cannot be used again until it is reloaded by performing a successful Reload (Simple) action for it.

## MULTIPLE WEAPON PROFILES

Some weapons have more than one weapon profile – shotguns, for example, which can be loaded with several different types of ammunition. When declaring a ranged attack with such a weapon, the player must declare which profile they will use, chosen from the profiles available. For example, a shotgun may fire solid and scatter ammo as standard, and may be loaded with and use executioner ammo if purchased.

- Should a weapon with more than one weapon profile fail an Ammo check for one of its profiles, it is considered to have failed an Ammo check for all of its profiles.
- The weapon cannot be used at all until a Reload (Simple) action has been successfully performed, using any one of the weapon's available profiles, chosen by the controlling player.
- If a profile that has either the Scarce or Limited trait fails an Ammo check, that profile may not be used for the remainder of the battle.

FIREPOWER
DICE
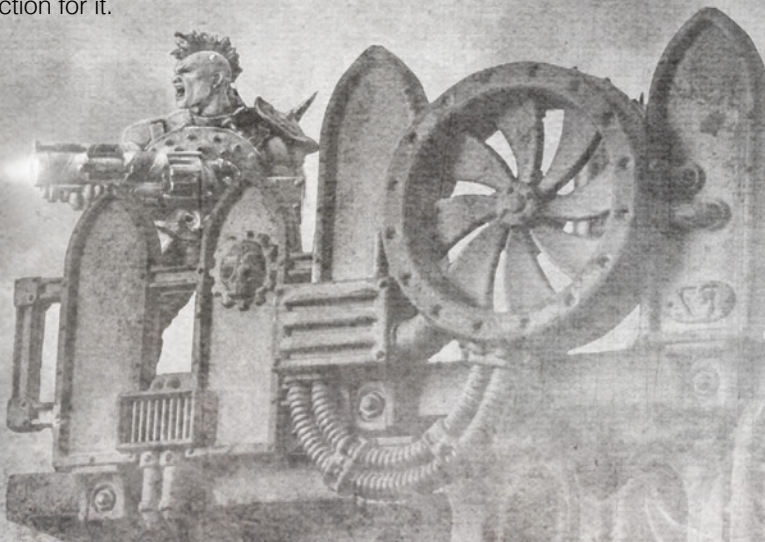
# CLOSE COMBAT

Fighters that are Standing and Engaged with an enemy fighter may make close combat attacks against them. Most often, this is done by performing a Fight (Basic) action – either on its own or as part of a Charge (Double) action – or by making Reaction attacks after an enemy fighter they are Engaged with has resolved a Fight (Basic) action against them. Additionally, certain skills and Tactics cards will also allow fighters to make a close combat attack outside of the normal sequence of the game.

Whenever a fighter makes a close combat attack against one or more enemy fighters they are Engaged with using a weapon with the Melee or Sidearm trait(s), this sequence is followed:

1. TURN TO FACE
2. PICK WEAPONS
3. DETERMINE ATTACK DICE
4. DECLARE TARGETS
5. MAKE HIT ROLL(S)
6. RESOLVE HITS
7. REACTION ATTACKS
8. CONSOLIDATE OR COUP DE GRACE

'GUNNER' SKI
SUMP DOGS
HOUSE ORLOCK

## 1. TURN TO FACE

The attacking fighter may turn to face any direction. Doing so reduces the result of any hit roll by 1. This modifier is cumulative with any others. For example, if a fighter that is Broken turns to face before making a Reaction attack, they will reduce the result of any hit roll by a total of 3.

## 2. PICK WEAPONS

The controlling player declares which weapons the fighter will use. A fighter can use up to two weapons with the Melee or Sidearm trait, but only one if it also has the Unwieldy trait. Alternatively, the fighter may make unarmed attacks.

UNARMED ATTACKS: A fighter that is not armed with any weapons with either the Melee or Sidearm traits may still make close combat attacks, either as part of an action or as a reaction to an attack from an enemy fighter.

An unarmed attack uses the fighter's unmodified Strength characteristic, has no AP and has a Damage of 1.

## 3. DETERMINE ATTACK DICE

The number of Attack dice rolled is equal to the fighter's Attacks characteristic, plus the following modifiers:

• Dual Weapons with the Melee or Sidearm trait (+1)
• Charging (+1)

If the fighter is attacking with more than one weapon, the Attack dice must be split as evenly as possible between the two weapons, ideally allocating an equal number of Attack dice to each weapon. Where this is not possible, for instance if the fighter has an odd number of Attacks to make, the controlling player may choose which weapon is allocated the extra Attack dice.

PISTOLS AT CLOSE QUARTERS: A weapon with the Sidearm trait can only have one Attack dice allocated to it. Any remaining attacks must be allocated to a weapon with the Melee trait. If a fighter has no other weapons with the Melee trait, any remaining attacks must be Unarmed attacks, as described above.

If a fighter attacks with a weapon with the Sidearm trait in close combat, Accuracy modifiers do not apply – this is only used when making ranged attacks.
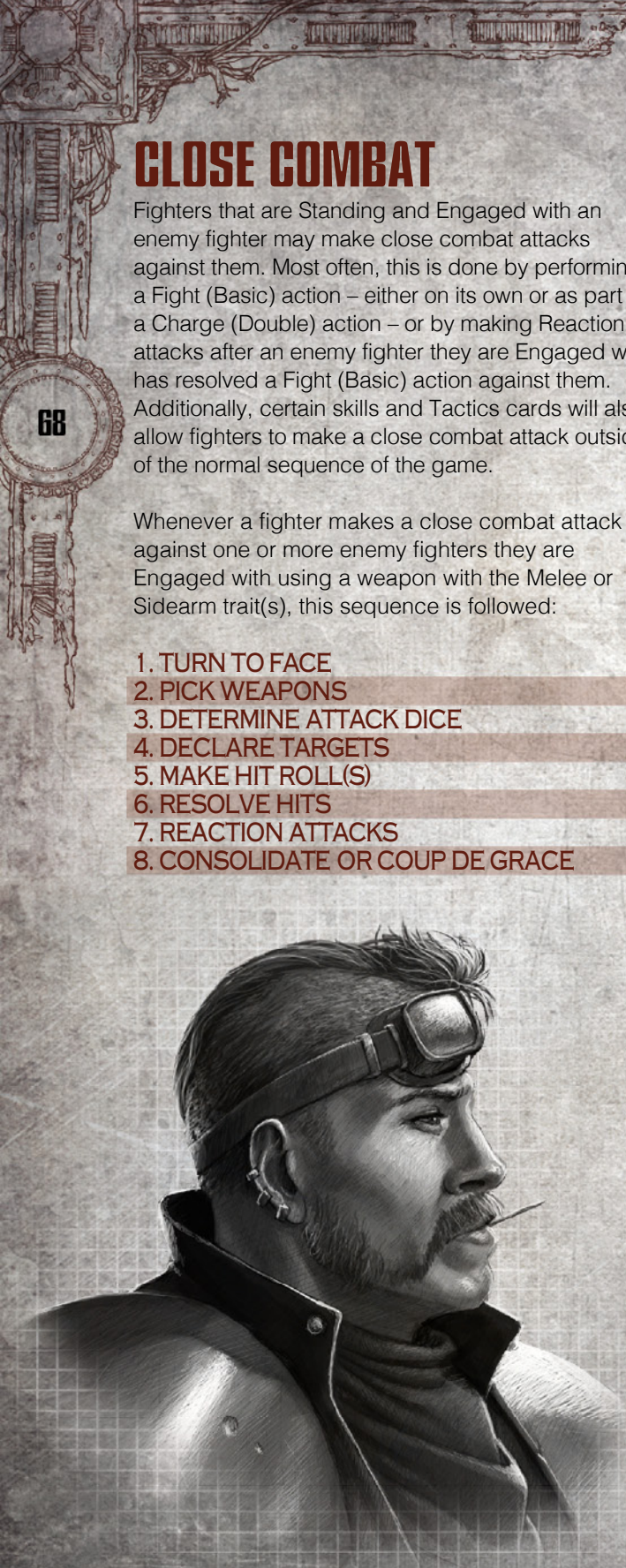
## 4. DECLARE TARGETS

Declare a target enemy fighter that is A) Engaged with the attacker and B) within their vision arc. Attacks can be split between eligible enemy fighters as the player wishes.

## 5. MAKE HIT ROLL(S)

Make a WS check for the attacking fighter with each Attack dice. Roll separately for different weapons and/or different targets. Hit rolls may be modified by +1 for an assist from a friendly fighter also Engaged with the target, or by -1 for an enemy fighter also Engaging the attacker.

## 6. RESOLVE HITS

Each attack that scores a hit is resolved as described **on page 70**.

## 7. REACTION ATTACKS

If there are still enemies that are Standing and Engaged with the attacker, they may make Reaction attacks, following steps 1-6.

## 8. CONSOLIDATE OR COUP DE GRACE

If all enemy fighters the attacker was Engaged with are now Prone and Seriously Injured, they may make a free Coup De Grace (Simple) action against one such enemy fighter.

Alternatively, if all enemy fighters the attacker was Engaged with are now Prone and Seriously Injured or have gone Out of Action, they may move up to 2" in any direction.

## ASSISTS AND INTERFERENCE

Engaging more than one opponent is much more difficult than Engaging a lone fighter. When making close combat attacks, a fighter can claim 'assists' from friendly fighters who are also Engaged with the target of the attack, and can suffer 'interference' from enemy fighters other than the target of the attack who are also Engaged with them.

### ASSISTS

When a fighter makes a close combat attack, they can claim an assist from each other friendly fighter that is:

- Engaged with the target of the close combat attack.
- Not Engaged with any other fighters from the same gang as the target of the attack.

Each assist claimed in this way adds 1 to the result of the hit roll.

### INTERFERENCE

When a fighter makes a close combat attack, they may suffer interference from each other enemy fighter that is:

- Engaged with the attacker.
- Not Engaged with any other fighters from the same gang as the attacker.

Each interference subtracts 1 from the result of the hit roll.

# RESOLVE HITS

When a fighter suffers a successful hit, follow this sequence:

1. MAKE WOUND ROLL
2. MAKE A SAVE ROLL
3. INFLICT DAMAGE

## 1. MAKE WOUND ROLL

Cross reference the weapon's Strength with the hit fighter's Toughness and roll on the table below to determine if the fighter is wounded by the attack:

| Strength vs Toughness | D6 Roll Required |
|---|---|
| Is the Strength TWICE the Toughness or greater? | 2+ |
| Is the Strength GREATER than the Toughness? | 3+ |
| Is the Strength EQUAL to the Toughness? | 4+ |
| Is the Strength LOWER than the Toughness? | 5+ |
| Is the Strength HALF the Toughness or lower? | 6+ |

## 2. MAKE A SAVE ROLL

If a hit results in a successful wound roll, or leads to an Injury roll being made against the fighter for any reason, the fighter may be able to make a save roll.

Only one save roll may be made for each hit that successfully wounds, or leads to an Injury roll being made, regardless of how many different save rolls a fighter may have. For example, if a fighter wears both mesh armour and a refractor field, they may only attempt a save roll against a successful wound roll with one of those items.

Armour saves are made either:

- After the Wound roll is made but before the Wound is removed from the fighter, in which case the Wound is 'saved' and not removed.
- If the attack has a Damage '-' characteristic and causes an Injury dice to be rolled against the fighter for any reason, a save roll is made before any Injury dice are rolled.

Players should note that some weapon traits will disallow save rolls. For example, the Gas Weapon Trait states that no save roll can be made. In such cases, regardless of any modifiers, no save roll can be made.

**ARMOUR PENETRATION:** It may happen that the AP characteristic of a weapon is greater than the save roll granted by the armour a fighter wears, thus cancelling out the save roll. For example, a fighter wearing mesh armour has a save roll of 5+, but if they are hit by a weapon with AP -3, no save roll would be possible.

**POSITIVE SAVE MODIFIERS:** In some situations, such as a fighter benefiting from partial or full cover against an attack that uses a Blast marker, a fighter's save roll may be improved. In such situations, this positive modifier may be added to a fighter's normal save roll, but may not be added to Field armour. For example, if a fighter wearing mesh armour (5+ save) and a displacer field (4+ save) gains a +1 modifier to their save roll, they may improve their mesh armour save to 4+ but may not improve their displacer field save to 3+.

If a fighter not wearing armour benefits from a positive save modifier, treat their save as 7+ for the purposes of modification. For example, if a fighter wearing no armour gains a +2 save modifier, they will be able to make a save roll of 5+.
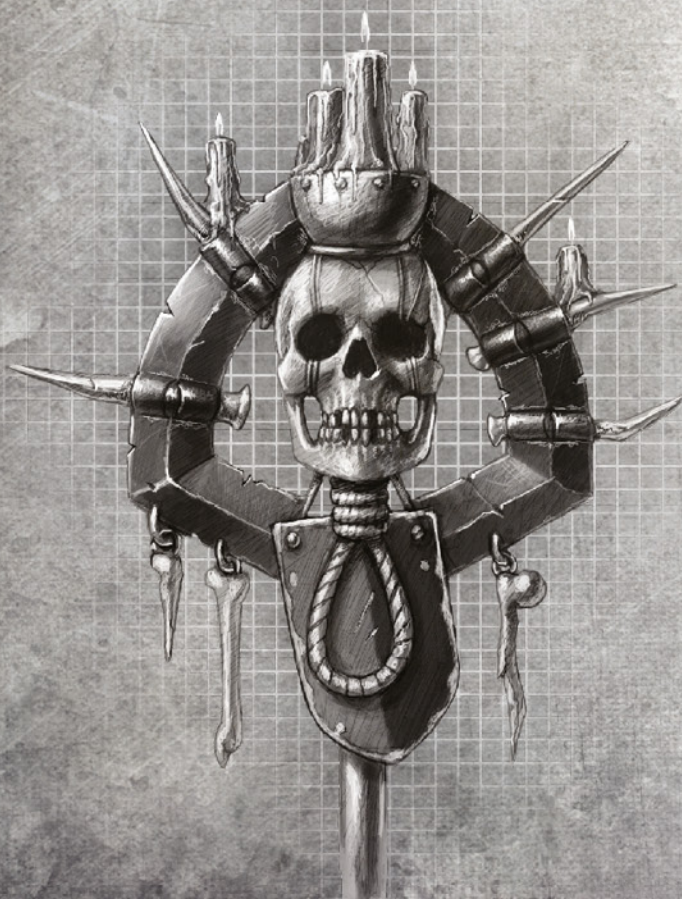
## 3. INFLICT DAMAGE

Damage is inflicted following a successful unsaved wound roll, as follows:

**1.** Each point of Damage caused by a weapon removes one Wound from a fighter.

**2.** When a fighter is reduced to 0 Wounds by Damage from an attack, immediately roll one Injury dice and apply the result to the fighter (see below).

**3.** If the weapon has additional points of Damage to cause after the last Wound has been removed, immediately roll an additional Injury dice for each and apply the result to the fighter.

*For example, if a fighter with two Wounds is hit by a weapon that causes three points of Damage, two Injury dice will be rolled. The first point of Damage removes a Wound, the second reduces the fighter to 0 Wounds and one Injury dice is rolled, and the third and final point of Damage will cause another Injury dice to be rolled.*

## INJURY DICE

When any number of Injury dice are rolled against a fighter for any reason, apply the results of each individual dice as follows:

- **OUT OF ACTION:** The fighter is immediately removed from play.

- **SERIOUS INJURY:** The fighter is placed Prone and laid face-down. They may successfully recover in a later End phase. If this injury was inflicted in close combat, the fighter may be vulnerable to a Coup de Grace action (**see page 59**).

- **FLESH WOUND:** The fighter suffers a Flesh Wound, reducing their Toughness characteristic by 1. If a fighter is reduced to Toughness 0, they go Out of Action.

## INJURY DICE

Injury dice are marked with three different symbols:

Out of Action

Serious Injury

Flesh Wound

71

## DAMAGE '-' WEAPONS

A weapon with a Damage characteristic of '-' does not cause Damage in the usual way and will not cause a fighter to lose a Wound. Such weapons cause injuries through the use of deadly toxins, venoms or gas.

Consequently, if any Injury dice are rolled against a fighter as the result of an attack made by a Damage '-' weapon, the result(s) of the Injury dice are applied as normal. No Wounds are removed from the fighter.

The fighter may suffer a Flesh Wound, indicating they have been weakened by the attack, may suffer a Serious Injury, representing their struggle to shake off the effects of the attack, or may be taken Out of Action as they succumb to the effects of the weapon.

## FALLING

If a fighter falls 3" or more, they will take a hit as described previously based on how far they fell, rounded up to the nearest inch:

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

## LASTING INJURIES

If a fighter goes Out of Action during a campaign game, for any reason, immediately roll on the table below and apply the result:

| D66 | Lasting Injury |
|---|---|
| 11 | Lesson Learned. Into recovery, +D3 Experience. |
| 12-26 | Out Cold. No effect. |
| 31-45 | Grievous Injury. Into recovery. |
| 46 | Humiliated. Into recovery, -1 Ld and Cl |
| 51 | Head Injury. Into recovery, -1 Int and Wil. |
| 52 | Eye Injury. Into recovery, -1 BS. |
| 53 | Hand Injury. Into recovery, -1 WS. |
| 54 | Hobbled. Into recovery, -1 M. |
| 55 | Spinal Injury. Into recovery, -1 S. |
| 56 | Enfeebled. Into recovery, -1 T. |
| 61-65 | Critical Injury. Dead, unless saved by a Doc. |
| 66 | Memorable Death. Dead – attacker gains +1 Experience. |

## NERVE TESTS

Fighters have to take a Nerve test when a friendly fighter is Seriously Injured or taken Out of Action within 3" of them. All fighters must test regardless of their Status and Secondary Status, though it should be noted that some fighters may be subject to a special rule that makes them immune to Nerve tests.

To make a Nerve test, make a Cool check for the fighter, adding 1 to the result for each friendly fighter within 3" of them that is not Broken and is not Prone and Seriously Injured. If the check is passed, nothing happens. If the check is failed, the fighter becomes Broken. Place a Broken marker on their Fighter card.

When a fighter becomes Broken, they will immediately make a Running for Cover (Double) action as described **on page 60**. If the fighter is Ready, they lose their Ready marker.

Broken fighters may be rallied in the End phase. When a Broken fighter activates in a subsequent round, they may not make any actions other than Running for Cover (Double). If a Broken fighter is Engaged by an enemy fighter, they may only make Reaction attacks with a -2 modifier.
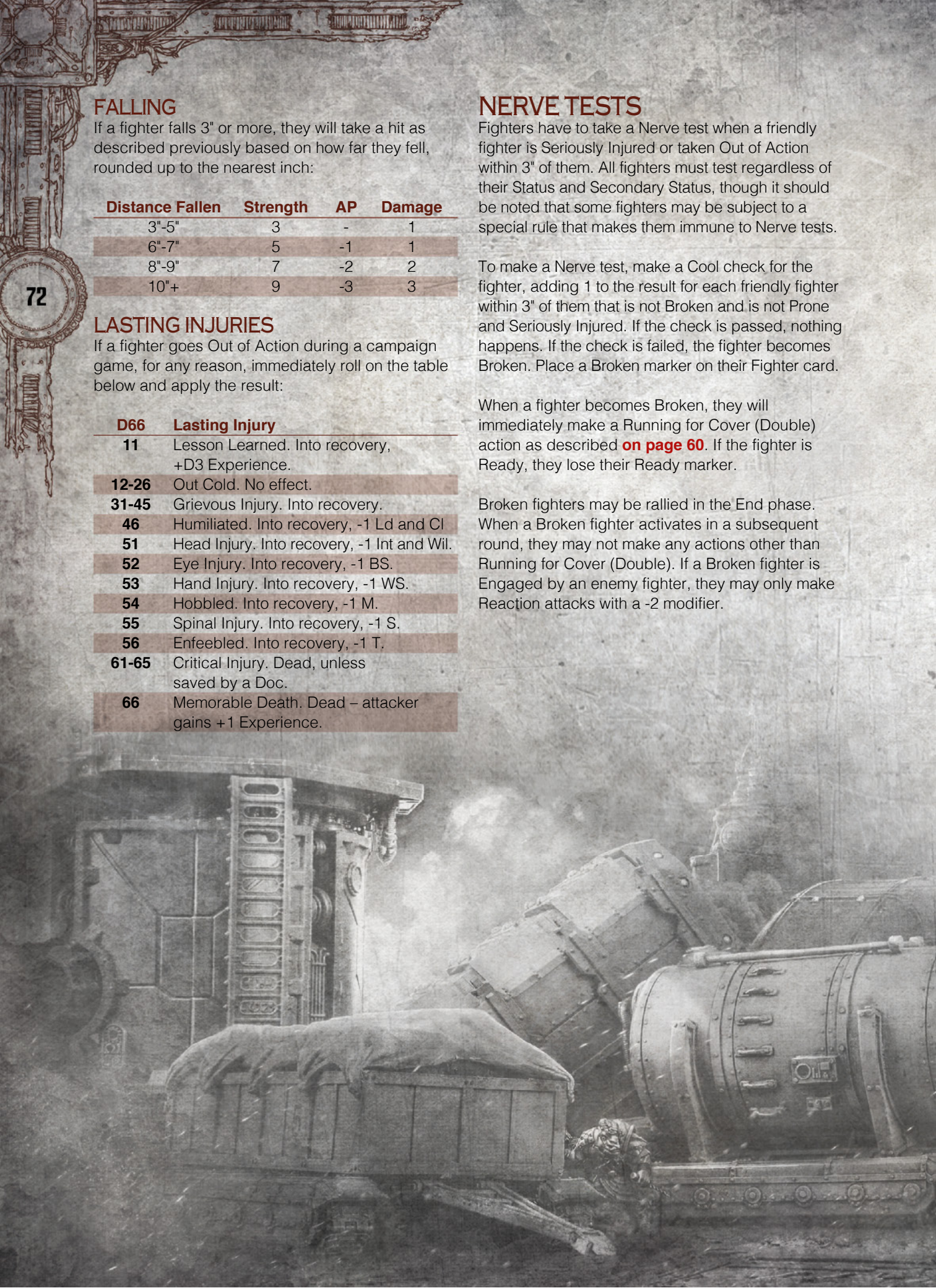
# END PHASE

After all fighters that wish to activate have activated, the Action phase ends and play moves on to the End phase. The End phase has three steps:

1. MAKE BOTTLE TEST (IF NECESSARY).
2. MAKE RECOVERY TESTS FOR SERIOUSLY INJURED FIGHTERS.
3. MAKE RALLY TESTS FOR ANY BROKEN FIGHTERS.

## BOTTLE TESTS

At the start of the End phase, either or both players will be required to make a Bottle test for their gang if one or more of their fighters are either Seriously Injured or Out of Action.

To make a Bottle test for the gang, roll a D6 and add to the result the total number of fighters that are Seriously Injured or Out of Action. If the final result is higher than the total number of fighters in the starting crew (the number of fighters who were present at the start of the battle, **see page 118**), then the gang as a whole has failed the Bottle test and has bottled out.

## FLEEING THE BATTLEFIELD

Once a gang has bottled out, fighters may begin to flee the battlefield. At the start of the Action phase, the controlling player will have to make a Cool check for each of their fighters on the battlefield. Each fighter that fails this Cool check will immediately flee the battlefield and is removed from play.

## LEADING BY EXAMPLE

Fighters draw courage from their leaders and will follow their example:

- If the gang Leader passes their Cool check, any friendly fighters within 12" are considered to have passed their Cool check and will not flee the battlefield.
- If a Champion passes their Cool check, any friendly fighters that are not the Leader or another Champion within 6" are considered to have passed their Cool check and will not flee the battlefield.

## RECOVERY TESTS

For each member of their gang that is Seriously Injured and still on the battlefield, the controlling player makes a Recovery test by rolling an Injury dice:

- If the result is Out of Action, the fighter is removed from play. During a campaign game, roll for Lasting Injuries as described **on page 87**.
- If the result is Seriously Injured, the fighter remains as they are, Prone and Seriously Injured.
- If the result is a Flesh Wound, the fighter suffers a Flesh Wound (**see page 50**) and becomes Prone and Pinned.

### ASSISTANCE

When making a Recovery test for a Seriously Injured fighter, one Standing and Active friendly fighter that is within 1" can offer assistance. If they do so, roll one extra Injury dice, then pick one of the Injury dice to resolve and discard the other.

A fighter can only assist one Recovery test per End phase.

### MULTIPLE INJURY DICE

It may happen that, due to assistance, items of Wargear, Tactics cards or skills that, when making a Recovery test, several Injury dice are rolled. Regardless of how many are rolled, one Injury dice is picked and resolved, the others are discarded, as described previously.

## RALLY TESTS

After making Recovery tests for Seriously Injured fighters, players may attempt to Rally Broken fighters.

To Rally a Broken fighter, make a Cool check for them, adding 1 to the result for each friendly fighter within 3" of them that is not Broken and is not Prone and Seriously Injured. If the check is passed, the fighter is no longer Broken. If the check is failed, the fighter remains Broken until the next End phase.

# PSYKERS IN NECROMUNDA

In Necromunda, there are few individuals as dangerous to Lord Helmawr's dominion as the psyker. These powerful men and women represent a rare mutation within humanity – they are able to channel the esoteric power of the Warp with a thought and bend reality to their will. Since Mankind first ventured out into the void, the number of psykers being born has steadily grown, though at a terrible cost to the genetic stock of Mankind. For each one that comes into the world, millions of mutants are also born, as if nature itself were toying with biology in an effort to force Mankind to evolve. As the 41st Millennium draws to a close, psykers and mutants fill every corner of the galaxy, moving among humanity unnoticed or lurking in the shadows of cities and hives.

# PSYCHIC POWERS

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

A Wyrd Power (X) action may be (Simple), (Basic) or (Double), depending upon the complexity of the Wyrd Power the psyker is attempting to manifest. This will always be shown in brackets after the name of the Wyrd Power itself. When a psyker is activated, they may choose to perform one or more Wyrd Power (X) actions.

Wyrd Powers are named by discipline first, such as Telekinesis – the power to manipulate and move objects, and as a unique effect second, such as Force Blast – the power to push enemies back with a thought. Most psykers follow one discipline closely, though it is not uncommon for a psyker to possess abilities drawn from two or more different disciplines.

Regardless of the Wyrd Power(s) that a psyker knows, all psykers are able to perform the following actions:

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

## CONCENTRATE (BASIC) — If the fighter makes a
Willpower check in their subsequent action, add 1 to the result of the dice roll.

# USING WYRD POWERS

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

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

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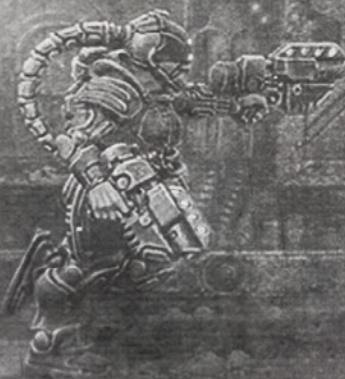
# PSYCHIC DUELS

Whenever a psyker is activated to make a Wyrd Power (X) action or to make a Maintain Control (Simple) action, if there is a Standing and Active or Prone and Pinned enemy psyker within 18", they may attempt to Disrupt the psyker's successful Wyrd Power. A Standing and Engaged or Prone and Seriously Injured psyker may not attempt to Disrupt a Wyrd Power.

To Disrupt a successful Wyrd Power (X) action, a psyker must roll 2D6. If the total is higher than the total rolled for the Willpower check made to successfully perform the action, the Wyrd Power is Disrupted and fails as if the psyker making the action had failed their own Willpower check. If the total is equal to or lower than the total of the Willpower check made to successfully perform the action, the Disruption attempt fails and the Wyrd Power (X) action is resolved.

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

# PERILS OF THE WARP

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

## PERILS OF THE WARP

| 2D6 | Result |
| --- | --- |
| 2-3 | **A Tear in Reality!** – The psyker loses control and warp energy tears reality apart around them. Centre a 5" Blast marker on the psyker; any fighter touched by the marker must pass a Willpower check or lose a wound. The psyker then goes Out of Action. |
| 4-5 | **Immaterium Inverse** – The warp inverts upon those attempting to control it. The psyker becomes the target of the power (regardless of range). If the power is beneficial, the psyker instead becomes Pinned and suffers a Strength 6 hit that inflicts 2 Damage, ignoring armour saves, and the power has no other effects. |
| 6-8 | **Whispers from the Warp** – The psyker's mind is filled with screaming daemonic voices. The psyker becomes subject to the Insanity condition. Place an Insanity marker on the psyker's Fighter card and roll a D6 on the Insanity table (**see page 60**) when they activate. |
| 9-10 | **Warp Surge!** – The psyker's power becomes overcharged with warp energy. The psyker may immediately try to manifest the same power again as a free action, or, if they were trying to disrupt a power, they may immediately manifest one of their own powers as a free action – this additional manifestation of the power can trigger Perils of the Warp as normal. After working out the effects of the power, the psyker becomes Pinned and suffers a Strength 4 hit that inflicts 1 Damage, ignoring armour saves. |
| 11-12 | **Daemonic Possession** – Daemonic energy courses through the psyker's body. The Psyker increases their Movement, Strength, Toughness and Attacks characteristics all by 3 and their Weapon Skill to 2+. Their unarmed attacks inflict 2 Damage and have an AP of -1. In the End phase of the following round, or if the psyker generates this result again, they go Out of Action. |

## SANCTIONED AND NON-SANCTIONED PSYKERS

All psykers fall into two broad types, regardless of the powers they wield or where they originate from: Sanctioned Psykers and non-sanctioned Psykers. Bearing the official approval of Imperial authorities, sanctioned psykers wield their powers under the control and vigilance of overseers and handlers. Trained from an early age in the correct use of their abilities and to minimise the risks of daemonic possession, a sanctioned psykers is free to operate as they wish without the risk of censure by the authorities. A non-sanctioned psyker by contrast exists outside of the system and in secret, unaware of the great risks they present to themselves and others and oblivious to the great efforts the Imperium goes to in controlling their kind. The rewards for bringing a non-sanctioned psyker to Imperial justice can be great, often great enough to justify the risks of going against them!

To reflect their sanctioned or unsanctioned status, all psykers will have one of the two following skills on their profile:

**SANCTIONED PSYKER:** A psyker with this skill may re-roll a failed Willpower test once per battle.

**NON-SANCTIONED PSYKERS:** Should a psyker with this skill be taken Out of Action, the enemy gang is rewarded a bounty of D3x10 credits at the end of the battle. Should a psyker with this skill be captured and sold to the Guilders, they are worth their full value. Note that when a Hired Gun is captured, they can be sold immediately without the need to attempt a Rescue mission.

VEXX THE ZEVITE
COVEN OF LIES
HOUSE DELAQUE SPYKER
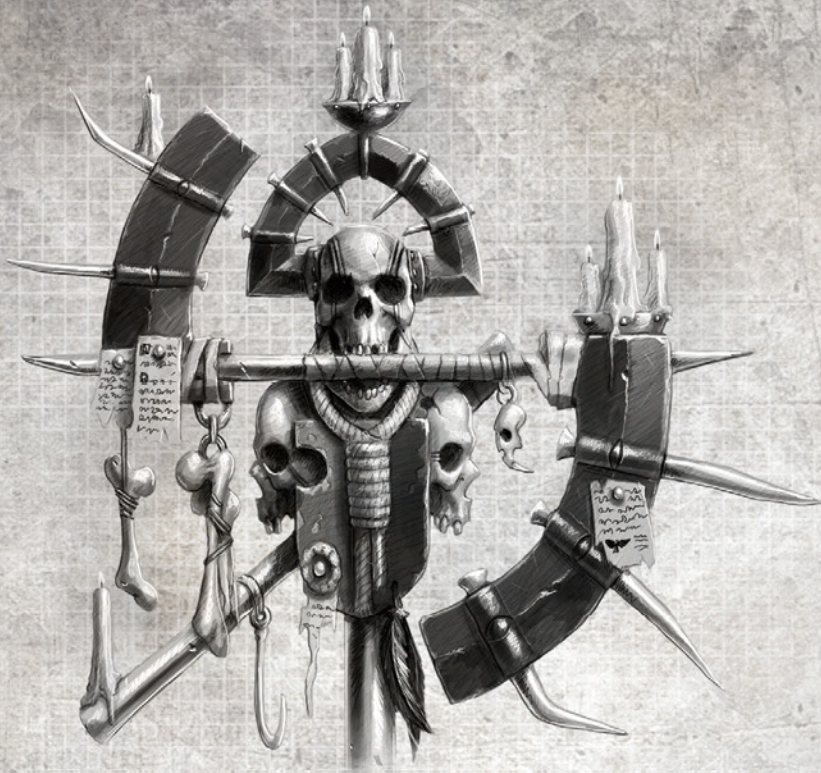
# THE DOMINION CAMPAIGN

*'Everybody wants something, just not always the same thing for the same reasons…
That's the truth of truth, friend. See, down here, you can look at something, call it worthless,
and to another soul, to them, well, you are looking at the key to all they want this side of the
fires of redemption… You follow, friend? That's truth. Or as I like to call it, opportunity…'*

*Nark One Finger, unsanctioned trader, Hive Primus*

Power in the underhive is more than a gun in a ganger's hand. It is reputation, it is coin, and the worth of the ground that you can call your own. For gangs that wish for more than bloodshed, that wish not just for infamy, but to rise from the ashes and ruins to something greater; for these, dominion over the soul and iron of the hive is everything. And for that end, they will fight bitter war without mercy.

## HOW THE CAMPAIGN WORKS

The Dominion Campaign is based around gangs fighting battles for the control of Territory. Each game in the campaign is fought for the control of a Territory, with the winner either gaining a new Territory, or holding onto one that they already have. The Territory being fought over is the stake of a game, and every game has a Territory at stake on the outcome.

Territories are features of the underhive that are worth something to the gangs, be that a set of old ruins that provide building materials or a safe haven, or a tech bazaar selling all manner of STC technology. There are a fixed number of Territories in a Dominion Campaign, based on the number of players.

Possession of a Territory grants a gang that holds it a benefit – called a Boon. Boons vary from income, to a special Tactic that can be used in battle, to equipment, or even recruits for their gang. Gangs claim Territories by winning battles.

All gangs possess a Settlement Territory which they cannot lose and which can never be staked on the outcome of a battle. This represents the gang hide-out.

The campaign ends after a fixed period of time, and at that point gangs are awarded Triumphs based on how many battles they have fought, how much Territory they have, how wealthy they are, their Reputation, and how many enemies they have taken down.

## THE ARBITRATOR

The Arbitrator in a Dominion Campaign is the person who organises the campaign, tracks results and tracks who has possession of each Territory. They also keep each phase of the campaign running to time, and generally cajole the players to fight battles and have a good time.

If the Arbitrator is inspired and willing to put in more time and work then they can add more flavour and texture to the campaign by creating custom scenarios, terrain sets, unique characters, and new Territories. This, of course, is a lot more work, but can result in a truly memorable and deeply satisfying experience.

## THE GANGS

Each player in a Dominion Campaign needs to have a gang. This can be any gang currently available from the *Gangs of the Underhive* book or those published in *White Dwarf* magazine. Note, however, that for the campaign system to work, the gangs from *White Dwarf* magazine must be counted as coming from one of the Houses. Chaos Cult gangs are treated as Cawdor gangs, Genestealer Cult gangs as Orlock gangs, and Venators may choose which House they count as at the start of the campaign. Further rules for using other types of gangs in a Dominion Campaign will be added in future supplements.

## TERRITORIES

Each Territory is a feature of key interest in the localised area of the hive within which the gangs are fighting. A gang gains a Territory by winning a battle and holds onto it by winning future battles fought over its possession. Each Territory also grants the gang that controls it a benefit, called a Boon.

## WINNING

Rather than a single winner, there are many Triumphs that a gang can achieve in a Dominion Campaign. At the end of the last week of the Takeover phase, the Dominion Campaign is over. The Arbitrator then totals up each gang's total enemies taken Out of Action, final Wealth, final Reputation, and the number of Territories held by each gang, and then awards Triumphs to players.

## SETTING UP THE CAMPAIGN

Setting up a Dominion Campaign is a task that falls to the Arbitrator, that heroic person amongst a group of players who has decided to run the campaign or has volunteered to take it on. To set up the campaign, the Arbitrator must set start and end dates, make sure that all of the players have founded their gang, and determine the Territories that the gangs will be fighting over. This is best done in a single evening or session where everyone playing in the campaign meets, drinks tea, goes through all of the steps of setting up the campaign together and generally gets excited about the fun ahead.

## SET START & END DATES

The Dominion Campaign is divided into six campaign weeks, separated by a single week of Downtime after the first three weeks, meaning that the campaign will last a total of seven weeks. The first step in setting up the campaign is for the Arbitrator to determine the start date, the end date and when the week of Downtime will fall. They then share this vital information with the players!

## DETERMINE THE TERRITORIES

The number of Territories used in a Dominion Campaign depends on the number of players committed to the campaign – see the following table:

| Players | Territories Generated |
|---------|----------------------|
| 3 | 9 |
| 4 | 12 |
| 5 | 15 |
| 6 | 18 |
| 7 | 21 |
| 8 | 24 |

Territories are generated with the following method:

1. For each House represented by a player's gang, take the cards for those Territories that offer Enhanced Boons to gangs of that House and make a deck of them.

2. Draw one Territory from each of these House decks of cards and put them aside until step 5 *(note: one card is drawn, no matter how many gangs there are from an individual House)*.

3. Take all of the remaining cards, add the cards not drawn during step 1 back in, shuffle them together and draw a number of Territories up to the number of Territories required for the campaign.

4. All non-selected Territories are discarded.

5. All of the selected Territories are revealed to all of the players.

## MAKING A DECK OF TERRITORIES

The Necromunda Campaign Territory card set for the Dominion Campaign contains cards for each Territory used in this version of the Dominion Campaign. These cards feature all of the Territories' special rules and can be used both as play aides and when determining the Territories for the campaign. If you do not have a set of these cards, you can use half a deck of playing cards to determine the Territories for a campaign. Remove all Hearts, Clubs and Jokers, leaving just Spades and Diamonds. Each card in these remaining suits corresponds to a Territory, as per the table shown opposite.

### DESIGNER'S NOTE: DARK MILLENNIUM PLAYING CARDS

Much of the inspiration for using cards within this campaign stems from John Blanche's Dark Millennium playing card set. The tables within this section have been written to work with any standard set of playing cards. However, if you want to use the Dark Millennium deck, use the following as a guide to match territories to the Dark Millennium cards: Imperium (Hearts), Chaos (Clubs), Mechanicus (Spades), Xenos (Diamonds).

| Card | Territory |
|---|---|
| Ace of Diamonds | Refuse Drift |
| 2 of Diamonds | Corpse Farm |
| 3 of Diamonds | Bone Shrine |
| 4 of Diamonds | Drinking Hole |
| 5 of Diamonds | Gambling Den |
| 6 of Diamonds | Needle Ways |
| 7 of Diamonds | Synth Still |
| 8 of Diamonds | Stinger Mould Sprawl |
| 9 of Diamonds | Narco Den |
| 10 of Diamonds | Slag Furnace |
| Jack of Diamonds | Fighting Pit |
| Queen of Diamonds | Smelting Works |
| King of Diamonds | Mine Workings |
| Ace of Spades | Tunnels |
| 2 of Spades | Toll Crossing |
| 3 of Spades | Tech Bazaar |
| 4 of Spades | Generatorium |
| 5 of Spades | Archaeotech Device |
| 6 of Spades | Old Ruins |
| 7 of Spades | Settlement |
| 8 of Spades | Rogue Doc Shop |
| 9 of Spades | Promethium Cache |
| 10 of Spades | Wastes |
| Jack of Spades | Sludge Sea |
| Queen of Spades | Workshop |
| King of Spades | Collapsed Dome |
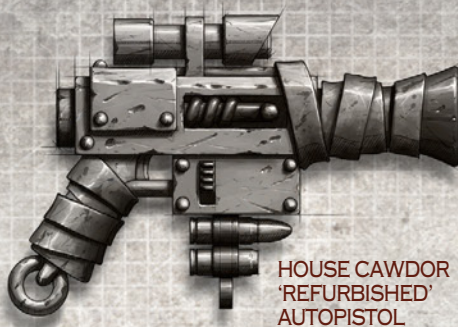
HOUSE CAWDOR 'REFURBISHED' AUTOPISTOL

## FOUNDING GANGS

Before the campaign begins, each player must found a gang. Each gang has a starting budget of 1,000 credits, and must be created using any of the lists mentioned previously. This budget can be spent on fighters (following the restrictions in each Gang List) and equipment from that gang's Equipment List; any credits that are not spent are added to the gang's Stash and stored away for later use. A Fighter card must be completed for each fighter in the gang, and a gang roster must be completed to record all of the gang's details.

## GANG ATTRIBUTES

In a Dominion Campaign, gangs have a number of attributes, which are tracked on their roster. These attributes, and their starting values, are explained below:

### GANG RATING

The Gang Rating is an indicator of how powerful the gang is – the proficiency of its fighters, how well equipped it is, and so on. The Gang Rating is the total cost of all of the fighters in the gang, including the cost of all alternative weapon sets a fighter has.

### WEALTH

In a Dominion Campaign, gangs also have a Wealth value – this is equal to the total cost of all of the fighters in the gang, plus the value of any credits or equipment they have in their Stash.

### REPUTATION

Reputation is the measure of a gang's standing and power in their Zone. It is separate from Gang Rating, which is a measure of the gang's size and resources; a small gang can build up quite an impressive reputation. A gang's Reputation starts at 1, and cannot drop below 1.

## FIGHTER CAMPAIGN ATTRIBUTES

In a Dominion Campaign, each fighter in a gang has a number of attributes that are tracked in their entry on the gang's roster:

### EXPERIENCE (XP)

Fighters can spend Experience in order to purchase Advancements – when they do so, the Experience total is reduced accordingly.

### ADVANCEMENTS

The more Advancements a fighter has, the more expensive any future Advancements will be. Leaders and Champions start with one Advancement (a skill), which should be noted on the gang roster.

### IN RECOVERY AND CAPTURED BY

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

### COMPLETING A GANG ROSTER

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

The gang roster is made up of a number of elements, as shown : the gang's name (1) and House (2), its Gang Rating (3), Reputation (4) and Wealth (5), the Territories it holds (6) and its Stash (7), containing unspent credits, surplus equipment (both weapons and Wargear), and so on. It also has a line for each fighter in the gang, with space for their names (8), fighter type (9), Cost (10), Experience earned (11), the number of Advancements gained (12), and whether they are currently In Recovery (13) or have suffered any injuries or been Captured (14).

Note that although the number of rows is limited, there is no upper limit on the number of fighters a gang can contain. Should a gang be lucky enough to have more fighters than can be fitted onto one gang roster, simply use a second gang roster for extra space.

| FIGHTER NAME | TYPE | COST | XP | ADV | REC | CAPTURED BY / LASTING INJURIES |
|---|---|---|---|---|---|---|
| 8 | 9 | 10 | 11 | 12 | 13 | 14 |
| | | | | | | |

| GANG NAME | | |
|---|---|---|
| 1 | | |

HOUSE

2

GANG RATING

3

REPUTATION

4

WEALTH

5

TERRITORIES HELD

6

STASH

7

## CAMPAIGN VARIANTS

The Dominion Campaign represents gangs fighting over known Territories, the ownership of which is in constant flux as gangs struggle for superiority, but it can also be easily varied to represent either a war over established gang Territories or gangs fighting as they explore an unknown and unclaimed region:

### OLD KINGDOMS

Some parts of the underhive have been under the control of various gangs since before anyone alive can remember. Every now and then something changes, a gang collapses or wants more, and then the gangs go to war, re-soaking the same old ground with fresh blood. In the Old Kingdoms variant, players each start with two random Territories out of those drawn for the campaign. The remainder make up the small pool of unclaimed Territories. There is no Occupation phase in this variant. Instead there are two three-week Takeover phases, separated by one week of Downtime.

### INTO THE UNKNOWN

In this variant, the gangs are exploring an area where everything is unknown – perhaps a pass into an inaccessible part of the underhive has opened up, or the gang are prospecting deep in Hive Bottom or out in the Ash Wastes. This variant works like the Dominion Campaign, but rather than revealing the Territories at the start of the campaign, they are kept secret (the cards are drawn but not turned over). A Territory is still chosen as the stake for each battle in the Occupation phase, but that Territory is chosen from the unrevealed Territories and revealed. Simply, Territories are only revealed to players when they are fought over. In the Takeover phase, battles are fought over either revealed Territories held by a gang, or over a Territory that has not yet been revealed.

## RUNNING THE CAMPAIGN

The Dominion Campaign is divided into three phases, all of which run for a fixed length of real time:

| 1 | Occupation phase | Three weeks |
| 2 | Downtime | One week |
| 3 | Takeover phase | Three weeks |

### THE OCCUPATION PHASE

During the Occupation phase, each battle played out between gangs has a single uncontrolled Territory at stake, and the winner of the battle gains control of that Territory. The Territory at stake from those currently available should be decided between the players when issuing and accepting challenges. Players may fight as many battles as they can fit in during this time.

If at any point during the Occupation phase all of the Territories have become occupied and are controlled by a gang, meaning that there are no more uncontrolled Territories to fight over, then the Occupation phase ends and Downtime begins. The length of the Downtime does not change, but the Arbitrator may choose to extend the Takeover phase if the Occupation phase ended early.

## DOWNTIME

This is an opportunity for all players to catch their breath and for gangs to patch their wounds. The exceptionally bold and active players might put their gangs through a special side battle (**see page 84**) if they just can't be away from the roar of guns and the song of blades for that long.

### THE EFFECTS OF DOWNTIME

After their last game of the Occupation phase, players complete the following steps at the end of the post-battle sequence:

| 1. | Fighters Recover |
| 2. | Captives are Returned |
| 3. | Experienced Juves are Promoted |
| 4. | Fresh Recruitment |

### 1. FIGHTERS RECOVER

Any In Recovery boxes on the gang roster are cleared.

### 2. CAPTIVES ARE RETURNED

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

## 3. EXPERIENCED JUVES ARE PROMOTED

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

## 4. FRESH RECRUITMENT

All gangs gain 250 credits to recruit new fighters and/or Hangers-on. These credits must be spent now and cannot be added to the gang's Stash. Gangs may supplement these credits with extra credits from their Stash.

## SIDE BATTLES

Side battles are special battles fought during Downtime. While most players will be happy with taking a break for a week and getting ready for the Takeover phase, there may be a few who can't go a week without their fix of gang warfare. To satisfy this need, an Arbitrator can run one or more side battles during Downtime. Side battles are fought after the effects of Downtime are applied.

Side battles should, as a rule, be unusual, and have no effect on the Territories held by any of the gangs. They are a great opportunity for the Arbitrator to design a custom scenario, to use the Arbitrator tools from elsewhere in this book, or to play some of the narrative scenarios. Fighters can earn Experience and suffer Lasting Injuries from a side battle, but should not gain or earn Income, or gain credits or Reputation as a reward for a side battle. Instead, the Arbitrator should create a special reward for the victor or victors of a side battle, such as an unpredictable piece of archaeotech, a unique drug, or a custom Tactics card.

## THE TAKEOVER PHASE

In the Takeover phase, challengers must nominate a Territory currently controlled by their opponent which they wish to seize. Otherwise, the gangs may choose to fight over control of an as yet unclaimed Territory left over from the Occupation phase. Players must decide when issuing and accepting challenges which option to follow and which Territory is at stake. This allows gangs to take Territory from their rivals by force, as well as grabbing any as yet unclaimed Territory. As in the Occupation phase, players may fight as many battles as they wish in the time available.

## WHAT THE ARBITRATOR KEEPS TRACK OF

The Arbitrator has to keep track of the following information during the campaign:

- How many battles each gang has fought.
- Which gang controls which Territory.
- Which unclaimed Territories have been nominated and are due to be fought over.
- The number of enemies that each gang has taken Out of Action.
- Each gang's current Wealth, which is a total of the credits value of all of the members of a gang, their equipment, and any credits in their Stash.
- Each gang's current Reputation.

Players should report this information to the Arbitrator after each battle.

## GAINING EXPERIENCE

During a game, a fighter can gain Experience in a number of ways. The standard ways in which Experience is gained are detailed here. Experience is also gained by completing scenario objectives – these will be detailed in the scenario.

A fighter gains 1 Experience (XP) if their action directly causes an enemy fighter to go Out of Action. This could be an attack, a Coup de Grace, or anything else, so long as the enemy is taken Out of Action by the action itself and not later on in the game as the result of something else. For example, if an attack leaves a fighter Seriously Injured and they later go Out of Action in the End phase, no Experience is gained. If an action causes multiple enemies to be taken Out of Action – for example, if a fighter throws a grenade that takes out two enemies – Experience is gained for each.

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

Finally, a fighter who Rallies and returns to the fight () gains 1 Experience for overcoming their fear and returning to the action.

## ADVANCEMENTS

At the start of a battle, during the pre-battle sequence, each player has the chance to purchase Advancements for their Leader, Champions, Juves, Specialists and any eligible Gangers by spending Experience (XP) accrued. The XP cost of these Advancements is shown on the table below. The fighter's card is updated accordingly with the Advancement taken, the fighter's XP is reduced by the amount spent to purchase the Advancement, the fighter's total number of Advancements is increased by one (on the gang roster) and the fighter's Credits value is adjusted by the amount shown, which will in turn increase the Gang Rating.

The more experienced a fighter is, the more certain Advancements cost to purchase in terms of XP. The cost of each characteristic Advancement of the same type taken is increased by 2 XP for each instance after the first. For example, a Champion may increase their Initiative by 1 for 5 XP, but to increase it by 1 a second time will cost them 7 XP. Juves however are particularly fast learners, and as a result they suffer no such penalty on characteristic increases; they may increase a characteristic any number of times (up to the maximum – **see page 86**) for the basic XP cost shown each time.

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

## GANGERS

Whilst Leaders, Champions and Juves are central to a gang's narrative, Gangers are its 'supporting cast'. As such, they spend Experience and gain Advancements in a simplified manner. If during the pre-battle sequence, a Ganger has gained 6XP, the controlling player rolls 2D6 on the table below, updates the Ganger's Fighter card and their Credits value accordingly, and reduces their XP by 6.

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

## SPECIALISTS

Two of the results on the table above allow a Ganger to become a Specialist. They are still a Ganger for all rules purposes (for example, with regards to the weapons that they can carry), but they are now able to spend XP and gain Advancements in the same way as a Leader, Champion or Juve. Specialists have their own skill set access, as detailed in their House List.

## MAXIMUM CHARACTERISTICS

Each of a fighter's characteristics has a maximum value. If a roll on the Advancement table for a Ganger has no option but to increase a characteristic beyond its maximum, treat it as a roll of 12 instead:

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



HOUSE CAWDOR
RUST-SPRING PISTOL

## SKILLS

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

Each House fights in its own way, and this is reflected by the skill sets that are available to them. A fighter has different levels of skill access depending upon their House and their type; for example, Goliath Champions can gain Brawn skills more easily than Escher Juves. In each House List, and for certain other types of fighter (Exotic Beasts and Brutes for example), there is a section showing the skill sets available to those fighters. Fighters have Primary access to some skill sets, and Secondary access to others. Certain fighters can access skills from other sets, but to do so is more expensive in terms of XP.

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

## GAINING A SKILL

When a fighter gains a new skill, it will either be chosen or determined randomly, depending upon how much XP has been spent to gain the skill or if the skill is Primary, Secondary or neither. Choosing a skill is a simple matter of picking a skill from the sets available that is desirable for the fighter. To determine a random skill, the player declares which skill set they are generating the skill from, and rolls a D6 on the table below (re-rolling if they already have that skill).

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

# LASTING INJURIES

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

## GOING INTO RECOVERY

Some results will cause a fighter to go Into Recovery. The fighter's In Recovery box on the gang roster is checked, and the fighter must miss both the post-battle sequence of the current game and the next battle in order to recover from their injuries. This means that a Leader or Champion who has gone Into Recovery may not perform post-battle actions at this time. During the Wrap-up of the gang's next battle, the In Recovery box will be cleared, the fighter becomes available once again and Leaders and Champions may perform post-battle actions.

Note that no matter how many Lasting Injury rolls are made, a fighter that goes Into Recovery will only miss one game rather than multiple games.

| D66 | Lasting Injury |
|---|---|
| 11 | **Lesson Learned.** The fighter goes Into Recovery but gains D3 Experience. |
| 12-26 | **Out Cold.** The fighter misses the rest of the battle, but avoids any long term injuries. The fighter recovers in time to perform post-battle actions. |
| 31-45 | **Grievous Injury.** The fighter goes Into Recovery. |
| 46 | **Humiliated.** The fighter goes Into Recovery. In addition, their Leadership and Cool characteristics are each decreased by 1. |
| 51 | **Head Injury.** The fighter goes Into Recovery. In addition, their Intelligence and Willpower characteristics are each decreased by 1. |
| 52 | **Eye Injury.** The fighter goes Into Recovery. In addition, their Ballistic Skill characteristic is decreased by 1. |
| 53 | **Hand Injury.** The fighter goes Into Recovery. In addition, their Weapon Skill characteristic is decreased by 1. |
| 54 | **Hobbled.** The fighter goes Into Recovery. In addition, their Movement characteristic is decreased by 1. |
| 55 | **Spinal Injury.** The fighter goes Into Recovery. In addition, their Strength characteristic is decreased by 1. |
| 56 | **Enfeebled.** The fighter goes Into Recovery. In addition, their Toughness characteristic is decreased by 1. |
| 61-65 | **Critical Injury.** The fighter is in a critical condition – if their injuries are not successfully treated by a visit to the Doc (**see Medical Escort on page 92**) in the post-battle sequence, they will die. |
| 66 | **Memorable Death.** The fighter is killed instantly – not even the most talented Doc can save them. If the injury was caused by an Attack action, the attacker gains 1 additional Experience. |
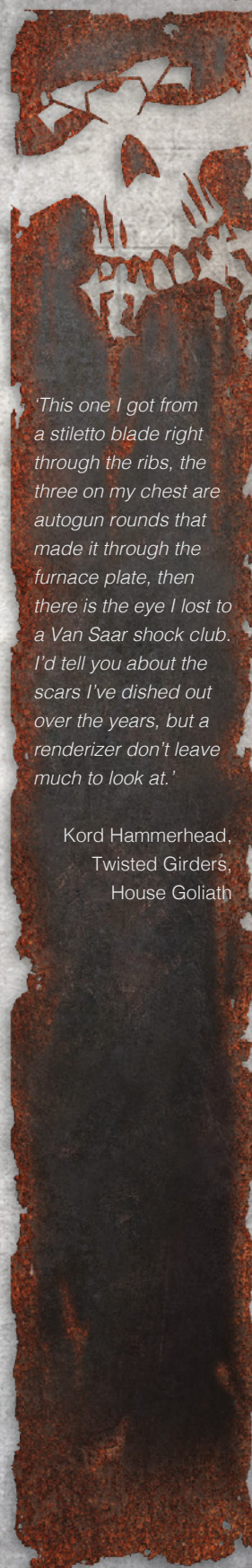
*'This one I got from a stiletto blade right through the ribs, the three on my chest are autogun rounds that made it through the furnace plate, then there is the eye I lost to a Van Saar shock club. I'd tell you about the scars I've dished out over the years, but a renderizer don't leave much to look at.'*

Kord Hammerhead,
Twisted Girders,
House Goliath

## CHARACTERISTICS PENALTIES

Some results on the Lasting Injuries table give a permanent penalty to a fighter's characteristics. Their Fighter card must be amended immediately and a note of the injury suffered made in the Captured By/Lasting Injury box of the gang roster for the injured fighter – note that their Credits value does not change. Also, if a characteristic that is depicted as a target number (Weapon Skill or Initiative, for example) is reduced, the actual number increases – in other words, if a fighter with a Weapon Skill of 4+ suffers a Hand Injury, their Weapon Skill is decreased to 5+).

## MINIMUM CHARACTERISTICS

A fighter's characteristics cannot be reduced beyond a certain level, as shown below. If one of a fighter's characteristics would be reduced below this level as the result of a Lasting Injury, the fighter goes Into Recovery but suffers no additional penalty:

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

## SUCCUMBING TO INJURIES

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

SHYRTH
HADRYN'S HOODMEN
HOUSE CAWDOR

## BEING CAPTURED

If only one gang has fighters on the battlefield at the end of the battle, there is a chance that they might Capture a fallen enemy. Roll 2D6 and add the number of enemy fighters who went Out of Action (including those who have succumbed to their injuries during the Wrap-up). If the gang also includes a Bounty Hunter, add +1 to the result of the roll. If the result is 13 or greater, an enemy fighter has been Captured. Shuffle together the Fighter cards of any enemy fighters who went Out of Action, but not those of any that suffered a Critical Injury or Memorable Death result, they are left where they fell! Draw one of these Fighter cards at random – that fighter is Captured. Make a note in the Lasting Injury/Captured By box on the gang roster for the Captured fighter, recording the name of the gang of the player who has Captured the fighter.

Whilst a fighter is Captured, they are unavailable for battles and post-battle actions as if they were In Recovery – however, this lasts until they are freed (as follows) rather than for just one battle. The Capturing gang should make a note in the Stash section of their gang roster of the name of the fighter they now hold Captive.

## CAPTURED FIGHTERS

Once a fighter has been Captured, their gang has the chance to attempt to free them. The next time the same two gangs face each other, the Captured fighter's controlling player may declare that they will be attempting a Rescue Mission. This supersedes the Determine Scenario step of the pre-battle sequence (**see page 90**) – instead, the Rescue Mission scenario is played.

If the gang does not wish to attempt the Rescue Mission scenario and a different scenario is played, the gang holding the Captive may choose to sell them to the Guilders (**see page 92**) in the post-battle sequence of that or any subsequent battle (they may wish to keep their Captive). If the fighter is still held Captive the next time the two gangs face each other, the Captured fighter's controlling player once again has the option to declare that the gang will attempt a Rescue Mission.

At any time during the campaign, regardless of whether a Rescue Mission has been attempted, the two gangs' controlling players can come to an agreement to secure the Captive's return. This could be a payment of credits, a trade for another Captive, even surrendering a Territory or a valuable item of equipment or anything else – this is entirely up to the two players to decide and either gang is free to decline an offer made by the other. If an agreement is reached, the Captured fighter is returned immediately and becomes available to the gang once more.

## FLEEING THE BATTLEFIELD

In a Dominion Campaign, it is often wise for a gang to quit a fight whilst they are still ahead. This is especially true in ambushes, and when smaller crews find themselves taking on larger and more dangerous ones! A gang's controlling player can choose to automatically fail any Bottle test the gang is required to make.

Once a gang has bottled out (either voluntarily or by failing a Bottle test), the controlling player can declare that the gang will flee the battlefield at the start of any Action phase. Any Standing and Active and Prone and Pinned fighters immediately flee the battlefield, as described **on page 73** of this book. Engaged fighters must attempt to break away from combat – make an Initiative check for each. If the check is passed, they flee the battlefield. If the check is failed, they are Seriously Injured. Once the gang that has declared that it will flee has only Prone and Seriously Injured fighters remaining on the battlefield, the battle ends. Roll to see if the Seriously Injured fighters succumb to their injuries during the Wrap-up as usual.
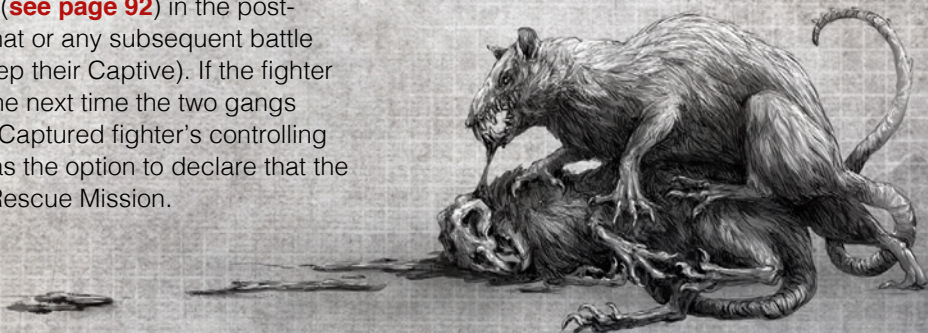
# THE PRE-BATTLE & POST-BATTLE SEQUENCE

In a Dominion Campaign, there are several important steps that take place before and after a battle, as listed below. These must be followed in the order shown, and must be done while both players are present.

## THE PRE-BATTLE SEQUENCE
The pre-battle sequence has eight steps:

1. MAKE A CHALLENGE AND STAKE TERRITORY
2. BUY ADVANCEMENTS AND RECRUIT HIRED GUNS
3. DETERMINE SCENARIO
4. SET UP THE BATTLEFIELD
5. CHOOSE CREWS
6. ANNOUNCE TERRITORY BOONS
7. TACTICS CARDS
8. DEPLOYMENT

### 1. MAKE A CHALLENGE AND STAKE TERRITORY
For a battle to be fought, one player must challenge another player to play a game. The challenger nominates an eligible Territory as the stake for the game, be it an as yet unclaimed Territory or one of their opponent's Territories that they wish to seize control of. The challenged player must then either accept or refuse the challenge.

If the challenge is refused, the challenger gains the nominated Territory without a fight.

If the challenge is accepted, then the players must agree when the battle is going to be fought. If a gang fails to attend the battle, they forfeit the battle and the staked Territory!

Note here that sometimes real life does intrude on hobby time, and if a player has a good reason for failing to attend a battle, leeway is encouraged. Most people will happily reschedule a game in most circumstances, but should a player make a habit of failing to attend then it is up to the Arbitrator to step in and enforce the forfeiture of a Territory if necessary.

### 2. BUY ADVANCEMENTS AND RECRUIT HIRED GUNS
Each player can spend Experience to purchase Advancements for their fighters (**see page 85**). If both players wish to do so, the player with the lower Gang Rating goes first, purchasing any Advancements they wish, then the other player does so. If both players have the same Gang Rating, the winner of a roll-off chooses whether to go first or second.

Once any Advancements have been bought, players can spend credits to recruit Hired Guns. Again, if both players wish to do so, the player with the lower Gang Rating goes first.

### 3. DETERMINE SCENARIO
To determine which scenario will be used, roll 2D6 on the following table:

| 2D6 | Result |
|------|--------|
| 2-3 | The player with the greater number of Territories chooses which scenario to play. If both players have the same number of Territories, both players should roll a D6, with the player who rolls the highest choosing. If the scenario dictates there is an attacker and a defender, **see page 91**. |
| 4-5 | Play the Border Dispute or the Marauders scenario. |
| 6-7 | Play the Stand-off or the Tunnel Skirmish scenario. |
| 8-9 | Play the Sabotage or the Sneak Attack scenario. |
| 10-12 | The player with fewer Territories chooses which scenario to play. If both players have the same number of Territories, the winner of a roll-off chooses which scenario to play. If the scenario dictates there is an attacker and a defender, **see page 91**. |

Players should now agree whether they will fight using the Zone Mortalis or Sector Mechanicus terrain. If they cannot decide, the player who chooses the scenario decides. If neither player chooses the scenario (for example, because a 4-9 was rolled on the table), the players should roll off and the winner's choice applies.

## DETERMINING THE ATTACKER AND DEFENDER

During the Occupation phase of the Dominion Campaign, where a scenario dictates there is an attacker and a defender, the player who chose the scenario decides which player will be the attacker and which will be the defender. If neither player chose the scenario, then both players should roll a D6, with the player who rolls the highest choosing.

During the Takeover phase of a Dominion Campaign, where a scenario specifies that there is an attacker and a defender, the player who issued the challenge (**see page 90**) is automatically the attacker (unless of course the challenged player also holds a Wastes Territory (**see page 100**).

## HOME TURF ADVANTAGE

The scenario being played may indicate that the defender benefits from the Home Turf Advantage, representing the gang fighting furiously to defend their valuable turf from attackers. A gang fighting with the Home Turf Advantage is far less likely to bottle out and in some cases will fight ferociously until the last.

### RESCUE MISSIONS

If one player has Captured another player's fighter(s), the Captured fighter's player may issue a challenge to play the Rescue Mission scenario. If the challenge is accepted, then the Rescue Mission scenario is automatically used for the battle. If the player holding the Captive refuses the challenge, they automatically forfeit the Captive. No Territory is staked on this battle; the Captured fighter is effectively the stake.

## 4. SET UP THE BATTLEFIELD

The players now set up the battlefield. Some scenarios have special instructions for terrain. The default methods are detailed in full **on page 117**.

## 5. CHOOSE CREWS

After the battlefield has been set up, before gangs can be deployed, players must select their starting crews for the battle ahead. The scenario being played will detail the method of selection to be used and how many fighters can be selected. The selection methods are explained in full **on page 118**.

## 6. ANNOUNCE TERRITORY BOONS

Players may have Territory Boons granted by the Territories they currently hold. Players should announce which, if any, of their Territory Boons grant them a bonus that will have an effect on this game at this stage, forewarning their opponent. If a Territory Boon is not announced, it cannot be used during the coming game.

## 7. TACTICS CARDS

Each player prepares their deck of Tactics cards as described **on page 118**. The scenario being played will detail how many cards each player gets and how they are selected.

## 8. DEPLOYMENT

Many scenarios will provide details of the size and location of deployment zones. For those which do not, the standard deployment rules can be found **on page 119**.

# THE POST-BATTLE SEQUENCE

The post-battle sequence has seven steps:

1. WRAP-UP
2. ASSIGN/REASSIGN TERRITORY
3. RECEIVE REWARDS
4. COLLECT INCOME
5. POST-BATTLE ACTIONS
6. UPDATE ROSTER
7. REPORT RESULTS

## 1. WRAP-UP

Each player checks to see whether any of their Seriously Injured fighters succumb to their injuries (**see page 88**), and whether they capture any enemy fighters (**see page 89**). Any other events that take place 'at the end of the battle' are triggered here. Fighters that were recovering have made a full recovery and their In Recovery box on the gang roster is cleared, meaning Leaders and Champions become available for post-battle actions once more.

Players should also consider shaking hands, congratulating/commiserating with their opponent and sharing favourite moments from the battle – some would say this is the most important step!

## 2. ASSIGN/REASSIGN TERRITORY

The player that won the battle takes control of the Territory staked on the battle. In the case of a draw while fighting for control of an uncontrolled Territory, the Territory is not claimed by either player. In the case of a draw during the Takeover phase when a controlled territory is at stake, the Territory does not change hands.

## 3. RECEIVE REWARDS

Each scenario shows a list of rewards which the gangs can receive, based on their performance during the battle. Any equipment gained is added to the gang's Stash – it can be distributed to fighters in step 6.

### GAINING AND LOSING REPUTATION

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

## 4. COLLECT INCOME

Each gang collects income from each Territory they control that generates income (remember that each gang always possesses a Settlement Territory), as detailed for that Territory. The total amount of credits generated from each gang's Territories is then added to the gang's Stash.

## 5. POST-BATTLE ACTIONS

Each Leader or Champion in the gang can make one post-battle action. Each of these actions is carried out one at a time, in an order of the controlling player's choice. Fighters who are In Recovery, or who have been Captured, cannot make post-battle actions. Unless otherwise stated, the same action can be made more than once. The actions below are always available, but others might also become available through special Territories, skills or other means.

### TRADE

The fighter visits the Trading Post, increasing the gang's chances of finding Rare items. This is resolved in step 6.

### SELL TO THE GUILDERS

The fighter can sell any number of Captive fighters to the Guilders – as long as the Captive's gang has had a chance to rescue them (**see page 89**). Each Captive is worth half their value, rounding up to the nearest 5 credits – this many credits are added to this gang's Stash. The Captive's controlling player should be informed as soon as possible, and must delete the Captive from their roster.

### MEDICAL ESCORT

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

| D6 | Result |
|---|---|
| 1 | **Complications.** The fighter dies. |
| 2-5 | **Stabilised.** Roll a D6 – this is the second dice of a D66 roll, the first is automatically a 5. Apply the appropriate result from the Lasting Injuries table. |
| 6 | **Full Recovery.** The fighter goes Into Recovery, but suffers no lasting effects. |

TWO-GUNS BOSRAK
IRONFIST BROTHERHOOD
HOUSE GOLIATH

## 6. UPDATE ROSTER

These steps are carried out in order:

A. Delete Dead or Retiring Fighters
B. Visit the Trading Post
C. Gain Boons from Territories
D. Distribute Equipment
E. Update Gang Rating

Note that if a fighter missed this battle because they were recovering, their In Recovery box on the gang roster will have been cleared during the Wrap-up.

### A. DELETE DEAD OR RETIRING FIGHTERS

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

Also, at this point, the controlling player can choose to retire fighters – usually because Lasting Injuries have rendered them unfit for battle. These fighters are deleted from the roster, and their equipment is added to the gang's Stash. Equipment in the gang's Stash can be sold or transferred to a new fighter in the next step.

### LOSS OF A LEADER

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

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

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

## B. VISIT THE TRADING POST

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

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

### GANG COMPOSITION

The Gang Composition section of the House List must be honoured when hiring new fighters. For example, if a gang with a Reputation of 9 already has two Hangers-on, it cannot hire any more. Similarly, if a gang has fewer Gangers (including Specialists) than its total number of Leaders, Champions and Juves, only Gangers can be hired until this is no longer the case.

**Recruit Hangers-on:** The gang can spend credits to add a Hanger-on to their roster (as explained on page 83 of *Gangs of the Underhive*). Their Reputation must be sufficient to allow this.

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

Note that equipment granted as a Territory Boon cannot be sold.

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

**Seek Rare Equipment:** This action is only performed once and is done to determine the availability of Rare items on offer at the Trading Post on this visit. Roll 2D6 to determine the availability of items, adding the following bonuses:

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

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

## C. GAIN BOONS FROM TERRITORIES

Some Territories grant a gang additional recruits, Hangers-on, or equipment – see Territories from onwards for details.
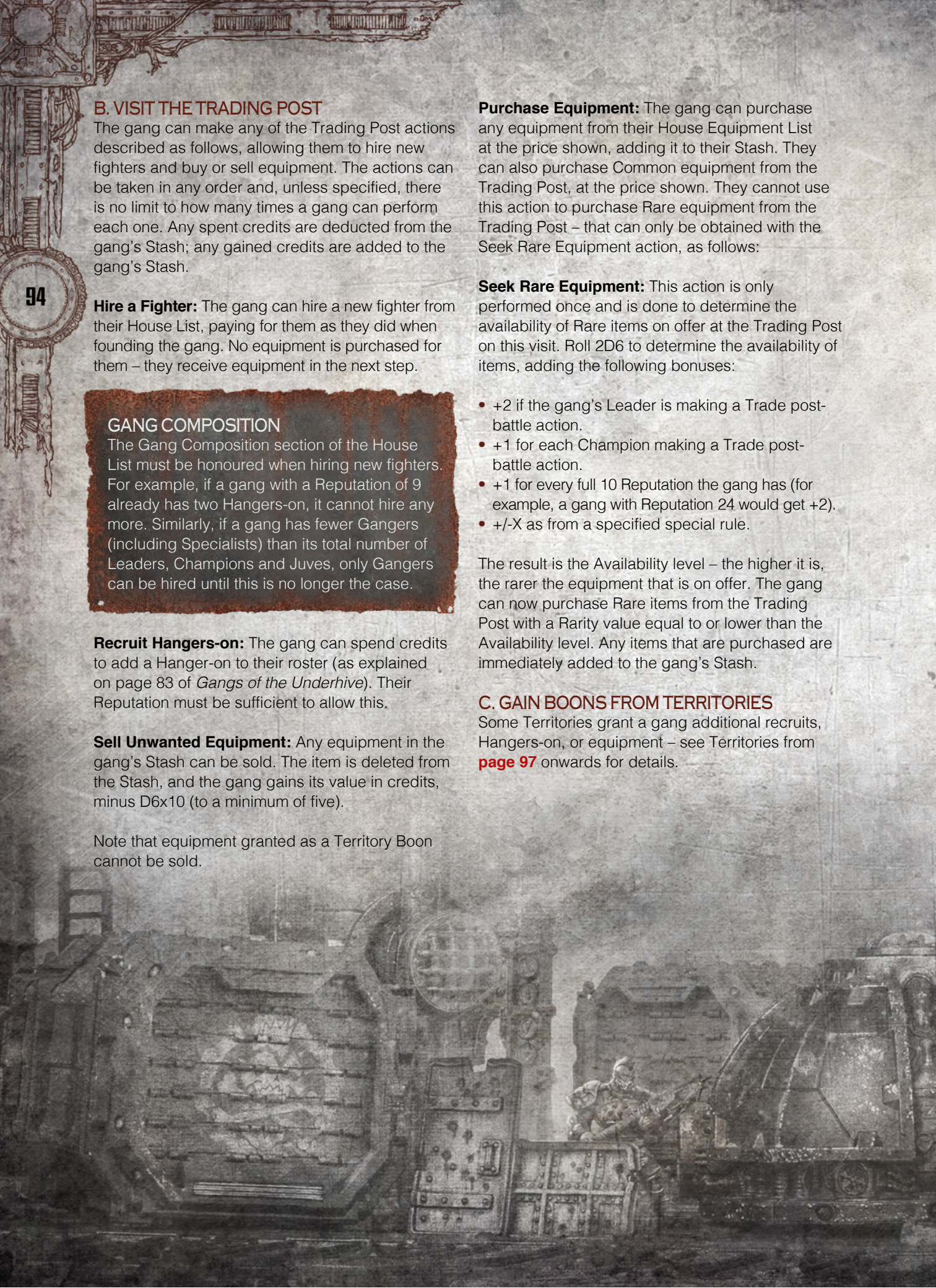
## D. DISTRIBUTE EQUIPMENT

Any equipment in the gang's Stash, or gained as a Territory Boon, can now be distributed among its fighters. Weapon choices must respect the restrictions shown in the gang's House List – for example, a Goliath Juve could not be equipped with a heavy bolter, as they can only be equipped with Pistols and Close Combat Weapons. Also, the limit of no more than three weapons must be adhered to, with Unwieldy weapons taking the space of two.

Once any equipment has been added to a Fighter card, the card's Credits value is updated accordingly. If the fighter is equipped with an item that has two different costs – one in the fighter's House Equipment List and the other in the Trading Post – the value in the House List takes precedence.

Players are reminded that no fighter can discard a weapon once added to their Fighter cards as described in the *Gangs of the Underhive* book. Leaders and Champions however can have multiple equipment sets as described below.

## EQUIPMENT SETS

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

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

Only one of a fighter's cards can be used for a battle. If a battle uses random fighters from the gang, all of the fighter's cards should be shuffled together and one should be drawn at random and added to the rest of the gang's Fighter cards before any cards are drawn. This means that only one of this fighter's cards can be drawn for the battle, and that the controlling player cannot choose which of their equipment sets they will be using.

When distributing equipment from the gang's Stash, it can be moved to any or all of a Leader or Champion's cards, and can even be moved to more than one.

## E. UPDATE GANG RATING

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

## 7. REPORT RESULTS

The players should report the outcome of the battle to the Arbitrator, who will update the campaign stats accordingly. The report should contain: which gangs fought, the outcome of the battle (i.e., who won), which Territory the victor gained control of, how many enemies each gang took Out of Action and the final Gang Rating and Wealth of the gangs.

# ENDING THE CAMPAIGN

The Dominion Campaign ends when the time set for the Takeover phase runs out. The Arbitrator then goes through the final results from each battle and assigns Triumphs.

## TRIUMPHS

Triumphs are the laurels of victory, the bragging rights and sources of pride for the players who have fought through the campaign. While an Arbitrator can just tell people what they won, it is far more fun and satisfying to bring all of the players from the campaign together, maybe drink some tea, and announce who earned each Triumph in a grand manner. There are five different Triumphs and a player may earn more than one. In the case of a tie for any Triumph, no one is awarded it.

| TRIUMPH | CRITERIA |
| --- | --- |
| **Dominator** | Most Territories at the end of the campaign. |
| **Slaughterer** | Most enemy fighters taken Out of Action across the whole campaign. |
| **Creditor** | Largest Wealth at the end of the campaign. |
| **Warmonger** | Most battles fought across the whole campaign. |
| **Powerbroker** | Highest Reputation at the end of the campaign. |

## EXTENDING THE DOMINION CAMPAIGN

Players and Arbitrators may want to play a Dominion Campaign for longer than seven weeks. This can easily be done by either increasing the number of weeks each phase lasts, or by introducing multiple phases of Occupation and Takeover separated by Downtime.

For example: A run of Occupation>Downtime>Takeover>Downtime>Takeover would take eleven weeks to play, or Occupation>Downtime>Takeover>Downtime> Occupation>Downtime>Takeover would take fifteen weeks to play.

Players, and Arbitrators in particular, should bear in mind that the longer campaigns run, the more likely it is that players will grow bored and the campaign will fade out rather than finish.

## SPLINTER GANGS

Players and Arbitrators will no doubt wish to revisit Necromunda at a later date, and some players may want to continue their adventures with a gang they have played in the past. Normally this is not possible in a Dominion Campaign in order to maintain a degree of balance during the early stages of the campaign and to allow freshly founded gangs to get a solid footing early on.

However, players may wish to found a splinter gang. A splinter gang is formed when one of a gang's Champions goes it alone and takes some of their favoured Gangers with them to form the core of a new gang. Forming a splinter gang is easy – players simply choose one Champion from a gang they have played in a previous campaign and hire them as the Leader of a new gang, keeping all of their equipment, Advancements and permanent injuries, and paying their Credits value to hire them. This Champion then simply has their type changed to Leader and is treated as such in all regards.

Further to this, players may wish to retain other old favourites. Juves and Specialists can be recruited from an old gang into a new one in this way, changing their type to Champion, whilst any favoured Gangers can be hired again as Gangers into a new gang. New fighters can be hired to fill out the ranks and help keep the cost down. All that must be remembered is that the splinter gang must abide by the same gang composition rules as a freshly founded gang, and is limited to the same credits as new gangs.

In this way, players are able to follow certain characters through several campaigns, perhaps even seeing a Juve progress through the ranks to eventually lead their own gang. Splinter gangs are often smaller in the early stages of a campaign, but their well-equipped fighters and highly skilled Leaders will more than make up for this!

# TERRITORIES

All Territories in a Dominion Campaign are unique. The gangs that hold them will benefit from them in many ways. As a result, competition for certain Territories can become very intense as a campaign progresses. This section gives an overview of what each Territory represents and details the bonuses the Territory grants to the gang that holds it.

All gangs possess a Settlement Territory they cannot lose and which can never be staked on the outcome of a battle. This represents the gang hide-out.

## TERRITORY BOONS

Each Territory grants the gang that controls it a benefit called a Boon. This Boon might be income, an additional gang member, an increase in Reputation, a piece of rare or unique equipment or a special rule.

A gang receives the benefits of a Territory's Boon so long as it holds that Territory. Once the Territory is lost to another gang, the Boon is lost.

## INCOME

If a Territory grants the gang that controls it income, the gang adds the amount of credits shown to their Stash when generating income after all battles, including the battle in which it was won.

'PICKTOOTH' WALOOM
CROWBITERS
HOUSE CAWDOR

## RECRUITS

Some Territories grant gangs new fighters, Hired Guns or Hangers-on as recruits to the gang. These recruits incur no cost to recruit but do add to the Gang Rating and Wealth value.

Any gang fighter recruited from the gang's House List has no cost to recruit, but any equipment that is not part of the fighter's basic cost must be purchased at the normal cost, or supplied from the gang's Stash.

Any Hired Gun recruited as a Boon has no cost, and will remain with the gang for as long as they control the Territory that grants the Boon.

Any Hanger-on recruited as a Boon does not count towards the maximum number of Hangers-on the gang may normally have, and may be recruited without meeting the normal Reputation required.

ELMER LAART
CODE WARDENS
HOUSE VAN SAAR

## EQUIPMENT

The gang adds the listed equipment type to its Stash. It is gained in the Post-battle Actions step of the post-battle sequence, immediately after the battle in which the Territory was won and can be distributed amongst eligible fighters during the next step of the same post-battle sequence.

If the Territory is ever lost, then so is the equipment type as it can no longer be maintained without the expertise present within the Territory.

## REPUTATION

The gang's Reputation is increased by the listed value as a direct result of ownership of that Territory. If they lose control of the Territory, the bonus is lost.

## SPECIAL

The Boon grants a unique benefit to the gang that holds the Territory. The benefit follows the rules listed in the relevant entry for the Territory. If the Territory is ever lost then so is the benefit.

## ENHANCED BOONS

Some Territories are more important to gangs from a particular House – an Escher gang might be able to grudgingly sift some valuables from a Refuse Drift, but to a Cawdor gang the same refuse pile is a hoard of hidden relics.

Many Territories grant gangs of a named House one or more Enhanced Boons, listed below the Territory Boons for each Territory detailed on the following pages. An Enhanced Boon may be in addition to a standard Territory Boon or it may replace a standard Territory Boon of the same type (Income, Recruit, Equipment, Reputation or Special) listed previously for that Territory.

*For example, the Gambling Den Territory grants two Territory Boons: Reputation and Income. If it is controlled by a Delaque gang, however, they will benefit from two Enhanced Boons: Reputation and Special. This means that a Delaque gang controlling the Gambling Den Territory replaces the standard Reputation Boon with the Enhanced Reputation Boon and gains the Special Boon.*

The remaining standard Territory Boons listed for a Territory are gained as normal by the gang controlling that Territory, regardless of any Enhanced Boons, meaning the Delaque gang in the example above would still benefit from the Income Territory Boon as well as the Reputation and Special Enhanced Boons.

## GAINING AND CONTROLLING TERRITORIES

The gaining of Territory is at the heart of a Dominion Campaign. Territory is gained by winning a battle that has a Territory at stake. The only other way of gaining a Territory is if two players agree to trade one in exchange for a Captive.

# TERRITORIES
## OLD RUINS
*A complex of old ruins stands tall on the tangled landscape of the underhive. Beneath the ashes and rubble, the tattered treasures of past ages wait.*

### TERRITORY BOON
This Territory grants the following Boon:
**Income:** The gang earns D3x10 credits from this Territory when collecting income. Additionally, add +1 to the D3 result for each Dome Runner attached to the gang.

## SETTLEMENT
*Settlements dot the underhive. Most are scrap-shanties, peopled by the brave, the foolish and the desperate.*

### TERRITORY BOON
This Territory grants the following Boons:
**Income:** The gang earns D6x10 credits from this Territory when collecting income.
**Reputation:** Whilst it controls this Territory, the gang adds +1 to its Reputation.
**Recruit:** The gang may choose to roll two D6 after every battle. On a roll of 6 on either dice, the gang may recruit a single Juve from their House List for free. If both dice come up as 6, then the gang may recruit a Ganger from their House List for free.

## ROGUE DOC SHOP
*A sawbones, blood cleanser or chirurgeon has set up shop. Any gang willing to provide this rogue healer with protection can count on their loyal service.*

### TERRITORY BOON
This Territory grants the following Boon:
**Recruit:** The gang may recruit a Rogue Doc Hanger-on for free.

## PROMETHIUM CACHE
*Stacks of fuel drums and tanks fill this half-forgotten reach of the underhive, enough to keep a factory running, or burn half of the Sump down if a stray spark catches it.*

### TERRITORY BOON
This Territory grants the following Boons:
**Equipment:** Whilst it controls this Territory, three fighters in the gang gain incendiary charges for free.
**Special:** All fighters in the gang may re-roll Ammo checks for any weapon that has the Blaze trait.

*'Shanty towns springing up around effluent run-off, holesteads jammed into cracks between hive levels, trading combines clinging to junctions between domes; if there is a bit of unclaimed space and something of value you can scrape off the walls or dig out of the scrap, you can be sure hivers will find a way to live there.'*

Darc Drummer,
Oath-broken
Bounty Hunter

## WASTES

*Tracts of ash, shapeless rubble, and twisted metal structures run through the underhive, their size waxing and waning with the ages. Most gangs have to pass through a portion of these wastes as they travel between places of more value.*

### TERRITORY BOON

This Territory grants the following Boons:
**Special:** If challenged in the Occupation phase, the gang may choose the Territory at stake in the battle, even though it would normally be chosen by the challenger. If challenged in the Takeover phase for a Territory the gang already controls, make an Intelligence check for the gang Leader. If the check is passed, the player of the gang may choose to play the Ambush scenario instead of rolling. They are automatically the attacker.

## SLUDGE SEA

*Effluent and polluted water drains down through the hive to catch in brown pools, forming lakes of fuming, iridescent sludge.*

### TERRITORY BOON

This Territory grants the following Boon:
**Equipment:** Whilst it controls this Territory, three fighters in the gang gain choke gas grenades for free.

## WORKSHOP

*Underhive workshops tend to be a combination of different scrap yards, festooned with belts of ammo and strewn with the carcasses of machines. The denizens of such places are often strange recluses, who mutter to their machines and create strange totems out of their rusting treasure.*

### TERRITORY BOON

This Territory grants the following Boon:
**Recruit:** The gang may recruit an Ammo-jack Hanger-on for free.

## COLLAPSED DOME

*Many of the ancient domes that honeycomb the underhive eventually collapse under the weight of time, leaving treasures trapped beneath the wreckage and the structure above liable to fall apart at the smallest misstep.*

### TERRITORY BOON

This Territory grants the following Boon:
**Income:** When collecting income from this Territory, the controlling player may choose to roll between 2D6x10 and 6D6x10. However, if a double is rolled, then no income is generated and a random fighter from the gang suffers a Lasting Injury.

## REFUSE DRIFT (CAWDOR)

*Vast agglomerations of refuse gather in areas of the underhive in drifts that shift like dunes in a desert.*

### TERRITORY BOON

This Territory grants the following Boon:
**Income:** The gang earns 2D6x5 credits from this Territory when collecting income. However, if a double is rolled, a randomly determined fighter has a nasty encounter with a waste-lurker and must miss the next battle whilst they recover. No income is lost.

### ENHANCED BOON

This Territory grants Cawdor gangs the following Boons:
**Reputation:** Whilst it controls this Territory, the gang adds +1 to its Reputation.
**Income:** The gang earns 2D6x5 credits from this Territory when collecting income. A Cawdor gang has no risk of encountering a nasty waste-lurker.

## CORPSE FARM (CAWDOR)

*Everyone must eat, and the corpse farm takes the flesh of the dead and makes it into the corpse-starch that feeds the hive. Underhive corpse farms do a brisk, if shunned, trade in the bodies of the dead.*

### TERRITORY BOON

This Territory grants the following Boon:
**Income:** When collecting income, the gang gains D6x10 credits for every fighter on either side that was deleted from their roster during the Update Roster step of the preceding battle.

### ENHANCED BOON

This Territory grants Cawdor gangs the following Boons:
**Reputation:** Whilst it controls this Territory, the gang adds +1 to its Reputation.
**Income:** When collecting income, the gang gains 2D6x10 credits for every fighter on either side that was deleted from their roster during the Update Roster step of the preceding battle.

## BONE SHRINE (CAWDOR)

*Shrines of bones and noose-ropes are common in the underhive, and even the most cold-blooded ganger will rarely pass one without throwing in a cred as a plea for a blessing.*

### TERRITORY BOON

This Territory grants the following Boon:
**Income:** The gang earns 2D6x5 credits from this Territory when collecting income.
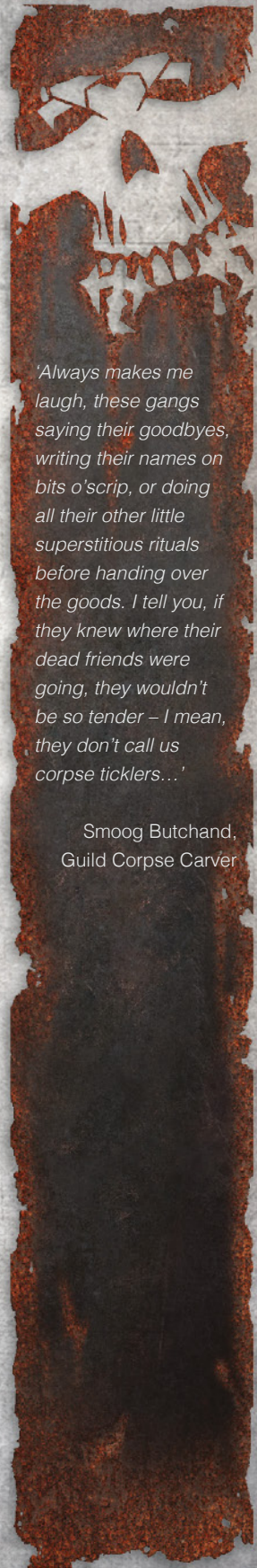
### ENHANCED BOON

This Territory grants Cawdor gangs the following Boons:
**Reputation:** Whilst it controls this Territory, the gang adds +2 to its Reputation.
**Income:** The gang earns 4D6x5 credits from this Territory when collecting income.

*'Always makes me laugh, these gangs saying their goodbyes, writing their names on bits o'scrip, or doing all their other little superstitious rituals before handing over the goods. I tell you, if they knew where their dead friends were going, they wouldn't be so tender – I mean, they don't call us corpse ticklers…'*

Smoog Butchand,
Guild Corpse Carver

## DRINKING HOLE (DELAQUE)

*Reeking of liquor, sweat and blood, a drinking den is where many hivers go to numb their sorrows, or to find their courage at the bottom of a bottle of Wildsnake or Second Best.*

### TERRITORY BOON

This Territory grants the following Boons:
**Reputation:** Whilst it controls this Territory, the gang adds +1 to its Reputation.
**Special:** Whilst it controls this Territory, any fighter in the gang may re-roll any failed Cool checks. If a fighter uses this option, place a marker on their card to show that they have hit the bottle. The marked fighters suffer a -1 to hit penalty for the rest of the battle.

### ENHANCED BOON

This Territory grants Delaque gangs the following Boons:
**Reputation:** Whilst it controls this Territory, the gang adds +2 to its Reputation.
**Special:** A Delaque gang may not use the standard Boon. Instead, the player of the Delaque gang that controls this Territory may nominate three enemy fighters at the start of the battle, and places an Intoxicated marker on each fighter's card to show that their drink was spiked. The marked fighters suffer -1 to all tests and checks for the duration of the battle.

## GAMBLING DEN (DELAQUE)

*Gambling is rife in the underhive, with fortunes won on the turn of a card and lost on the spin of a bolt shell, and debts are easily piled up by those who don't know when to quit.*

### TERRITORY BOON

This Territory grants the following Boons:
**Reputation:** Whilst it controls this Territory, the gang adds +1 to its Reputation.
**Income:** The player chooses a suit of cards. The player then draws a card from a shuffled deck of playing cards that includes both Jokers. If they draw a card from the suit they chose, they earn income to the value of the card (Jack 11, Queen 12, King 13, Ace 14) x10 credits. If they draw a card from a suit of the same colour, then the Income is the value of the card x5 credits. If it is any other suit, they gain no income from the Territory. If, however, they draw a Joker, they must pay all of the income they earn in that post-battle sequence to a random gang taking part in the campaign, as determined by the Arbitrator.

### ENHANCED BOON

This Territory grants Delaque gangs the following Boons:
**Reputation:** Whilst it controls this Territory, the gang adds +2 to its Reputation.
**Special:** The Delaque player that controls this Territory may nominate a single enemy fighter at the start of the battle. The Delaque have called in the fighter's debt marker, and in return for keeping all of their limbs intact, the fighter agrees to take no part in the coming battle. The nominated fighter misses the battle.

## NEEDLE WAYS (DELAQUE)

*The Needle Ways are the vents, crawl tunnels and pipes that thread through the mass of the hive. Those that can navigate them can pass unseen between almost anywhere.*

### TERRITORY BOON

This Territory grants the following Boon:
**Special:** Whilst it controls this Territory, the gang may infiltrate up to three fighters onto the battlefield ahead of any battle. Infiltrating fighters must be part of the crew for a battle, but instead of being set up on the battlefield, they are placed to one side. At the end of the first round, the controlling player nominates any spot on the ground surface of the battlefield and sets up each infiltrating fighter within 2" of that spot.

### ENHANCED BOON

This Territory grants Delaque gangs the following Boons:
**Special:** A Delaque gang that controls this Territory may infiltrate two groups of up to three fighters using the method detailed above. The fighters in each group must be specified before the battle.

## SYNTH STILL (ESCHER)

*Constructed from tangles of reclaimed pipes, vats and cylinders, a synth still in skilled hands can produce the finest poisons, medicines and narcotics.*

### TERRITORY BOON

This Territory grants the following Boon:
**Special:** Whilst it controls this Territory, the gang treats chem-synths, medicae kits, stimm-slug stashes and any weapon with the Gas or Toxin trait as Common.

### ENHANCED BOON

This Territory grants Escher gangs the following Boons:
**Reputation:** Whilst it controls this Territory, the gang adds +1 to its Reputation.
**Special:** Whilst it holds this Territory, the gang treats chem-synths, medicae kits, stimm-slug stashes and any weapon with the Gas or Toxin trait as Common, and halves the cost of these items (rounding up).

## STINGER MOULD SPRAWL (ESCHER)

*Stinger mould is a rare fungus that grows where rad-waste has saturated a fungus sprawl. The fungus can be deadly, but also offers near-miraculous healing properties.*

### TERRITORY BOON

This Territory grants the following Boon:
**Special:** During the post-battle sequence, the gang controlling this Territory may re-roll a single Lasting Injury roll on a fighter. Note that a Memorable Death result may not be re-rolled.

### ENHANCED BOON

This Territory grants Escher gangs the following Boons:
**Reputation:** Whilst it controls this Territory, the gang adds +1 to its Reputation.
**Special:** An Escher gang may either (1) remove a single existing Lasting Injury from a fighter, or (2) re-roll a single Lasting Injury roll on a fighter, including a Memorable Death result.

*'House Escher think they're the only ones who know how to brew the good chems, when anyone with a bit of knowhow can hammer together a working synth still. Of course, it's not an exact art – and the doc says my eye sight should come back any cycle now…'*

Jaundice Jorn,
Unsanctioned
Alchymist

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## NARCO DEN (ESCHER)

*Narco dens are filled with the scent of exotic smoke, and the bubble and hiss of fume-bottles and chem-injectors. Rich and poor alike come to such places to chase dreams and forget nightmares.*

### TERRITORY BOON
This Territory grants the following Boon:
**Income:** The gang earns D6x5 credits from this Territory when collecting income.

### ENHANCED BOON
This Territory grants Escher gangs the following Boons:
**Reputation:** Whilst it controls this Territory, the gang adds +1 to its Reputation.
**Income:** The gang earns D6x5 credits from this Territory when collecting income. If the gang also controls a Synth Still, this is increased to D6x10.

## SLAG FURNACE (GOLIATH)

*Glowing with heat and spattered with molten metal, a slag furnace smelts slag and ore so that the metals they contain can be poured off.*

### TERRITORY BOON
This Territory grants the following Boon:
**Income:** The gang earns D6x5 credits from this Territory when collecting income.

### ENHANCED BOON
This Territory grants Goliath gangs the following Boons:
**Reputation:** Whilst it controls this Territory, the gang adds +2 to its Reputation.
**Recruit:** The gang may choose to roll two D6 after every battle. On a roll of 6 on either dice, the gang may recruit a single Juve from their House List for free. If both dice come up as 6, then the gang may recruit a Ganger from their House List for free.

## FIGHTING PIT (GOLIATH)

*Violence is life, death, and entertainment in the underhive, and some of the most feared fighters are made on the cinder floors of fighting pits under the eyes of baying crowds.*

### TERRITORY BOON
This Territory grants the following Boon:
**Recruit:** Whilst it controls this Territory, the gang may recruit two Hive Scum Hired Guns for free, including their equipment, prior to every battle.

### ENHANCED BOON
This Territory grants Goliath gangs the following Boons:
**Reputation:** Whilst it controls this Territory, the gang adds +2 to its Reputation.

## SMELTING WORKS (GOLIATH)

*Crags and seams of valuable slag can be found across the underhive, mute markers to the ancient industries that grew the Spire.*

### TERRITORY BOON

This Territory grants the following Boon:
**Income:** The gang earns D6x5 credits from this Territory when collecting income.

### ENHANCED BOON

This Territory grants Goliath gangs the following Boon:
**Income**: The gang earns D6x5 credits from this Territory when collecting income. If the gang also controls a Slag Furnace, this is increased to D6x10 credits.

## MINE WORKINGS (ORLOCK)

*An open cast mine bored into a mineral mass can yield a fortune in carbonite gems, cognate ore, argent and emeralds, all waiting to be ripped from the ground.*

### TERRITORY BOON

This Territory grants the following Boon:
**Income:** The gang earns D6x10 credits from this Territory when collecting income. The gang may set Captured fighters to work in the mines rather than selling them to the Guilders. For every Captive working the mine, roll an additional D6 to generate income. If the Territory changes control, all of the Captives remain working the mine. A Captive sent to the mines may not subsequently be Sold to the Guild. While a Captive is working the mine, their gang may attempt a Rescue Mission at any time.

### ENHANCED BOON

This Territory grants Orlock gangs the following Boon:
**Reputation:** Whilst it controls this Territory, the gang adds +2 to its Reputation.

## TUNNELS (ORLOCK)

*The tunnels that run through the hive are the primary ways that people move between locations. Those that control them can move freely and attack where they wish.*

### TERRITORY BOON

This Territory grants the following Boon:
**Special:** Whilst it controls this Territory, the gang may choose to have up to three fighters deploy via tunnels ahead of any battle. These fighters must be part of the crew for the battle, but instead of being set up on the battlefield, they are placed to one side. During the deployment phase, the player sets up two 2" wide tunnel entrance markers on any table edge on the ground surface of the battlefield. During the Priority phase of each turn, roll a D6. On a 4+, the group of fighters arrive on the battlefield. That turn they may be activated as a single group, and must move onto the battlefield from one of the tunnel entrance markers. The members of the group must all arrive through the same tunnel entrance. If the battle ends before the fighters arrive, they take no part in the battle.

### ENHANCED BOON

This Territory grants Orlock gangs the following Boons:
**Reputation:** Whilst it controls this Territory, the gang adds +1 to its Reputation.
**Special:** An Orlock gang may choose to deploy up to six fighters via tunnels using the method detailed above. The fighters in each group must be specified before the battle.

*'Can you believe they thought this stuff was waste? It might not be as pretty as that raw stuff those Orlock boys haul back from the Spoil, but a ferrite is a ferrite in my book, especially when you cast it up into a bullet and use it to paint the walls with hiver brains.'*

Griffor Ramstrik,
Deadcity Prospector

## TOLL CROSSING (ORLOCK)

*The fastest ways through the underhive often cross chasms, sludge rivers or pass through bottlenecks. Gangs often set up tolls at such points, extracting credits from those who wish to pass swiftly and safely on their way.*

### TERRITORY BOON
This Territory grants the following Boon:
**Income:** The gang earns D6x5 credits from this Territory when collecting income.

### ENHANCED BOON
This Territory grants Orlock gangs the following Boon:
**Special:** Whilst it controls this Territory, an Orlock gang has Priority in the first round of any battle. Any gang in the campaign may pay the Orlock gang 20 credits to gain the same benefit in a single battle against another gang.

## GENERATORIUM (VAN SAAR)

*Much of the light and power in the underhive relies on taps into energy conduits or barely functioning generators. Those that control the source of such power can let it flow… or cut it off at a whim.*

### TERRITORY BOON
This Territory grants the following Boon:
**Special:** If their gang controls this Territory, a player may choose to stall the generators, temporarily cutting the power to the area in which a battle is taking place and plunging it into darkness. The player may declare they will do this at the beginning of any Priority phase, before the roll for Priority.

For the remainder of the battle, the Pitch Black rules (see page 120) are in effect. However, at the start of each End phase, there is a chance that the generators will automatically restart and the light flood back. At the start of each End phase, before making any Bottle tests, the player that controls this Territory rolls a D6. If the result is a 5 or more, the generators restart and the Pitch Black rules immediately cease to be in effect. If the roll is a 1-4, the generators stay silent.

### ENHANCED BOON
This Territory grants Van Saar gangs the following Boon:
**Reputation:** Whilst it controls this Territory, the gang adds +1 to its Reputation.

## ARCHAEOTECH DEVICE (VAN SAAR)

*These are relics from a long lost age, when the hive had not grown to the sky. They possess strange capabilities, wondrous power and danger in equal measure.*

### TERRITORY BOON
This Territory grants the following Boon:
**Special:** Any number of weapons owned by the gang may be given one of the following Traits for free: Blaze, Rad-phage, Seismic, or Shock. All weapons must be given the same Trait and new weapons purchased later may also be given this Trait. These weapons also gain the Unstable Trait. If the Territory is lost, the weapons lose these additional Traits.

### ENHANCED BOON
This Territory grants Van Saar gangs the following Boons:
**Reputation:** Whilst it controls this Territory, the gang adds +2 to its Reputation.
**Special:** A Van Saar gang may give any number of weapons it owns two of the following Traits for free: Blaze, Rad-phage, Seismic, or Shock. All weapons must be given the same Trait and new weapons purchased later may also be given these Traits. These weapons also gain the Unstable trait. If the Territory is lost, the weapons lose these additional Traits.

## TECH BAZAAR (VAN SAAR)

*An underhive tech bazaar buzzes with the calls of bullet merchants echoing above haggling tech-prospectors, while agents of the Gun-guild watch and take their due.*

### TERRITORY BOON
This Territory grants the following Boons:
**Income:** The gang earns D6x10 credits from this Territory when collecting income.
**Equipment:** Select one Leader or Champion to make a Haggle post-battle action. Roll 2D6. The gang may immediately choose one item from the Rare Trade chart with a Rare value equal to the result of the dice roll and add it to their Stash for half of its usual value, rounded down. If the roll is lower than 7, pick a Common weapon or piece of equipment to add to the gang's Stash for half of its usual value, rounded down. If the roll is 3 or lower, then the fighter proves to be very poor at haggling and no equipment is gained. If the fighter selected has Exotic Furs, add +1 to the result of the 2D6 dice roll.

### ENHANCED BOON
This Territory grants Van Saar gangs the following Boons:
**Reputation:** Whilst it controls this Territory, the gang adds +1 to its Reputation.
**Income:** The gang earns D6x10 credits from this Territory when collecting income. If the gang also controls an Archaeotech Device, this is increased to 2D6x10.
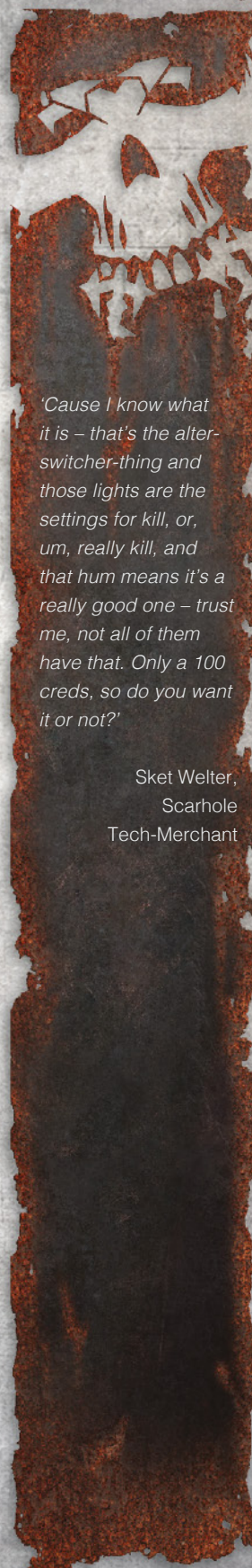
*'Cause I know what it is – that's the alter-switcher-thing and those lights are the settings for kill, or, um, really kill, and that hum means it's a really good one – trust me, not all of them have that. Only a 100 creds, so do you want it or not?'*

Sket Welter,
Scarhole
Tech-Merchant

# SKIRMISH GAMES

Necromunda is a game best played as part of a campaign. There is nothing quite like creating a gang and leading it to glory or ignominy over a series of linked games. Characters evolve, stories unfold, and a strong narrative is easily built up around the events that take place on the tabletop.

Unfortunately, not everyone is able to commit the time required to take part in a campaign. Players may not live close to their gaming friends. Work and family commitments might contrive to keep us away from our hobby, meaning that often we are only able to enjoy the occasional stand-alone game when time permits. This, however, is no reason to miss out on the fun of many aspects of the game that appear to be designed for campaign play. It is possible to create gangs for stand-alone Skirmish games, complete with extra skills, characteristic increases and access to weird and wonderful rare trade equipment and even Hangers-on and Hired Guns. There is a lot of fun to be had in creating a gang for a Skirmish game, deciding what will be included and what will be left out, choosing skills, creating names and backstories for the fighters, and so on.

# NECROMUNDA SKIRMISH RULES

The following section gives a set of guidelines for creating Skirmish gangs. Players who wish to use these rules for a game should decide between themselves on the details. Furthermore, this section aims to give guidance to anyone wanting to run a gaming event, such as a tournament, as these rules will help to create more interesting gangs for participants to use, which in turn enhances the gaming experience for everyone involved. At the end of this section, you will even find some recommendations for scoring to use in a tournament, along with a few example rules packs made with the following guidelines, which can be used by players for their own Skirmish games or by event organisers wishing to run a one- or two-day event.

## GANG CREATION

This section deals with how to create a gang for a Skirmish game. For the most part, this is exactly the same as creating a gang for a campaign, right down to using the Campaign House Lists found in the *Gangs of the Underhive* book and the extra gangs featured in *White Dwarf* magazine. However, there are some distinct differences to be aware of.

## FOUNDING A GANG

For stand-alone skirmish games, gangs should be between 1,250 and 2,000 credits. Larger is possible, but it is worth bearing in mind that smaller credit limits force hard choices to be made. Sometimes, having to choose whether to include one thing or the other is better than having both, as it adds to the challenge of the experience. It may be the case that a minimum and/or maximum number of fighters should be specified. A good rule to follow here is that gangs must be a minimum of ten fighters and a maximum of twenty, and that a gang must contain ten members before Hangers-on or Hired Guns can be added.

As in a campaign, a blank Fighter card must be filled in for each member of the gang and for any Hangers-on and Hired Guns, and all fighters, Hired Guns and Hangers-on must be represented by an appropriate model. Finally, all of the normal rules regarding gang composition must be followed, as described in the gang list.

Credits not spent when a Skirmish gang is founded are not added to a gang's Stash, they are simply lost and not added to its Wealth.

**LEADERS AND CHAMPIONS:** As normal, the Leader and Champions should gain a free starting skill when founding the gang (or an ability, depending upon the gang being used) and, as always, this extra skill should be noted on the fighter's Fighter card.

**EQUIPMENT:** Gangs should be equipped from their own House Equipment Lists following the usual rules with regard to weapon types and total number of weapons available to a fighter of each type. Additionally, gangs may be allowed to purchase any item from the Rare Trade chart at the cost specified, in effect building a Stash of Rare items that can then be given to the fighters they are hiring when founding the gang, provided, of course, that they follow the normal rules with regards to how individual fighters can be equipped.

A Rare (X) level should be determined beforehand. For example, players may be allowed to select items up to Rare (10) but not above. In a Skirmish game, players should agree this between themselves. For an event, the event organiser should specify this in the rules pack.

**HIRED GUNS AND HANGERS-ON:** In Skirmish games, Hired Guns may be recruited when the gang is founded. However, if there is a minimum number of fighters required, Hired Guns and Hangers-on will not count towards this. For example, if gangs must contain a minimum of ten fighters, they must contain ten fighters drawn from the gang list before any Hired Guns or Hangers-on can be included. They will however count towards the maximum number of fighters if a maximum is in effect.

Hangers-on can be hired when a Skirmish gang is founded as well, and this is covered in more detail in the Reputation section that follows. Any Hangers-on included in a gang must be represented by appropriate models, even those that may not spend much time on the table.

## GANG ATTRIBUTES

In a stand-alone Skirmish game or during an event or tournament, Gang Attributes work differently. Gang Rating, for instance, is predetermined and will not fluctuate, whilst Wealth might have more importance in a tournament than a stand-alone game.

**REPUTATION:** For Skirmish games, rather than starting with the usual 1 Reputation, gangs may be given a Reputation of 5, 10, or 15 when founded. At an event or tournament, this should be the same for every gang present. Players should decide before the game how much Reputation their gangs will have, whilst event organisers should include this information in the rules pack.

The Reputation of Skirmish gangs serves a twofold purpose; firstly it will determine how many Hangers-on and Brutes can be included when the gang is founded. In addition, Reputation provides an ideal tiebreaker in tournaments.

In the case of events and tournaments that use Reputation gain and loss as described in the scenarios as a tiebreaker (as follows), then loss of Reputation between games does not mean that purchased Hangers-on or Brutes are lost.

**WEALTH:** This can be very useful to record during an event or tournament, as it can provide a good tie-breaker. For simplicity, gangs should start with 0 Wealth, recorded on their gang roster sheet and will record Wealth based on the rewards of the scenarios played. Any credits not spent when the gang is founded are lost.

## FIGHTER ATTRIBUTES

During stand-alone Skirmish games, fighters do not gain Experience, so there is no obvious way for them to gain Advancements the way their counterparts in a campaign will. The following section deals with how to add extra skills and characteristic increases to fighters within a Skirmish gang.

**ADDITIONAL SKILLS:** In Skirmish games, it is a good idea to allow certain fighters to start with some free additional skills as well as the free starting skills given to the Leader and any Champions. This works well with the increased credits players have to found a gang and the access to Rare Trade items and Hangers-on to create the feel of an established, veteran gang that can be used in a stand-alone game.

There are many ways to do this, and both players and event or tournament organisers should feel free to experiment, but as a general rule it is recommended that gangs be allowed to choose a number of additional skills as follows based on the credits value of the gang:

| | |
|---|---|
| Up to 1,300 credits: | Five Primary skills. |
| 1,301 to 1,500 credits: | Six Primary skills |
| 1,501 credits or above: | Five Primary skills and one Secondary skill. |

Skills should be distributed amongst Leaders, Champions and Juves. Skills may also be allocated to Gangers who are nominated as Specialists. The number of Specialists included should be decided beforehand by the players or specified by an event or tournament organiser.

There should, however, be a sensible limit on the number of skills each fighter can take. As a good rule of thumb, fighters should be allowed a number of skills based on their type as follows:

**LEADER:** One free starting skill and up to two additional skills

**CHAMPION:** One free starting skill and up to one additional skill.

**JUVES:** One additional skill.

**SPECIALIST GANGERS:** One additional skill.

Skills given to fighters in a Skirmish gang in this way do not increase the Gang Rating. Free means free!

**CHARACTERISTIC INCREASES:** In addition to extra skills, gangs should be allowed a number of free characteristic increases. Again, there are many ways to do this, and players and event or tournament organisers are encouraged to experiment, but a good rule to follow is that the number of characteristic increases should be half the number of extra skills rounded down, which makes two or three the norm.

No fighter should be allowed more than one characteristic increase. As is usual during campaign play, characteristic increases may be given to Gangers as well as Leaders, Champions, Juves and Specialists. As with additional skills, these free characteristic increases do not increase Gang Rating.

## PLAYING SKIRMISH GAMES

Once gangs have been created for a Skirmish game, it is a simple matter of getting stuck into the action. This following section contains some useful advice on scenarios and victory conditions for anyone playing a Skirmish game, and some in-depth advice for event or tournament organisers regarding scenario selection, scoring, tie-breakers, and so on.

**SCENARIOS:** Any scenario can be used for a skirmish game, but there are some important things to consider with a few of them. What follows are some general advice for players and event organisers to consider when choosing scenarios to play in a Skirmish game.

When playing a simple stand-alone Skirmish game, players should ensure that the entire gang they have founded can be used. This might mean ignoring the crew size recommended by the scenario – after all, the two gangs being used will be well-matched due to how they have been created. If players feel that one side outnumbering the other by too many fighters is a disadvantage, this is best addressed early on when founding the gang. You can be quite specific when agreeing minimum and maximum numbers of fighters should you wish.

In an event or tournament environment, however, the event organiser should not be afraid to use scenarios that specify various crew sizes – part of the fun lies in selecting the best crew ahead of a game. Event organisers also have the luxury of knowing that their players will be playing several games over the course of a day or two, meaning that whatever mix of crew sizes the chosen scenarios specify, from as few as six fighters up to using the entire gang, players can be almost guaranteed to get the most use out of every fighter they have hired.

## ZONE MORTALIS VS SECTOR MECHANICUS:

Terrain type should also be given some thought. Players sitting down to play a Skirmish game have the freedom to play over either Zone Mortalis or Sector Mechanicus terrain as they wish, but event organisers may have to consider the logistics a bit more. As a general rule of thumb, if space is limited at a venue, Zone Mortalis might be the better choice. In combination with a lower credits limit for gangs, event organisers can focus on smaller set-ups and quicker games, allowing for an extra game or two to make up for the smaller sized games. Similarly, if an event organiser wishes to hold four or more games in a single day, the fast and frenetic pace of Zone Mortalis games suits this well. If an event is to be run over two days, and if resources are available, event organisers may wish to consider having one day be dedicated to Zone Mortalis games, and the other dedicated to Sector Mechanicus games. Doing this gives the greatest amount of time possible to change tables and set up anew for the following day, whereas trying to change dozens of tables from Zone Mortalis to Sector Mechanicus over lunch time is perhaps best avoided!

## HOME TURF AND RESCUING CAPTIVES:

Finally, some scenario rules need consideration. In the case of scenarios that specify a Home Turf Advantage, players should roll off to determine which player is fighting on their home turf. Likewise, if players choose to play a Rescue Mission scenario, roll off to see who the rescuer is and who the captor is. The rescuer should then either randomly determine which of their fighters is the Captive, or choose a fighter to be the Captive.

## ARBITRATED GAMES AND CAMPAIGN EVENTS:

Skirmish games are not limited just to two players building a gang and fighting out a simple scenario. Groups of three or more players are encouraged to experiment with the rules presented elsewhere in this book for Arbitrated Campaigns alongside Skirmish games. There is a lot of fun to be had playing out a stand-alone game under the watchful eye of an Arbitrator, who may control certain elements within the game, such as terrain effects, groups of hive denizens or wandering monsters.

# TOURNAMENT PLAY

There are a few things that make tournament play distinct from any other type of play. Contrary to what many players might think, outrageous competitiveness is rarely one of them! Tournaments give us as players an excuse to get together and play several games over the course of a day or a weekend, catching up with old friends and making new ones. It is certainly true that around the top tables, towards the end of the event, the action can become quite intense as players compete for the eternal fame and glory associated with a tournament win, but for the most part, games are played in a spirit of friendly competition. It is nice to win, of course, but as the games follow a 'Resurrection' format (see below), they are often free from the emotion associated with seeing a beloved Champion fatally wounded and lost in campaign play. Tournament games, as with any Skirmish game, can often be played with much more abandon than players may dare in a campaign game, and it can be tremendous fun to play so boldly, unconcerned about a fighter's long term health.

## RESURRECTION FORMAT

In Skirmish games, the normal campaign rules are suspended for the most part. Gangs are founded as described previously and gain Advancements in a predetermined way. But what about casualties suffered during a game at an event or tournament? Well, these too are handled in a different way. When a fighter is taken Out of Action during a game, there is no need to roll on the Lasting Injuries table. Instead, it is assumed that all fighters are (12-26) Out Cold and return healthy with all of their skills and characteristics intact for the next game. This is referred to as Resurrection format or Resurrection play.

Note, however, that this in no way should stop players rolling to determine the Lasting Injury for their own amusement!

## THE DRAW

At events, it is always important that attendees know who they are playing in each round. There are several ways of doing this. For example, in campaign events (as follows) players might be grouped by gang type and drawn randomly against players of another gang type. However, in tournament play, it is important that players on an equal number of wins and/or losses face-off in each round.

The first round of a tournament should be a random draw. Event organisers may wish to interfere with the draw a little bit to avoid 'mirror matches' when a player is drawn against a gang of the same type as theirs, or to try to avoid players whom they know to be regular opponents or players who have travelled together facing one another in the first round. It largely doesn't matter, but the first round should ideally always be a fun game against someone new.

From the second round onwards, however, the draw should be done using the Swiss pairing system, meaning that players will play opponents on an equal tournament score and/or number of wins, draws or losses as them in each round. Eventually, this will lead to two, or sometimes more, potential winners, all of whom are equally matched facing off on the top tables, whilst elsewhere in the field, players are facing off against opponents on a similar score to them. Not only does this ensure that the final standings are a sound reflection of performance, but it tends to ensure that players will be having enjoyable games against those opponents who are most similar to them, something which in turn enhances the experience for everyone present.

## SCORING

This section deals with how to score a tournament. When playing a stand-alone Skirmish game, the winner and loser will be determined quite simply by following the scenario rules, and whilst this is true of tournament games as well, event organisers will need a way to keep track of how well players are doing over the course of the event.

**TOURNAMENT SCORING:** As mentioned previously, each individual game is won or lost as determined by the scenario. How this should convert into Tournament Points (TPs) is quite simple:

| | |
|---|---|
| **Win** | 3TPs |
| **Draw** | 1TP |
| **Loss** | 0TPs |

Additionally, event organisers may wish to award bonus TPs if certain criteria are met. For example, if the victor wins by a large margin, they may be awarded +1TP. However, if they win by only the narrowest of margins, the loser may be awarded +1TP. What these margins should be is for the event organiser to decide, but a good guide would be a win by 5 or more VPs versus a loss by only 1 VP.

Further bonuses may be awarded for taking Captives, as this is an integral part of campaign play and should be recognised in tournament play. For example, a player may earn +1TP whenever they take an enemy fighter Captive in the post-game wrap-up. It certainly helps to capture the feel of Necromunda if players follow at least one of the wrap-up steps from campaign play at the end of their games, and rolling to see if any enemy fighters are taken Captive is a great example.

**TIEBREAKERS:** Finally, event organisers should be aware that there will be ties, and that at the end of any tournament there will be players on an equal number of TPs throughout the field. For the most part, this doesn't matter, coming equal 24th is better than coming 25th after all! But when faced with a tie between the top two players, we need a way to break it. To help with this, players will be required to adjust their Reputation and Wealth post-battle. Once again, this step helps to capture the feel of a Necromunda campaign in a Skirmish game event.

The first tiebreaker should be Reputation. A bonus of giving players a higher than usual Reputation when founding a gang is that, over the course of an event, that figure can go both up and down, meaning that it works very well as a tiebreaker, and it is the most important gang attribute, the one that should be considered above all others. Without a good reputation, a gang is destined to be forgotten!

The second tiebreaker should be Wealth. As mentioned previously, for simplicity, gangs start with 0 Wealth recorded on their gang roster, but this will increase as they earn rewards from the scenarios played over the course of an event, which makes it an ideal second tiebreaker. Between these two factors, ties in a tournament should be quite rare.

# CAMPAIGN EVENTS

Not all events must be competitive tournaments, and there is a lot of fun to be had from running campaign-based events. However, organisers may wish to consider using Skirmish gangs for such events as a way to speed things along between games, ensure that all participants are on an equal footing, and allow them to focus on the unique elements of the event they have envisioned. The organiser of a campaign event takes on the role of Arbitrator for the attendees, and it is up to them to ensure that the focus is on the games and the narrative that those games drive, because if players spend too much time on developing their gangs or focussing on individual results, this narrative feel can be lost.

What follows are a couple of suggestions, but this section is deliberately brief. Event organisers wishing to run a campaign event are encouraged to let their imagination run riot with the narrative, whilst hopefully these rules for creating Skirmish gangs will prove of use.

**HOUSE WAR:** Event organisers may wish to run a campaign event where participants are grouped together into teams decided by the gang they wish to play. From there, it is possible to ensure that gangs from the same House do not face each other, instead focussing their efforts on destroying their mutual enemies. Doing this may require handling the draw each round to ensure that the desired match-ups happen, possibly even to the extent of manually creating the draw each round. This should not matter, though, as players should understand that House honour is more important than individual pride!

**MAP-BASED EVENTS:** Another option, and an expansion of the above, might be to group players into smaller clans who control an area of a map. Over the course of an event, a clan's territory can shrink or grow based on its members' wins and losses, so that eventually a winner will emerge with the largest territory. This is an idea that can work incredibly well as a team event, where entrants sign up as a team of three or more players and compete together for glory. A map-based team event like this can be quite diverse, with draws being done Swiss style based on overall team performance working surprisingly well to combine both tournament and campaign-based events into a package to suit all.

# EXAMPLE RULES PACKS

Below are a couple of example rules packs event organisers might build for simple one- or two-day events, and which players are encouraged to try for their own entertainment.

## ONE-DAY EVENTS

### FOUNDING A GANG

Players have 1,250 credits with which to found their gang. Gangs use the Campaign House Lists contained in the *Gangs of the Underhive* book and those printed in *White Dwarf*. Gangs must consist of between eight and twelve fighters, of which three Gangers may be designated as Specialists:

- **LEADERS AND CHAMPIONS:** As normal, the Leader and Champions should gain a free starting skill when founding the gang.
- **EQUIPMENT:** Gangs should be equipped from their House Equipment List, following the usual rules. Additionally, gangs may purchase any item from the Rare Trade chart at the cost specified that is Rare (9) or below, including all items listed as Common, to be distributed amongst fighters.
- **HIRED GUNS AND HANGERS-ON:** These may be included. Hired Guns do not count towards the minimum number of fighters, but both Hired Guns and Hangers-on do count towards the maximum number of fighters. Models and Fighter cards are required for all Hangers-on.

### GANG ATTRIBUTES

All gangs start with the following Attributes:

- **REPUTATION:** All gangs have a Reputation of 5. Note this will mean that only one Hanger-on per gang is permitted.
- **WEALTH:** All gangs begin with 0 Wealth.

### FIGHTER ATTRIBUTES

Fighters may be given additional skills as detailed below:

- **ADDITIONAL SKILLS:** You may choose an additional five Primary skills to distribute between your fighters as well as the free starting skills given to the Leader and Champions. No fighter may have more than one skill, other than the Leader, who may have two in total.
- **CHARACTERISTIC INCREASES:** Two of the fighters in your gang may be given a single characteristic increase.

## TWO-DAY EVENTS

### FOUNDING A GANG

Players have 1,750 credits with which to found their gang. Gangs use the Campaign House Lists contained in the *Gangs of the Underhive* book and those printed in *White Dwarf*. Gangs must consist of between eight and twelve fighters, of which four Gangers may be designated as Specialists:

- **LEADERS AND CHAMPIONS:** As normal, the Leader and Champions should gain a free starting skill when founding the gang.
- **EQUIPMENT:** Gangs should be equipped from their House Equipment List, following the usual rules. Additionally, gangs may purchase any item from the Rare Trade chart at the cost specified that is Rare (10) or below, including all items listed as Common, to be distributed amongst fighters.
- **HIRED GUNS AND HANGERS-ON:** These may be included. Hired Guns do not count towards the minimum number of fighters, but both Hired Guns and Hangers-on do count towards the maximum number of fighters. Models and Fighter cards are required for all Hangers-on.

### GANG ATTRIBUTES

All gangs start with the following Attributes:

- **REPUTATION:** Gangs have a Reputation of 15. Note this will mean that only three Hangers-on per gang is permitted.
- **WEALTH:** All gangs begin with 0 Wealth.

### FIGHTER ATTRIBUTES

Fighters may be given additional skills as detailed below:

- **ADDITIONAL SKILLS:** You may choose an additional five Primary skills and one Secondary skill to distribute between your fighters as well as the free starting skills given to the Leader and Champions. No fighter may have more than one skill, other than the Champions who may have two in total, and the Leader, who may have three in total.
- **CHARACTERISTIC INCREASES:** Three of the fighters in your gang may be given a single characteristic increase.

# BATTLEFIELD SET-UP AND SCENARIOS

War is constant in the Imperium, whether it is fought between millions-strong war hosts across the killing grounds of the Cadian Gate for the fate of countless billions of souls, or between hyper-violent underhive gangs for control of a dilapidated stretch of service corridor.

The section that follows presents rules for setting up a battlefield, using either Zone Mortalis or Sector Mechanicus terrain, along with twelve scenarios for gangs to fight out. These range from brief but bloody encounters between two gangs to full-scale raids onto a rival's territory.

# BATTLEFIELD SET-UP

Some scenarios have special instructions for terrain. The default methods are as follows:

## ZONE MORTALIS

Starting with the defender, or the winner of a roll-off (if there is no defender), players take turns to select and place a 12" square Zone Mortalis tile complete with walls. Each tile after the first must be placed so that at least half of the length of one edge is touching an existing tile. Both players continue to place tiles until the maximum number are placed, as described by the scenario.

Next, doors are added. Starting with the defender or the winner of a roll-off (if there is no defender), each player may place as many doors and door terminals as they wish. Once at least three doors have been placed, either player may choose to place no more. The other player may then place one final door.

Then, starting with the defender, or the winner of a roll-off (if there is no defender), players take turns to place D6 obstacles (to a maximum of three each) anywhere on the battlefield. After which, each player may place one ductway.

Finally, if the scenario does not give special instructions for loot caskets, each player, starting with the winner of a roll-off, places one anywhere on the battlefield that is not within 6" of an edge of the battlefield.

'STUD' BORKER
STEEL BRUTES
HOUSE GOLIATH

## SECTOR MECHANICUS

The battlefield should measure roughly 4'x4'. Larger or smaller battlefields are possible. The available terrain should be divided into obstacles (any terrain measuring no more than 2" high and no more than 2" across) and structures (any terrain feature measuring more than 2" high and more than 2" across). Players should decide between them if any terrain features are difficult, dangerous or impassable (and therefore solid for the purposes of measuring and line of sight). Then, starting with the defender or the winner of a roll-off (if there is no defender), players take turns placing large terrain pieces anywhere on the battlefield. At any point, either player may choose to place no more. The other player may then place one final piece of terrain.

Then, obstacles are added. Starting with the defender or the winner of a roll off (if there is no defender), players take turns to place scatter terrain anywhere on the battlefield. At any point, either player may choose to place no more. The other player may then place one final piece of terrain.

Finally, if the scenario does not give special instructions for loot caskets, each player, starting with the winner of a roll-off, places one anywhere on the battlefield that is not within 6" of an edge of the battlefield.
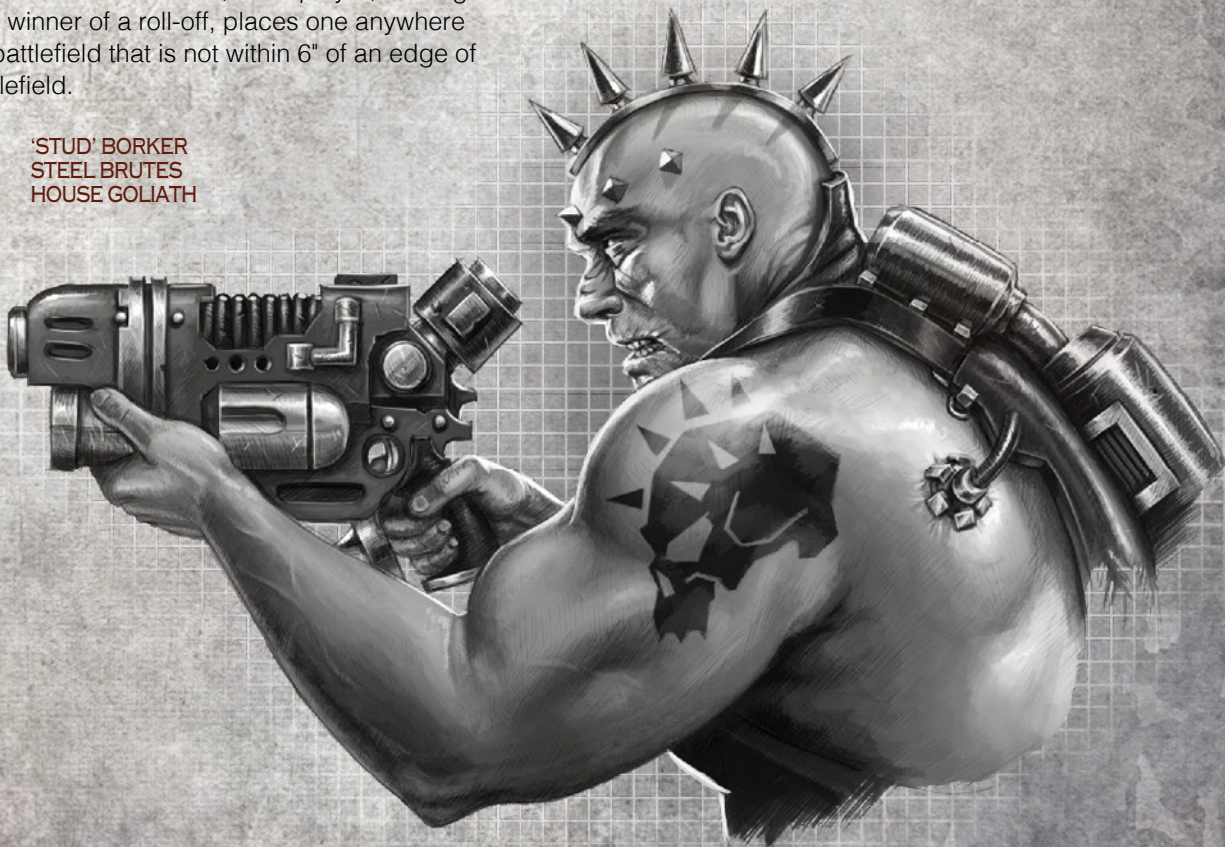
# CHOOSE CREW

Each player chooses a starting crew for the scenario, using one of the following methods or a bespoke method, as determined by the scenario:

## RANDOM SELECTION (X)

When a scenario instructs players to use Random Selection (X) to choose their starting crew, the following method is used. When Random Selection (X) is in use, there will always be a number shown in brackets:

- The player makes a deck of their Fighter cards.
- The deck may not include any fighters unable to take part in the battle.
- The deck may only contain one randomly selected card for a Leader or any Champions who have multiple Fighter cards.
- This deck is then shuffled and a number of cards equal to the number shown in brackets is dealt out. This is the player's starting crew.

HALBEDASH HOOKNOSE
THE CANDLEKIN
HOUSE CAWDOR

## CUSTOM SELECTION (X)

When a scenario instructs players to use Custom Selection (X) to choose their starting crew, the following method is used. Where no number is shown, there is no limit to how many fighters make up the starting crew:

- The player chooses their crew, selecting the Fighter cards of the fighters they wish to use, equal to the number shown in brackets.
- Where no number is shown in brackets, the entire gang may be used, should the player wish.
- If the Leader or any Champions have multiple Fighter cards, the player chooses which equipment load-out the fighter will use for the battle.
- The crew cannot include any fighters unable to take part in the battle.

## TACTICS CARDS

Each scenario details how many Tactics cards each player gets and how they are selected, with players either choosing the cards they want or drawing them at random.

Each player prepares their deck of Tactics cards – by default this is one of each Gang Tactics card, plus any House Tactics cards relating to their gang's House (for example, an Escher gang would take one of each Gang Tactics card and one of each House Escher card). If players have any additional Gang Tactics or relevant House Tactics cards (for example, any from the expansion packs or which have been made available separately, such as event exclusive cards), these are also added to their decks.

Any cards marked as Zone Mortalis are left out of the deck if this is a Sector Mechanicus game, and vice versa (for example, the Rigged Door and Hidden Passage cards are for Zone Mortalis and should be left out of the deck prior to a Sector Mechanicus battle).

# SCENARIO REFERENCE

Here, players will find details of the various scenario rules mentioned throughout the scenarios themselves.

## DEPLOYMENT

Many scenarios detail the size and location of deployment zones. For those that do not, the standard methods are as follows

### ZONE MORTALIS

Starting with the defender, or the winner of a roll-off (if there is no defender), players set their crews up. The defender/winner of the roll-off sets up first. Their deployment area is either one full tile of their choice, or a 3" area that runs along one edge of the battlefield.

The attacker/loser of the roll-off deploys their entire crew in either one full tile that is at least one full tile away from the other player's deployment zone, or in a 2" area that runs along the opposite edge of the battlefield.

A fighter may not be deployed, either during deployment nor as a reinforcement, in an area of battlefield which is entirely blocked off by walls. Unless there is a ductway placed allowing fighters into and out of such areas, no fighters may ever be deployed in blocked-off corners.

### SECTOR MECHANICUS

Draw a line dividing the battlefield into two equal halves. Starting with the defender, or the winner of a roll-off, players select one half of the battlefield in which to set their crews up. The defender/winner of the roll-off sets up first. All fighters in both players' crews must be set up at least 12" away from the dividing line.

## REINFORCEMENTS

If a gang has Reinforcements available, the scenario will describe how to create a Reinforcements deck from the Fighter cards not in their starting crew:

- Reinforcements always arrive at the end of the End phase. The scenario will state the round(s) on which reinforcements arrive and how many arrive.
- Reinforcements are randomly drawn from the Reinforcements deck and a D6 rolled. On a 3+, the controlling player deploys them. On a 1-2, the enemy player deploys them.
- Unless instructed otherwise by the scenario, Reinforcements are deployed on any battlefield edge, not within 6" of an enemy fighter.

## SNEAK ATTACKS

In some scenarios, the defender may not initially be aware of the presence of the attacker. In these scenarios, the following rules are used:

### SENTRIES

Sentries are deployed as described in the scenarios. Sentries never gain Ready markers before the alarm is raised:

- When it is the defender's turn to activate a fighter, they shuffle together the Fighter cards for their sentries into a deck and randomly draw one, returning it after the activation is complete. Note that a sentry can be activated several times in the same turn in this way.
- Once the attacker has activated their last fighter, the defender activates one more sentry and then the Activation phase ends.
- When a sentry is activated, both players roll a D6. If the rolls are the same, the sentry turns to face a random direction determined by a scatter dice and the defending player makes one Move (Simple) action with them. If the rolls are not the same, the player who rolled the highest can make one Move (Simple) action with the sentry.
- Once the sentry has moved, the player who moved them will decide which way they are facing.
- Sentries may open or close any door within 1" of them before or after making their Move action.

## SPOTTING ATTACKERS

After a sentry has moved, roll 2D6. If there are any attackers within that many inches of any sentry and within their vision arc, they may be spotted. Roll a D6 and consult the table below, subtracting 1 from the result if the attacker is Prone:

| Attacker Position | Dice Roll |
| --- | --- |
| Within 3", regardless of the sentry's facing | 2+ |
| In the open, regardless of the sentry's facing | 2+ |
| Partial cover and more than 3" | 4+ |
| Full cover and more than 3" | 6+ |

If an attacker moves to Engage a sentry, the attacker is immediately spotted by that sentry.

## ALERTED SENTRIES

Should a sentry spot an attacker:

- That sentry immediately gains a Ready marker and their card is not returned to the sentry deck.
- If the sentry is Engaged when they gain a Ready marker, they may make Retaliation attacks.
- If the sentry is not Engaged, make an Initiative check for the sentry. If it is passed, they can immediately make a ranged attack against the spotted enemy fighter.

## RAISING THE ALARM

The alarm is raised if:

- Any sentries have a Ready marker when it is the defender's turn to activate a fighter.
- If an attacker fires a ranged weapon, roll 2D6 and add the weapon's Strength after the attack has been resolved. If the weapon has the Blast trait, add 2 to the result. If the total is 10 or more, the alarm is raised.
- From the fifth round onwards, if the attacker rolls a 1 or 2 for their Priority roll, the alarm is raised.

Once the alarm is raised, the sentries rules are no longer used and the defender's fighters follow all the normal rules.

## HOME TURF ADVANTAGE

If a scenario indicates that one gang has the Home Turf Advantage, they gain the following benefits:

- When making a Bottle test, roll 2D6 and discard the highest.
- Fighters add 1 to the result of any Rally tests.

## PITCH BLACK

Some battles may be fought across battlefields plunged into darkness. If both players agree, the following special rules may be used to represent this.

All fighters are subject to the Hidden condition unless they are wearing a Refractor field, are subject to the Blaze condition, or become Revealed (see below).

Ranged attacks may not be made against targets more than 3" away unless the target has replaced the Hidden condition with the Blaze condition or Revealed condition (see below), or is wearing a Refractor Field. Fighters with photo-goggles or infra-scopes extend this range to 12". In addition, models may not make a Charge (Double) action against enemies who they cannot see (for example, their target must be within 3" or have a Blaze or Revealed marker on them, or be wearing a Refractor Field).

If any fighter subject to the Hidden condition makes a ranged attack (with the exception of weapons that have the Silent Weapon Trait), or makes a close combat attack using a weapon with the Power trait, remove from them the Hidden condition and replace it with the Revealed condition. In the End phase of each turn, Revealed fighters become Hidden once more unless they are also subject to the Blaze condition.

# THE BEAST'S LAIR

Dangerous creatures lurk in the underhive, ready to prey on careless gang fighters. If both players agree, the following special rules may be used to represent the presence of such a creature.

After both gangs have been deployed, the defender, or the winner of a roll-off (if there is no defender), may deploy a Beast's Lair (such as the one found in the Necromunda: Underhive boxed set or something similar, modelled on a 32mm base) anywhere on the battlefield that is not within 6" of any fighter.

If any fighter ends their activation within 6" of the Beast's Lair, they risk rousing the beast within. To see if the beast is roused, roll a D6. If the result is a 6, or if the result is higher than the number of inches between the fighter making the test and the Beast's Lair, the fighter is immediately attacked by the beast. The beast has the following profile:

| M | WS | BS | S | T | W | I | A | Ld | Cl | Wil | Int |
|---|----|----|---|---|---|---|---|----|----|-----|-----|
| - | 4+ | - | 6 | 4 | 3 | - | 1 | - | - | - | - |

| | | Rng | | Acc | | | | | | |
|--------|---|-----|----|-----|---|---|----|---|----|--------|
| Weapon | S | L | S | L | S | AP | D | Am | Traits |
| Beast's tentacles | E | 6" | - | - | S | -2 | 3 | - | Knockback, Melee, Versatile |

The Beast's Lair is not a fighter. It is always considered to be Standing and can never become Prone or be moved by any means. Fighters can move within 1" of the Beast's lair and may move into base to base contact with it without needing to perform a Charge (Double) action. Fighters can attack the Beast's Lair with ranged or close combat attacks. If the Beat's Lair is reduced to 0 Wounds, it is removed from play.

*"You know what I really can't stand? Tentacles. Claws, hooves, horns and hands, these things I understand, these things are usually part of things that explode when you hit them in the face with a bolt round. Now, tentacles are slimy and sneaky and seem to pop up at random. Worse of all, of course, isn't the tentacles themselves, it's the thing they're attached to…"*

Bale Grimb
Iron Guild Prospector

## LOOT CASKETS

There will always be at least two loot caskets placed on any battlefield, as described previously, but many scenarios include far more. Loot caskets can contain anything from food supplies to valuable munitions – their exact contents will not be known until they are opened. Standing and Active fighters within 1" of a loot casket may perform actions to open or carry a loot casket, as described **on page 59**.

## OPENING LOOT CASKETS

If a loot casket is opened by a fighter, roll a D6 on the table below to determine its contents:

| D6 | Result |
|---|---|
| 1 | **Dangerous Goods:** *The loot casket has been booby trapped.* Replace it with a Frag trap (see page 127 of *Gangs of the Underhive*). |
| 2-3 | **Nothing Much:** *The casket contains some sundry items of small value that someone will have a use for.* Add D6 credits to the gang's Stash. |
| 4-6 | **Ammo Cache:** *The loot casket contains a number of commonly used ammo clips, weapon parts and loose munitions.* Replace the loot casket with an Ammo Cache. |

## AMMO CACHE

Before an Ammo check is made for any fighter within 1" of an ammo cache, the controlling player can declare that the fighter will ransack the ammo cache. Add 2 to the result of the Ammo check. Additionally, a fighter with a weapon with the Scarce trait may ignore that trait if they are within 1" of an ammo cache. However, should a natural 6 be rolled in either case, the ammo cache is exhausted and removed from play.

'MISS FIRE' MERT
CARRION QUEENS
HOUSE ESCHER

LADY NIKO
'THE QUEEN OF THE CLAWS'
WYLD PANTHERS
HOUSE ESCHER

# SECTOR MECHANICUS
# SCENARIO 1: STAND-OFF

*Two gangs meet in neutral territory and a firefight ensues.*

## BATTLEFIELD

This scenario uses the standard Battlefield Set-up rules.

## CREWS

This scenario uses the standard rules for choosing a crew. Both players use the Custom Selection (10) method.

## TACTICS CARDS

Each player may select two Gang Tactics cards.

If, during the pre-battle sequence, the total Credits value of fighters in one player's starting crew is less than their opponent's, then they may randomly draw an additional Tactics card for each full 100 credits of difference.

## DEPLOYMENT

This scenario uses the standard rules for Deployment.

## OBJECTIVES

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

## ENDING THE BATTLE

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

## VICTORY

If one gang has scored more points than the other at the end of the battle, they are victorious. If both gangs have scored the same number of points, the battle ends in a draw.

## REWARDS (CAMPAIGNS ONLY)

### CREDITS

The gang that scored the most points receives D6x10 credits. The loser receives D3x5 credits. In the case of a draw, both gangs receive D6x5 credits.

### EXPERIENCE

- Each fighter that took part in the battle earns 1 XP.
- The Leader of the gang that scored the most points gains an additional 1 XP (regardless of whether they took part in the battle or not). In the case of a draw, neither Leader gains this bonus.

### REPUTATION

- The gang that scored the most points gains 2 Reputation.
- Each gang gains 1 Reputation if this was their first battle against this opponent.
- If either gang bottled out, they lose 1 Reputation.

# SCENARIO 1: TUNNEL SKIRMISH

*The stakes are high when two gangs face-off in unclaimed turf, fighting for control of the surrounding area.*

## BATTLEFIELD
This scenario uses the standard Battlefield Set-up rules and consists of four or six Zone Mortalis tiles.

## CREWS
This scenario uses the standard rules for choosing a crew. Both players use the Custom Selection (6) method, if the battlefield consists of four tiles or Custom Selection (10) if the battlefield consists of six tiles.

## TACTICS CARDS
Each player may select two Gang Tactics cards.

If, during the pre-battle sequence, the total Credits value of fighters in one player's starting crew is less than their opponent's, they may randomly draw an additional Tactics card for each full 100 credits of difference.

## DEPLOYMENT
This scenario uses the standard rules for Deployment.

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

## ENDING THE BATTLE
If one gang has no fighters left on the battlefield at the end of any round, the battle ends immediately.

## VICTORY
If one gang has scored more points than the other at the end of the battle, they are victorious. If both gangs have scored the same number of points, the battle ends in a draw.

## REWARDS (CAMPAIGNS ONLY)

### CREDITS
The gang that scored the most points receives 2D6x10 credits. The loser receives D3x5 credits. In the case of a draw, both gangs receive D6x10 credits.

### EXPERIENCE
- Each fighter that took part in the battle earns 1 XP.
- The Leader of the gang that scored the most points gains an additional 1 XP (regardless of whether they took part in the battle or not). In the case of a draw, neither Leader gains this bonus.

### REPUTATION
- The gang that scored the most points gains 2 Reputation.
- Each gang gains 1 Reputation if this was their first battle against this opponent.
- If either gang bottled out, they lose 1 Reputation.

# SECTOR MECHANICUS
# SCENARIO 2: LOOTERS

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

## ATTACKER AND DEFENDER

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

## BATTLEFIELD

This scenario uses the standard Battlefield Set-up rules.

## CREWS

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

## HOME TURF ADVANTAGE

The defender has the Home Turf Advantage.

## TACTICS CARDS

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

If, during the pre-battle sequence, one player's Gang Rating is less than their opponent's then they may randomly draw an additional Tactics card for each full 100 credits of difference.

## DEPLOYMENT

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

The attacker then picks one edge of the battlefield – this is their escape route. They set up their entire crew within 6" of that edge.

## OBJECTIVES

The attackers are attempting to secure the four loot caskets and move them off the battlefield via their escape route. The defenders are attempting to stop them. The caskets are valuable, even if they have been opened and converted into an ammo cache – however, if the ammo cache has been exhausted, it cannot be claimed by the attacker. Note that only the four loot caskets placed by the defender can be claimed; any others that are introduced for any reason cannot be claimed.

NYDA
BITTERSWEET BLADES
HOUSE ESCHER

## CLAIMING CASKETS AND ESCAPING

If one of the four loot caskets (or ammo caches) is within 1" of the escape route at the start of any End phase, it is claimed and removed from the battlefield. In addition, any attacking fighters within 1" of the escape route at the start of any End phase can escape (even if they are Seriously Injured) if the controlling player wishes – they are removed from the battlefield and count as being Out of Action from now on for the purposes of Bottle tests.

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

## REINFORCEMENTS

At the start of each End phase, the defender receives Reinforcements. One random fighter arrives at the start of the first End phase, two at the start of the second End phase, and so on.

## ENDING THE BATTLE

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

## FLEEING THE BATTLEFIELD

If the defender voluntarily bottles out and flees the battlefield, the attacker automatically wins the scenario and may claim all of the loot caskets.

## VICTORY

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

## REWARDS (CAMPAIGNS ONLY)

### CREDITS

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

### EXPERIENCE

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

### REPUTATION

- Each gang gains 1 Reputation if this was their first battle against this opponent.
- The attackers gain 1 Reputation for each loot casket that they claimed. The defenders gain 1 Reputation for each loot casket still on the battlefield when the battle ends. If all four loot caskets were claimed by the attacker, the defenders lose 2 Reputation; if all four were still on the battlefield, the attackers lose 2 Reputation.
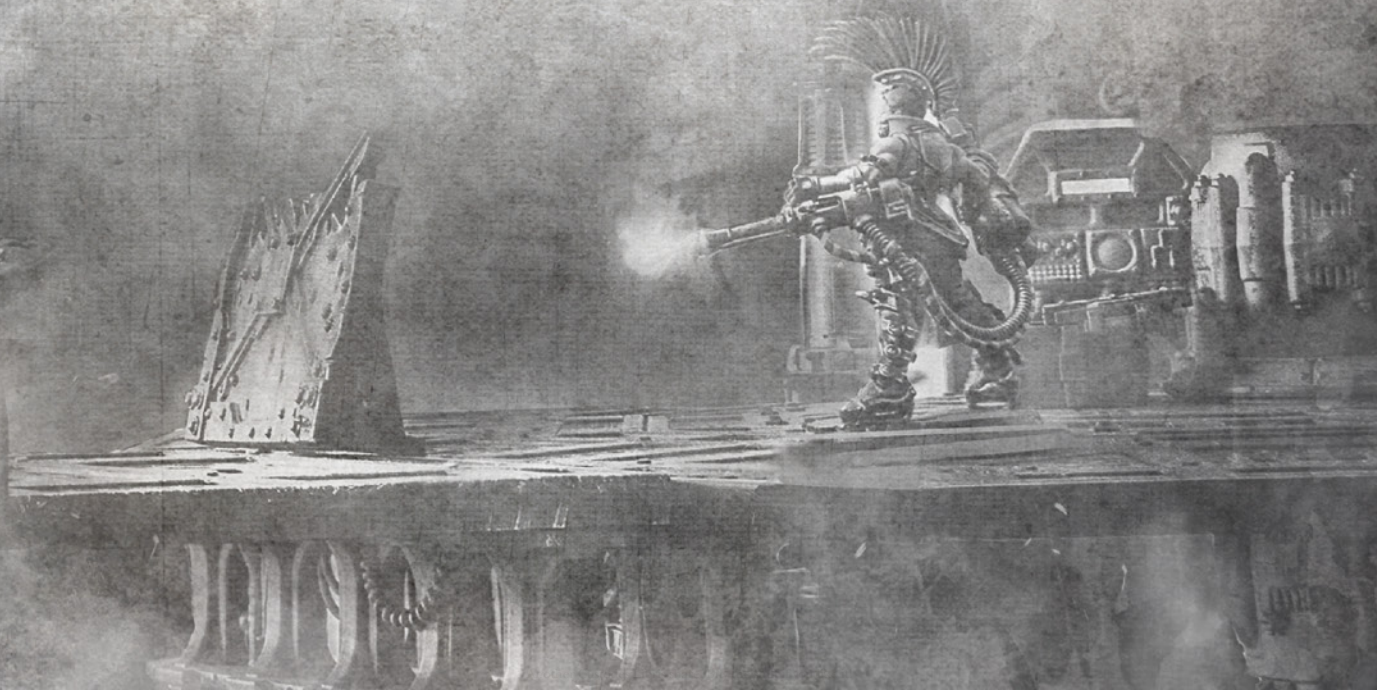
# SCENARIO 3: AMBUSH

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

## ATTACKER AND DEFENDER

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

## BATTLEFIELD

This scenario uses the standard Battlefield Set-up rules, with the following exceptions:

No large terrain can be placed within 12" of the centre of the battlefield. Scatter terrain can still be placed in this area, however in this scenario the defender may place all of the scatter terrain. The defender's deployment zone is anywhere within 6" of the centre of the battlefield.

## CREWS

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

## TACTICS CARDS

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

If, during the pre-battle sequence, the total Credits value of fighters in one player's starting crew is less than their opponent's, they may randomly draw an additional Tactics card for each full 100 credits of difference.

## DEPLOYMENT

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

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

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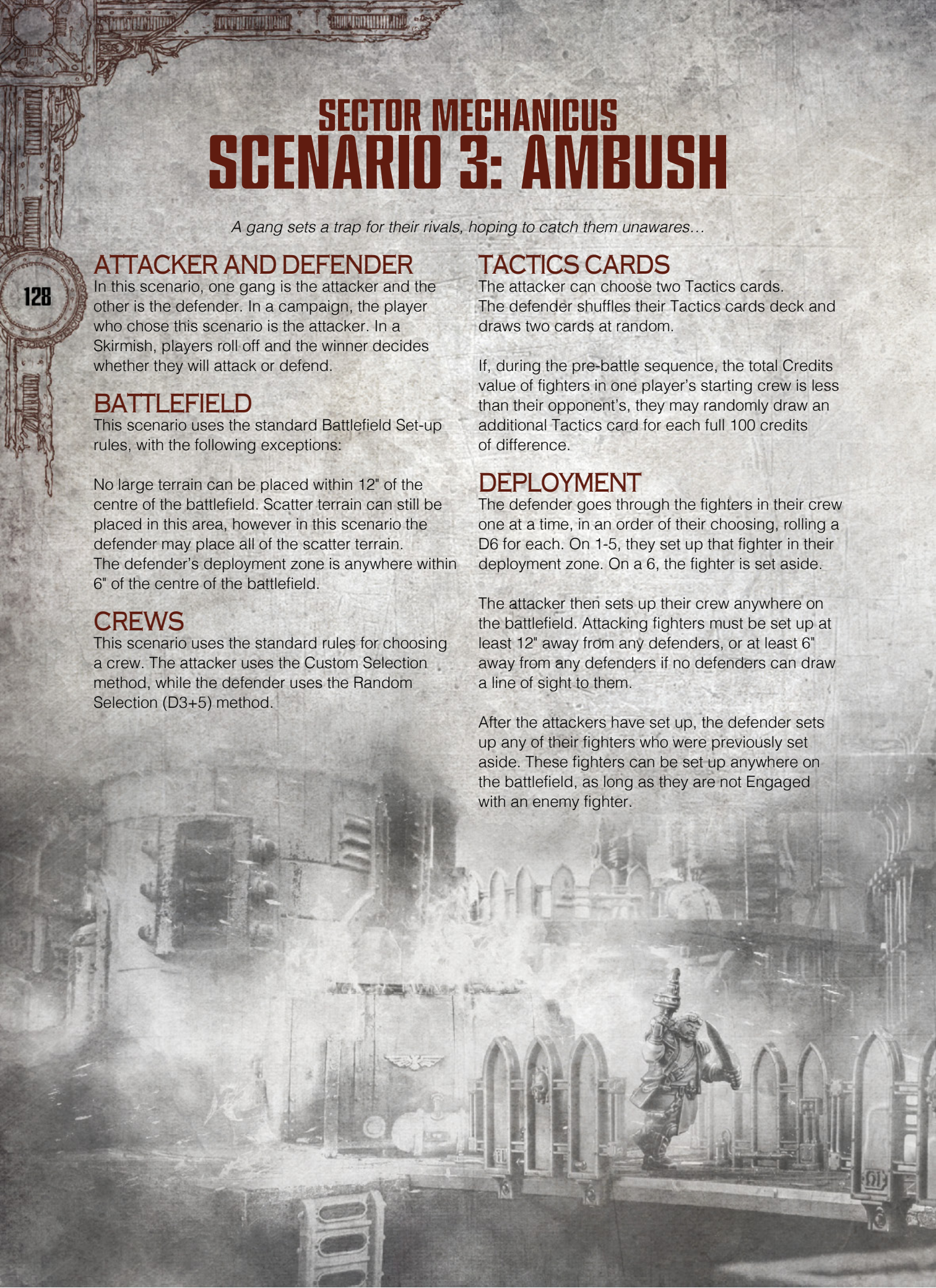
## OBJECTIVES

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

## SURPRISE ATTACK

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

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

## SLIPPING THE NET

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

## ENDING THE BATTLE

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

## VICTORY

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

## REWARDS (CAMPAIGNS ONLY)

### EXPERIENCE

• Each fighter that took part in the battle gains 1 XP.
• If none of the defenders escaped, the attackers' Leader then earns 1 XP (regardless of whether they took part in the battle or not).

### REPUTATION

• If more defenders went Out of Action than escaped, the attackers gain 1 Reputation. If more defenders escaped than went Out of Action, the defenders gain 2 Reputation.
• If either gang bottled out, they lose 1 Reputation.

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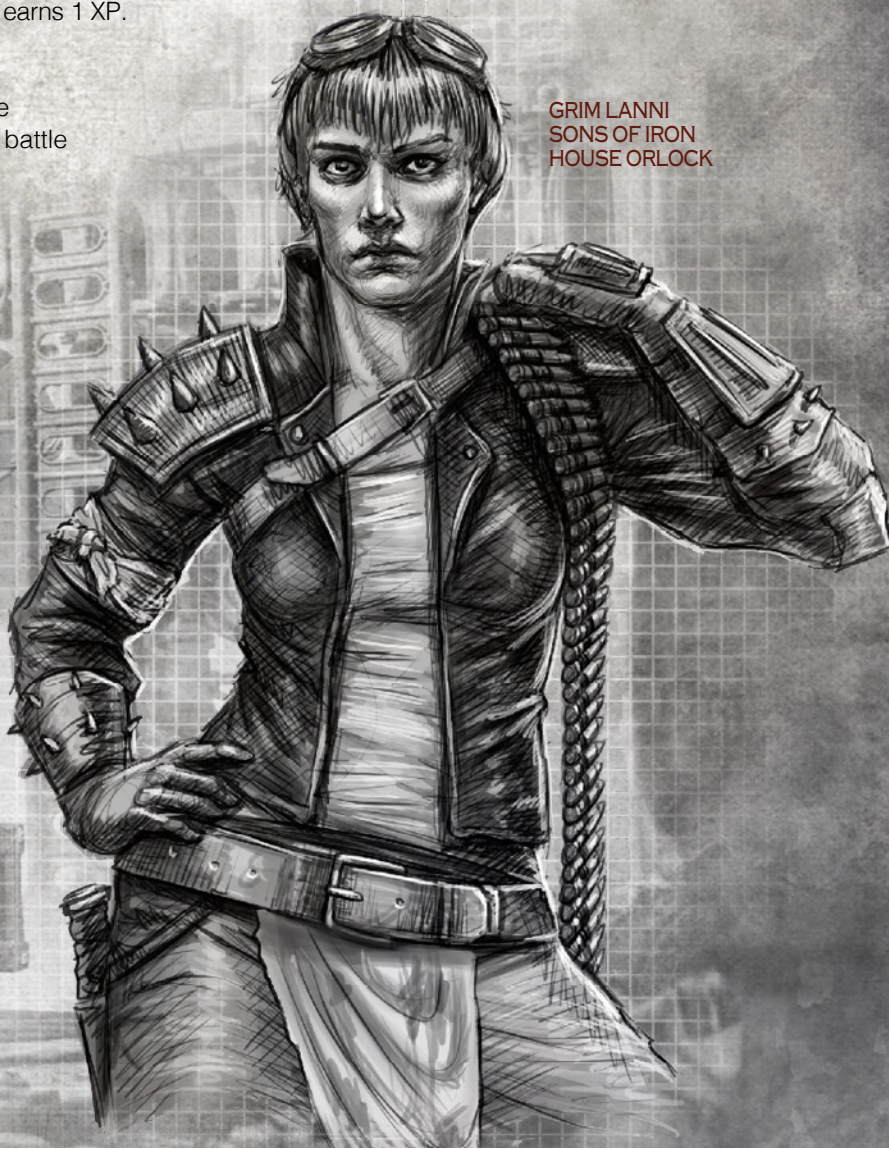
GRIM LANNI
SONS OF IRON
HOUSE ORLOCK

# SECTOR MECHANICUS
# SCENARIO 4: BORDER DISPUTE

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

## BATTLEFIELD

This scenario uses the standard Battlefield Set-up rules.

## CREWS

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

## TACTICS CARDS

Unless one player has a lower Gang Rating than their opponent, as follows, neither player has any Tactics cards at the start of the battle. Instead, at the start of each round after the first, each player draws a random Tactics card from their deck, building a deck of cards as they progress and using them as they wish during the game.

If, during the pre-battle sequence, one player's Gang Rating is less than their opponent's, then they may randomly draw an additional Tactics card for each full 100 credits of difference.

## DEPLOYMENT

This scenario uses the standard rules for deployment, with the following exceptions:

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

Then, starting with the player that set up the first fighter, the players take turns setting up the remaining fighters in their starting crew using the standard rules for deployment.

Finally, each player places a gang relic in their own turf. This can either be a generic token or a small terrain feature. The gang relic must be set up at least 5" away from any edge of the battlefield.
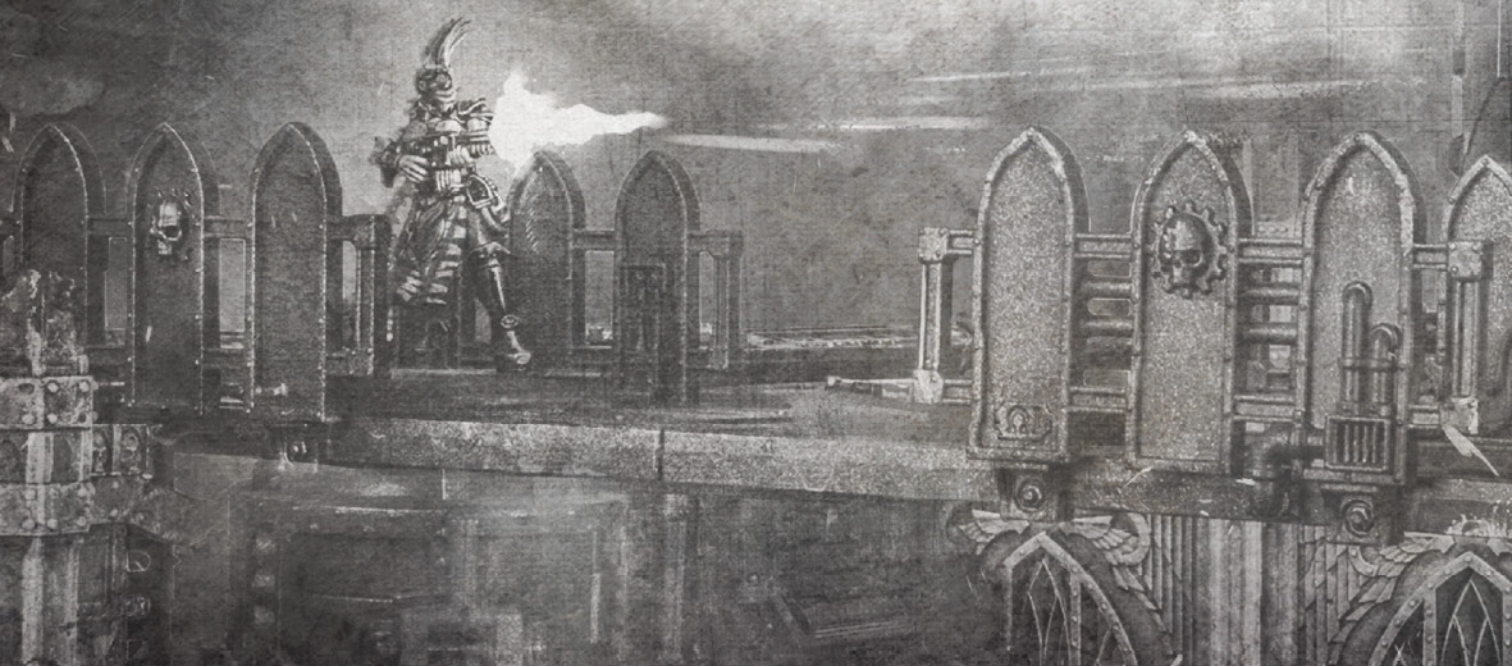
## OBJECTIVES

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

## GANG RELICS

Both gangs set up a gang relic.

Add 2 to the result of any Cool checks and Leadership checks made for friendly fighters within 6" of the gang relic.

## DEFILE THE RELIC

If an enemy fighter is able to get within 1" of an enemy gang's gang relic, they can make a Defile Relic (Double) action.

Once a relic has been defiled, it no longer offers any bonuses to Cool checks and Leadership checks, and cannot be defiled again. In a campaign, a fighter who defiles a relic gains D3 XP.

## REINFORCEMENTS

At the start of each End phase, each player rolls a D3 and receives that many Reinforcements. These are deployed one at a time, starting with the player that has the Priority marker and alternating until all Reinforcements are deployed.

## ENDING THE BATTLE

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

## FLEEING THE BATTLEFIELD

If a gang voluntarily bottles out and flees the battlefield, their opponent automatically wins the scenario. Additionally, the Leader of the winning gang is considered to have defiled the losing gang's relic.

## VICTORY

If one gang has any fighters on the battlefield – not including Seriously Injured fighters – at the end of the battle, and their gang relic has not been defiled, they are victorious. If both gangs' relics have been defiled, the battle ends in a draw.

## REWARDS (CAMPAIGNS ONLY)

### CREDITS

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

### EXPERIENCE

- Each fighter that took part in the battle earns 1 XP.
- If one gang had fighters on the battlefield at the end of the battle, their Leader then earns 1 XP (regardless of whether they took part in the battle or not).

### REPUTATION

- Each gang gains 1 Reputation if this was their first battle against this opponent.
- If one gang's Relic was defiled and the other was not, the gang with the defiled Relic loses 2 Reputation and the other gang gains 2 Reputation.
- If either gang bottled out, they lose 1 Reputation.

# SECTOR MECHANICUS
# SCENARIO 5: SABOTAGE

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

## ATTACKER AND DEFENDER

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

## THE TARGET

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

## BATTLEFIELD

The defender places a piece of terrain, which should be at least 2" square, to represent the attacker's target. It is recommended that this is set up as close to the centre of the battlefield as possible. Then, the battlefield is set up using the standard Battlefield Set-up rules.

## CREWS

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

## HOME TURF ADVANTAGE

The defender has the Home Turf Advantage.

## TACTICS CARDS

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

If, during the pre-battle sequence, one player's Gang Rating is less than their opponent's, they may randomly draw an additional Tactics card for each full 100 credits of difference.

## DEPLOYMENT

The defender sets up their sentries anywhere on the battlefield. The attacker then sets up each of their fighters within 2" of any edge of the battlefield, and is free to use all edges.

## OBJECTIVES

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

## DESTROYING THE TARGET

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

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

## TAKING FLIGHT

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

## REINFORCEMENTS

In the round that the alarm is raised, and in each subsequent round, D6 Reinforcements arrive until the entire gang has arrived.

## ENDING THE BATTLE

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

## FLEEING THE BATTLEFIELD

If the defender voluntarily bottles out and flees the battlefield, the attacker automatically wins the scenario. The target is destroyed but Experience is not gained for doing so after the defenders have fled.

## VICTORY

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

## REWARDS (CAMPAIGNS ONLY)

### CREDITS

If the attackers destroy the target, they gain D6x10 credits. If they do not, the defenders gain D6x10 credits.

### EXPERIENCE

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

### REPUTATION

- Each gang gains 1 Reputation if this was their first battle against this opponent.
- If the attackers destroyed their target, their Reputation increases by 3 and the defender's Reputation decreases by 1.
- If either gang bottled out, they lose 1 Reputation.

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MARTEEUS 'NINE EYES'
COLDFIRE CABAL
HOUSE VAN SAAR

# SECTOR MECHANICUS
# SCENARIO 6: RESCUE MISSION

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

## ATTACKER AND DEFENDER

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

## THE TARGET

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

## BATTLEFIELD

This scenario uses the standard Battlefield Set-up rules.

## CREWS

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

## HOME TURF ADVANTAGE

The defender has the Home Turf Advantage.

## TACTICS CARDS

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

If, during the pre-battle sequence, one player's Gang Rating is less than their opponent's, then they may randomly draw an additional Tactics card for each full 100 credits of difference.

## DEPLOYMENT

The defender sets up their sentries and Captive(s) anywhere on the battlefield. The attacker then sets up each of their fighters within 2" of any edge of the battlefield, and is free to use all edges.

## OBJECTIVES

The attackers are attempting to rescue the Captive(s) – preferably without the defenders noticing.

## CAPTIVE FIGHTERS

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

Non-Captive attackers can make the following action:

**FREE CAPTIVE (BASIC) –** Pick a Captive within 1" and roll a D6. If the result is a 3 or higher, the Captive is freed. On a 1 or 2 however, the Captive is not freed from their shackles and remains Captive. In a campaign, the fighter who frees a Captive gains D3 XP.

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

Freed Captives gain a Ready marker in the following Priority phase and can be activated as normal from then on. Their rescuers immediately return their equipment to them.
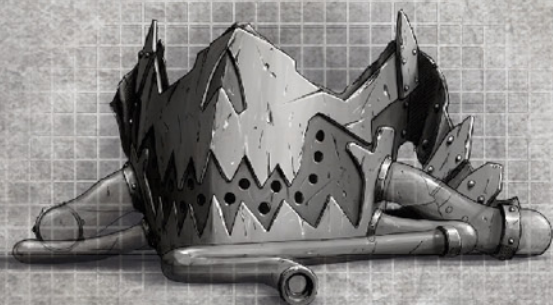
## TAKING FLIGHT

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

## REINFORCEMENTS

In the round that the alarm is raised, and in each subsequent round, D6 Reinforcements arrive until the entire gang has arrived.

## ENDING THE BATTLE

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

## FLEEING THE BATTLEFIELD

If the defender voluntarily Bottles out and flees the battlefield, their opponent automatically wins the scenario and the Captive is freed.

## VICTORY

The attacker wins if, at the end of the battle, all of their fighters held Captive were freed and have taken flight. If no Captives took flight, the defender wins. Otherwise, the game is a draw.

## REWARDS (CAMPAIGNS ONLY)

### EXPERIENCE

• Each fighter who took part in the battle earns 1 XP.
• If a Captive is freed and takes flight, they earn 1 XP.
• If all of the Captives were freed and took flight, the attacker's Leader earns 1 XP (regardless of whether they took part in the battle or not).

### REPUTATION

• For each Captive that was freed, the attacker gains 2 Reputation and the defender loses 1 Reputation.
• If either gang bottled out, they lose 1 Reputation.

ULZCHA THE KNIFE
SILKEN GLOOM
HOUSE DELAQUE

# SCENARIO 2: THE TRAP

*Although gangs usually prefer a fair fight, there are times when an enemy just needs taking down…*

## ATTACKER AND DEFENDER

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

## BATTLEFIELD

In this scenario, the defender places the first tile. This tile marks the centre of the battlefield. Players then take turns placing four more tiles, two each, adjacent to the first tile, forming a cross. In this scenario, the defender may place all of the barricades.

## CREWS

This scenario uses the standard rules for choosing a crew. Both players use the Custom Selection (10) method.

## TACTICS CARDS

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

If, during the pre-battle sequence, the total Credits value of fighters in one player's starting crew is less than their opponent's, then they may randomly draw an additional Tactics card for each full 100 credits of difference.

## DEPLOYMENT

The defender sorts their Fighter cards (however they wish) into piles of two or more, each pile representing a group of defenders. The defender then chooses one group and sets up one of its fighters in the centre of the central tile, then sets up the rest of the fighters in that group within 2" of the first.

Then the attacker sets up their entire crew. Fighters can be deployed within 6" of the edge of the battlefield, on any of the outer tiles, however they wish.

Finally, the defender sets up the rest of their crew. First they nominate a group, then roll a D6. On a 1-5, the fighters in that group must be set up within 2" of the fighters already deployed in the central tile. On a roll of 6, they may be set up anywhere on the battlefield that is not within 2" of an enemy fighter.

## SURPRISE ATTACK

The defender rolls a D6, adding 1 to the result for each fighter they were able to set up outside their deployment zone. If the result is 7 or higher, the defender automatically takes Priority in the first round. Otherwise, the attacker takes Priority instead.

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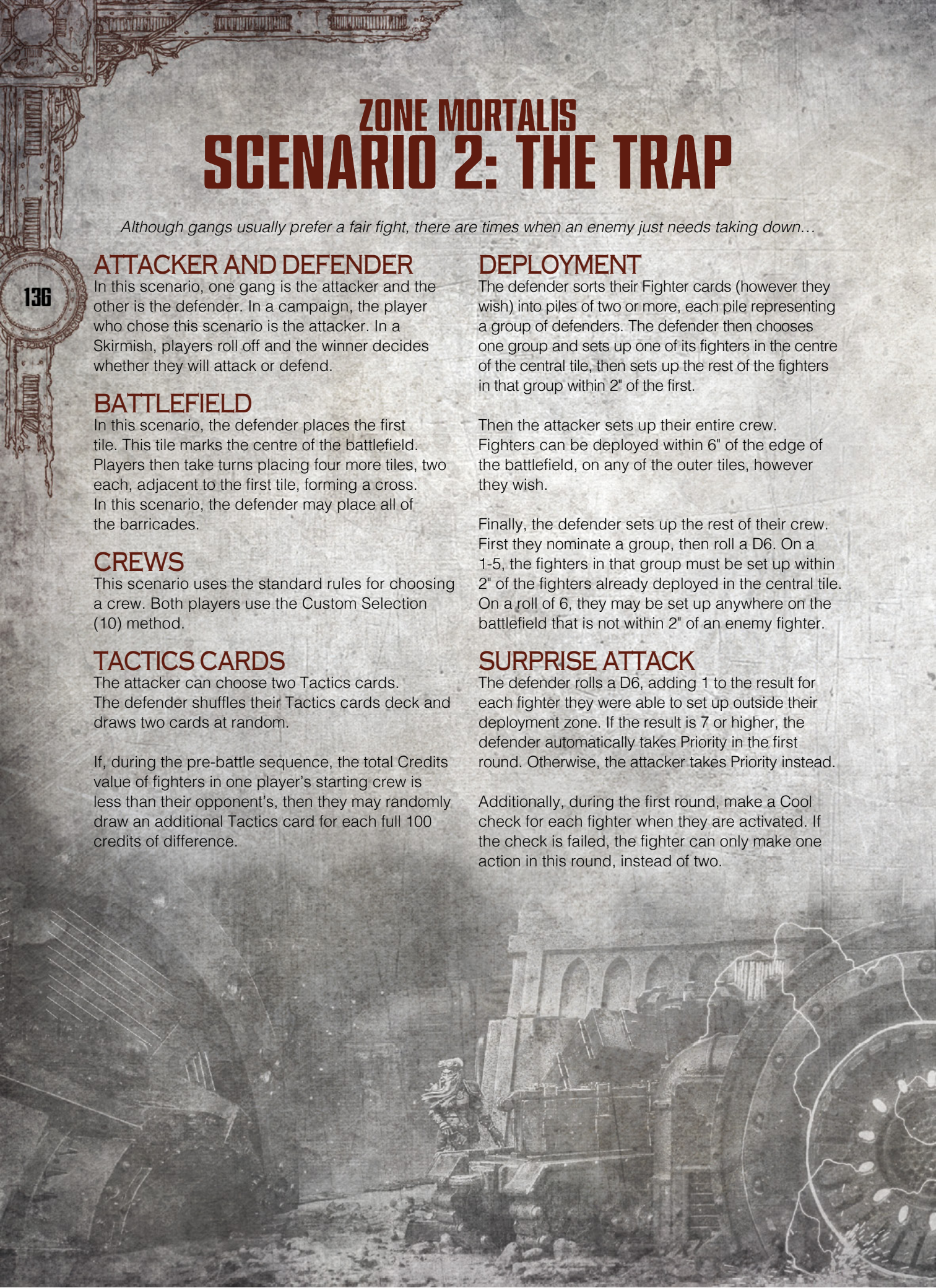
## OBJECTIVES

The attackers are attempting to take out as many of the defenders as possible; the defenders are trying to either return the favour or escape. Both gangs score three points for a Leader, two points for a Champion and one point for any other fighter that is taken Out of Action.

## ENDING THE BATTLE

If one gang has no fighters left on the battlefield at the end of any round, the battle ends immediately and the other gang scores D3 bonus points.

## VICTORY

If one gang has scored more points than the other at the end of the battle, they are victorious. If both gangs have scored the same number of points, the battle ends in a draw.

## REWARDS (CAMPAIGNS ONLY)

### CREDITS

The gang that scored the most points receives D6x10 credits. The loser receives D3x5 credits. In the case of a draw both gangs receive D3x10 credits.

### EXPERIENCE

• Each fighter that took part in the battle earns 1 XP.
• The Leader of the gang that scored the most points gains an additional 1 XP (regardless of whether they took part in the battle or not). In the case of a draw, neither Leader gains this bonus.

### REPUTATION

• The gang that scored the most points gains 2 Reputation.
• Each gang gains 1 Reputation if this was their first battle against this opponent.
• If either gang bottled out, they lose 1 Reputation.

EYROS SLAGMYST
BOUNTY HUNTER

# SCENARIO 3: FORGOTTEN RICHES

*Sometimes, just the rumour of a newly discovered tunnel sprawl packed with discarded riches attracts looters.*

## BATTLEFIELD

This scenario uses the standard Battlefield Set-up rules and consists of seven Zone Mortalis tiles. The winner of a roll-off places the first tile. The first tile placed marks the centre of the battlefield. Players then take turns placing six more tiles, three each, adjacent to the first tile.

## CREWS

This scenario uses the standard rules for choosing a crew. Both players use the Custom Selection (X) method. However, the number of fighters available is determined by rolling 2D6 on the table below:

| 2D6 | Maximum Crew Size |
|-----|-------------------|
| 2-3 | 5 |
| 4-5 | 6 |
| 6-8 | 7 |
| 9-10 | 8 |
| 11-12 | 9 |

## TACTICS CARDS

Each player may select three Gang Tactics cards.

If, during the pre-battle sequence, the total Credits value of fighters in one player's starting crew is less than their opponent's, then they may randomly draw an additional Tactics card for each full 100 credits of difference.

## DEPLOYMENT

The winner of a roll-off places a loot casket on the central tile. Players then take turns to place a loot casket in any tile that does not already contain one. Loot caskets must be placed at least 6" from any other loot caskets on the battlefield. Players take turns doing this until five caskets have been set up. Loot caskets cannot be set up in areas that are cut off from the rest of the map (for example, the small areas in the bottom corners).

Once all of the caskets have been set up, the players roll off again. The winner picks one of the tiles that does not contain a loot casket to be their territory, then sets up their entire crew on that tile, within 3" of the edge of the map. The other player then does the same on the other remaining numbered tile – if the two tiles are adjacent, they cannot set up any of their fighters within 6" of an enemy.

## OBJECTIVES

Both gangs are attempting to get away with as much loot as they can carry and prevent their enemies doing the same. Each gang scores one point for each enemy fighter that goes Out of Action. In addition, each gang scores two points for each loot casket secured (not including ammo caches) on their starting tile and within 3" of the battlefield edge when the battle ends.

## HORRORS IN THE DARK

Finding such a sizeable stash of untouched loot should have been suspicious and, sure enough, this seems to be the hunting ground for one or more unknown, mutated monstrosities.

When a fighter is activated, and they are not within 8" of any other fighters (from either side), roll a D6 on the following table:

| D6 | Result |
|----|--------|
| 1 | The fighter suffers a Strength 6 hit with an AP of -1 and a Damage of 2. If they are Seriously Injured as a result, they are dragged away into the darkness and taken Out of Action. |
| 2-3 | A nightmarish creature emerges from the shadows, seeking easy prey. The fighter cannot make any actions during this activation as they are too busy driving the creature away. |
| 4-5 | The fighter hesitates, hearing a noise in the darkness. They can only make one action this turn. |
| 6 | The fighter goes unnoticed and can act normally. |

## ENDING THE BATTLE

If one gang has no fighters left on the battlefield at the end of any round, the battle ends immediately and the other gang scores D3 bonus points.

## FLEEING THE BATTLEFIELD

If one gang voluntarily bottles out and flees the battlefield, their opponent automatically wins the scenario. The winning gang claims any loot caskets left on the battlefield at the end of the battle.

## VICTORY

If one gang has secured more loot caskets than the other at the end of the battle, they are victorious. If both gangs have secured the same number, or if neither gang has secured any loot caskets, the battle ends in a draw.

## REWARDS (CAMPAIGNS ONLY)

### CREDITS

Gangs earn D6x10 credits for each loot casket secured at the end of the battle.

### EXPERIENCE

• Each fighter that took part in the battle earns 1 XP.
• The Leader of the gang that scored the most points gains an additional 1 XP (regardless of whether they took part in the battle or not). In the case of a draw, neither Leader gains this bonus.

### REPUTATION

• The gang that secured the most loot caskets gains 2 Reputation.
• Each gang gains 1 Reputation if this was their first battle against this opponent.
• If either gang bottled out, they lose 1 Reputation.

# SCENARIO 4: THE MARAUDERS

*Starting a fight in an enemy's territory takes guts. Winning it builds a gang's reputation!*

## ATTACKER AND DEFENDER

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

## BATTLEFIELD

This scenario uses the standard Battlefield Set-up rules and consists of six Zone Mortalis tiles.

## CREWS

The attacker uses the Custom Selection (6) method to choose their crew. The defender uses the Random Selection (D3+2) method. After the defender has dealt out their starting crew, the rest of their deck is set to one side to form their Reinforcements deck.

## HOME TURF ADVANTAGE

The defender has the Home Turf Advantage.

## TACTICS CARDS

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

If, during the pre-battle sequence, the total Credits value of fighters in one player's starting crew is less than their opponent's, they may randomly draw an additional Tactics card for each full 100 credits of difference.

## DEPLOYMENT

This scenario uses the standard rules for deployment.

## OBJECTIVES

Each gang scores one point for each enemy fighter that goes Out of Action. In addition, the attackers have a special objective, determined by rolling a D3 on the table below:

| D3 | Result |
|---|---|
| 1 | **Bushwhack:** The attacker scores one additional point for each enemy Champion taken Out of Action, and two additional points if the enemy Leader is taken Out of Action. |
| 2 | **Scrag:** After deployment, the attacker nominates one enemy fighter in the enemy's starting crew. If this fighter is taken Out of Action, the attacker scores one extra point, two if the enemy fighter was taken out by a Coup de Grace action. |
| 3 | **Mayhem:** Once an attacking fighter has Seriously Injured an enemy fighter, the attacking fighter can leave the battlefield – if they end an action within 1" of either short edge of the battlefield, they are removed from play and the attacker scores one point, and count as being Out of Action from now on for the purposes of Bottle tests. |

If the attackers bottle out, they cannot score any more points for the above objectives.

## SPECIAL RULE: DESPERATION

In this battle, the defenders automatically pass any Bottle tests. The defender may still voluntarily bottle out.

## REINFORCEMENTS

At the start of each End phase, the defender rolls a D3 and receives that many Reinforcements. In this scenario, Reinforcements are deployed by the controlling player anywhere that is within 1" of the edge of the battlefield and not within 12" of an attacking fighter.

## ENDING THE BATTLE

If one gang has no fighters left on the battlefield at the end of any round, the battle ends immediately and the other gang scores D3 bonus points.

## VICTORY

If one gang has scored more points than the other at the end of the battle, they are victorious. If both gangs have scored the same number of points, the battle ends in a draw.

## REWARDS (CAMPAIGNS ONLY)

### CREDITS

The gang that scored the most points receives D6x10 credits. The loser receives D3x5 credits. In the case of a draw both gangs receive D3x10 credits.

### EXPERIENCE

• Each fighter that took part in the battle earns 1 XP.
• The Leader of the gang that scored the most points gains an additional 1 XP (regardless of whether they took part in the battle or not). In the case of a draw, neither Leader gains this bonus.

### REPUTATION

• The gang that scored the most points gains 2 Reputation.
• Each gang gains 1 Reputation if this was their first battle against this opponent.
• If either gang bottled out, they lose 1 Reputation.

X ALSANDER
SENTINELS OF STEEL
HOUSE VAN SAAR

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# SCENARIO 5: SNEAK ATTACK

*A gang that really wants to make itself known may raid deep into an enemy territory, hoping to steal goods and defile something sacred.*

## ATTACKER AND DEFENDER

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

## BATTLEFIELD

This scenario uses the standard Battlefield Set-up rules and consists of seven Zone Mortalis tiles. The defender places the first tile. This tile marks the centre of the battlefield. Players then take turns placing six more tiles, three each, adjacent to the first tile.

## CREWS

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

## HOME TURF ADVANTAGE

The defender has the Home Turf Advantage.

## TACTICS CARDS

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

If, during the pre-battle sequence, one player's Gang Rating is less than their opponent's, then they may randomly draw an additional Tactics card for each full 100 credits of difference.

## DEPLOYMENT

The defender sets up their sentries anywhere on the battlefield, and a gang relic anywhere within 6" of one edge of the battlefield. The attacker then sets up each of their fighters entirely within 4" of any edge of the battlefield and must be within 4" of another member of the crew. The attacker is free to use all edges.

## OBJECTIVES

The attacker is trying to defile a relic that is important to the defenders. The defenders are trying to stop them.

## GANG RELICS

The defender sets up a gang relic. This can be a generic token or a small terrain feature.

Add 2 to the result of any Cool checks and Leadership checks made for friendly fighters within 6" of the gang relic.

## DEFILE THE RELIC

If an enemy fighter is able to get within 1" of the defender's gang relic, they can make a Defile Relic (Double) action.

Once a relic has been defiled, it no longer offers any bonuses to Cool checks and Leadership checks, and cannot be defiled again. In a campaign, a fighter who defiles a relic gains D3 XP.

## REINFORCEMENTS

At the start of each End phase, the defender rolls a D3 and receives that many Reinforcements. In this scenario, Reinforcements are deployed by the controlling player anywhere that is within 1" of the edge of the battlefield and not within 12" of an attacking fighter.

## ENDING THE BATTLE

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

## FLEEING THE BATTLEFIELD

If the defender voluntarily bottles out and flees the battlefield, the attacker automatically wins the scenario. Additionally, the leader of the winning gang is considered to have defiled the losing gang's relic.

## VICTORY

If the defender has any fighters on the battlefield – not including Seriously Injured fighters – at the end of the battle, and their gang relic has not been defiled, they are victorious.

If the attacker has any fighters on the battlefield – not including Seriously Injured fighters – at the end of the battle, and the defender's gang relic has been defiled, they are victorious.

Any other result is a draw.

## REWARDS (CAMPAIGNS ONLY)

### CREDITS

If the attacker defiles the defender's relic, it gains D6x10 credits. Otherwise, it gains D3x10 credits.

If the defender's relic was not defiled, it gains D6x10 credits. Otherwise, it gains D3x10 credits.

### EXPERIENCE

• Each fighter that took part in the battle earns 1 XP.
• If one gang had fighters on the battlefield at the end of the battle, their Leader then earns 1 XP (regardless of whether they took part in the battle or not).

### REPUTATION

• Each gang gains 1 Reputation if this was their first battle against this opponent.
• If the defender's relic was defiled, the defender losses 2 Reputation and the attacker gains 2 Reputation.
• If either gang bottled out, they lose 1 Reputation.

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JORN BARKIN
DUSTFALLS WATCHMAN
EX-HOUSE ORLOCK

# SCENARIO 6: SMASH & GRAB

*One gang is moving valuable merchandise for a Guilder contact. The other gang wants the loot!*

## ATTACKER AND DEFENDER

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

## BATTLEFIELD

This scenario uses the standard Battlefield Set-up rules and consists of six Zone Mortalis tiles.

## CREWS

The attacker uses the Custom Selection (10) method to choose their crew. The defender uses the Random Selection (D6+3) method.

## TACTICS CARDS

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

If, during the pre-battle sequence, the total Credits value of fighters in one player's starting crew is less than their opponent's, they may randomly draw an additional Tactics card for each full 100 credits of difference.

## DEPLOYMENT

This scenario uses the standard rules for deployment.

Additionally, the defender sets up five loot crates within their deployment zone, at least 4" from the edge of the battlefield. Without the attacker seeing, three are set up with the ammo side facing up, one will be set up with the blank side facing up, and one will be set up with the blank side facing up and a frag trap inside. All are set up with the lids on, keeping the contents secret until opened.

## OBJECTIVES

The attacker wants to steal the Guilders' loot crates. The defender is determined to drive off the attacker empty-handed.

## SPECIAL RULE: LOOT CASKETS

The defender cannot open any loot caskets; they will not be paid for any that are tampered with.

If the attacker opens a loot casket, do not roll to see what the contents are. Instead, remove the lid. If ammo is showing, this is an ammo casket. If nothing is showing, the casket has no value. If it contains a frag trap, the trap is triggered immediately and the casket removed from play.

## ENDING THE BATTLE

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

## FLEEING THE BATTLEFIELD

If one gang voluntarily bottles out and flees the battlefield, their opponent automatically wins the scenario. If the attacker wins in this way, they earn rewards for the remaining loot caskets with no risk of detonating a frag trap. If the defender wins in this way, they gain rewards for unopened loot caskets at the end of the battle.

## VICTORY

The attacker wins if, at the end of the battle, they have opened more loot caskets containing ammo than are left unopened on the battlefield. Otherwise, the defender wins.

## REWARDS (CAMPAIGNS ONLY)

### CREDITS

The attacker gains D6x10 credits for each loot casket they open that contains ammo.

The defender gains 2D6x10 credits for each loot casket which contained ammo that was not opened.

### EXPERIENCE

- Each fighter that took part in the battle earns 1 XP.
- If at least two loot caskets which contained ammo were opened by the attackers, their Leader then earns 1 XP (regardless of whether they took part in the battle or not).

### REPUTATION

- Each gang gains 1 Reputation if this was their first battle against this opponent.
- The defender loses 1 Reputation and the attacker gains 1 Reputation for each loot casket which contained ammo the attacker opened.
- If the attacker opened a loot casket that contained a frag trap, they lose 1 Reputation.
- If either gang bottled out, they lose 1 Reputation.

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BLIAUT BURNSCARS
DOOMSAYERS
HOUSE CAWDOR

# NECROMUNDA
## UNDERHIVE

# SCENARIO: CLAIM THE SPIRE

*White Dwarf presents an exclusive Necromunda scenario! Two gangs seek to seize the spires of the Underhive. Soon both gangs become embroiled in a fight across towers and gangways, all in order to claim victory and proclaim their house as Lord of the Spires.*

### BATTLEFIELD

This scenario requires the battlefield to be laid out in a slightly different way. Instead of using the standard battlefield as described on page 21 of Gang War, the terrain should be laid out so that it creates a series of large spires and tall structures close to the centre of the board. Each spire should have plenty of levels for gangers to fight upon as well as a series of walkways linking them to each other. Scatter terrain is still placed as described on page 21 of Gang War.

### CREW

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

### TACTIC CARDS

rt the game with the Frag Trap, Blood Debt and Last Gasp tactics cards instead of drawing as normal.

### DEPLOYMENT

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

### OBJECTIVES

Each gang is trying to claim the highest ground they can, whilst also inflicting heavy losses upon their rival gang. At the end of each turn, the gang with the highest-placed model scores 1 point (if both gangs are tied then they each score 1 point). Additionally, each gang scores 1 point for each enemy ganger that goes Out of Action.

### ENDING THE BATTLE

If either gang has no fighters left on the board at the end of any round, the battle ends immediately. Additionally, if a gang Bottles Out, roll a D6 at the end of the following round. On a 4 or more, the battle ends. Otherwise, roll again at the end of each subsequent round, adding 1 to the result for each additional time this roll is made; in other words, the second time this roll is made, the battle will end on a 3 or more, and so on.

### VICTORY (SKIRMISH ONLY)

If only one gang has fighters remaining at the end of the battle, they are victorious. Otherwise, at the end of the battle, whichever gang has scored the most points is declared the winner.

## REWARDS (CAMPAIGN ONLY)
### CREDITS

The gang that was victorious receives D3x10 credits. In the case of a draw, neither gang receives any credits.

### EXPERIENCE

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

The Leader of the gang that was victorious gains 1 XP.

In the case of a draw, neither Leader receives this XP.

### TURF

If one gang was victorious, its Turf Size increases by 1.

### REPUTATION

The victorious gang gains 3 Reputation.

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

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

If either gang bottled out, they lose 1 Reputation.

# NECROMUNDA
## UNDERHIVE

# SCENARIO: THE GAUNTLET

## RUST TOWN RUN

For those who think the horror-infested depths of the underhive aren't dangerous enough – there's the Rust Town Run! This special scenario utilises the Necromunda Badzone Delta-7 tiles set to create a twisting maze of death – pitting runners against hunters, as one player tries to guide their gangers to glory, while the other tries to knock them into giant fans and blazing furnaces!

The Rust Town Run is legendary among the underhive inhabitants of Hive Primus. Every sump-Tscraper, dome runner and ripper herder has heard the tales of Bald Bryen's path of perils, and when news spreads of a gang willing to take on the Mayor of Rust Town's maze, hivers flock to see the action. Spectators cram themselves into vent shafts and drain irises, or gather around flickering pict-screens for a good view of the action. Fistfuls of scrip change hands as they bet on the runners, getting good odds on most likely to be eviscerated or the number of juves who fall into the grinder. For a gang, the run is a chance to prove their worth and win glory for their house, plus maybe even scrag one of Bald Bryen's 'chrono crystals' – rare gems worth a Guilder's ransom in creds. Of course the Rust Town Run is more than just a dungeon of deadly perils, and when a gang takes up the challenge the call goes out for skilled killers to oppose them. There is no shortage of gangers willing don the mantle of one of Bryen's hunters, the chance to stop a run in its tracks almost as prestigious as completing one.

## ATTACKER AND DEFENDER

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

## BATTLEFIELD

This scenario makes use of the Badzone Delta-7 tiles (rules for these tiles can be found on page 20 of Gang War Two). Bald Bryen has his run setup so it is especially dangerous for the runners (not to mention entertaining for the spectators), so set up the battlefield as shown on the map. After the tiles and doors have been placed the defender may add up to four barricades anywhere on the battlefield. For this scenario all doors begin closed but not locked (with the exception of the Vault door of course!).

## CREWS

The attacker chooses D6+4 of their fighter cards to create their crew of runners. The defender then randomly selects D3+4 of their fighter cards – these will be the hunters.

## DEPLOYMENT

The attacker deploys first, placing their runners anywhere in the shadowed area of the Unlit Crossroads tile. The defender then deploys their hunters as detailed in 'From the Shadows' below. The attacker has priority for the first round.

## SPECIAL RULE: FROM THE SHADOWS

Bald Bryen makes sure the odds are stacked against the runners, and the run is filled with hidden tunnels and hatches only the hunters have access to. At the start of the game the defender can set up their hunters anywhere on the battlefield (with the exception of the Unlit Crossroads tile) or can choose to have them lurking in the shadows. Fighters that are lurking in the shadows are not active and have no effect on the game until they are deployed.

When it is the defender's turn to activate a fighter they can choose to either pass (taking no action), activate a ready fighter as normal, move a fighter from the shadows onto the battlefield (placing it anywhere on the battlefield at least 1" from an enemy), or send a fighter back into the shadows (removing them from the board). Fighters placed from the shadows are not ready and so must wait until the following round to take actions, and fighters engaged by enemies may not be sent back into the shadows.

## SPECIAL RULE: SOMETHING TO PROVE

Once the run begins it is all or nothing! In this scenario neither side need to make Bottle Tests.

## TACTICS CARDS

Each player may select two Gang Tactics cards. If the total credit value of the attacker's fighters is less than the defender's, the attacker may select an additional Tactics card for each full 100 credits of difference. In addition to their chosen cards, the defender gets the Frag Trap and Melta Trap cards. If the defender is fielding an Escher gang they may substitute one of these cards for a Gas Trap card.

## OBJECTIVES

The attacker's objective is to break into the Vault and open the loot casket (retrieving the chrono crystal). The defender's objective is to stop all the runners by putting them Out of Action.

## ENDING THE BATTLE

The battle ends either when one of the runners opens the loot casket in the Vault, or there are no more runners on the battlefield.

## VICTORY (SKIRMISH ONLY)

If the attacker claimed the chrono crystal then they are the winner, otherwise the defender is the winner.

## REWARDS (CAMPAIGNS ONLY)
### CREDITS

Both sides are assumed to be involved in the gambling over the outcome of the run and so get 10 credits for each opposing Ganger or Juve taken Out of Action, 20 for each opposing Champion taken Out of Action and 40 if the opposing Leader is taken Out of Action. The attacker can also sell the chrono crystal (if they get it) for 2d6x20 credits, or hold onto it, as it might be useful at some point in the future...

## TURF

Taking part in the Rust Town Run is not about territory and so no turf changes hands in this scenario.

## EXPERIENCE

Fighters on both sides gain 1xp if they take an opposing fighter Out of Action, and 1 additional xp if they take a fighter Out of Action by knocking them into the furnace or the fan. In addition, each runner that successfully makes it to the Vault tile gains an additional D3xp.

## REPUTATION

Each gang gains 1 Reputation simply for taking part. The defender gains 1 additional Reputation if they win, while the attacker gains 3 additional Reputation if they are the winner.

# ARBITRATOR TOOLS

This section builds upon the Dominion campaign, expanding the role of the Arbitrator, presenting various tools for them to use to make games more interesting and give gangs a helping hand. Plus, we've introduced a collection of narrative scenarios in place of those presented previously.

# THE ARBITRATOR

Running a campaign can be like telling a good story – albeit one of desperate gang warfare, brutal underhive societies and violent criminals. It is the Arbitrator's job to bring this tale to life, often playing the role of the antagonists and the uncaring universe that opposes the gangs in their rise to power. This can be a demanding role – but also a very rewarding one – and a well-arbitrated campaign will be one the players remember for a long time to come.

In any campaign, the Arbitrator's role is to keep track of the action, make sure that the players are informed as to the rise and fall of their opponents and to decide when the campaign has reached its conclusion. These are the basic responsibilities of an Arbitrator, but if they choose, there are many different ways for them to shape the course of their campaign. As masters of the campaign, they might choose to introduce random sub-plots, tasks thrust upon gangs by their superiors within the House structure that, should they complete them, may prove valuable. Arbitrators can also create their own battlefields for the players in their campaign to battle over, rather than leaving players to set up their own terrain. Battlefields can be built to reflect unique locations, such as partially submerged domes, bustling settlements or hive-fungi arboretums, pitting gangs as much against the environment as each other. How large a part the Arbitrator plays in their own campaign is up to them, and some Arbitrators might like to create complex story arcs with set events, while others may choose to just add a few random events to spice things up.

## CAMPAIGNS WITHOUT ARBITRATORS

Sometimes, there might only be a few players in a campaign, or none of the players might want to take on the role of the Arbitrator. In these cases, it is still possible to play a Necromunda campaign, with each player taking care of their own pre- and post-game bookkeeping and the players keeping track themselves of which territories they hold and so forth.

To add some variety to these campaigns, the players can use the House Sub-Plots and may decide to use a narrative scenario rather than rolling on the scenario table as normal.

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SLATE MERDENA
HOUSE ORLOCK ROAD BOSS

# HOUSE FAVOURS

The interests of the Clan Houses are often played out in the furious battles between underhive gangs; the House masters aiding those that will further their agendas. During the pre-battle actions of any game, a gang may petition their House for aid. Roll 2D6 on the table below, adding +1 (to a maximum of +3) for every gang in the campaign with a higher Rating than them (the Houses are more likely to offer support if they think their interests might be in danger!).

*'You call on the boss, you'd better be sure you got something good to show 'em.'*

House Orlock Saying

| 2D6 | Result |
|------|--------|
| 2 | **Displeasure:** *Such presumption demands recompense! Not only does the gang's House consider their position unworthy of aid, they feel the gang must offer up a tithe.*<br>The player must select one of their Juves or Gangers and remove them from the gang. |
| 3-5 | **No Effect:** *Do not bore me with your cries!*<br>Despite the gang leader's pleas, their House remains indifferent to the gang's plight – try harder ganger! |
| 6-8 | **Arms Shipment:** *Clearly they simply require the tools to get the job done.*<br>The player may add 2D6x10 credits worth of equipment from their House Equipment List to their Stash. |
| 9-10 | **New Blood:** *Perhaps some fresh blood is needed.*<br>The player may add a Juve to their gang – though they still need to buy them equipment as normal. |
| 11-12 | **House Trainer:** *Maybe they just need to be shown how to fight?*<br>The House sends a trainer – the player may choose D3+1 of their fighters to receive D6 XP each. |
| 13+ | **Old Pro:** *These ones are special, send a member of my bodyguard at once!*<br>The player may generate a Ganger with up to 100 credits worth of gear and 2D6 Experience to add to their gang as a permanent addition. |

CYPHERED CTHEPA
THE ASH WALKERS
HOUSE DELAQUE

# CREATING GUILDER WATCHMEN

One of the Arbitrator's roles can include running gangs of Guild-sanctioned watchmen against the players' gangs. As the range continues to expand, models and rules for such forces will be released – in the meantime, though, the Arbitrator should feel free to create them.

To create a gang of sanctioned watchmen for example, the Arbitrator is best served using one of the available gang rosters. Depending on the kind of gang required, Goliaths could be used for a genetically augmented hit-squad, Eschers for agile assassins or Orlocks for a hardened vengeance squad. Build the gang as if for a Skirmish game to a credits limit roughly equal to the player-controlled gangs it will go up against – or, make it larger if desired to present the players with more of a challenge.

Then arm and equip the gang with weapons and Wargear from the appropriate House Equipment Lists or the Trading Post, as described in the rules for creating a Skirmish gang. This could be the flak armour, braced stub guns and shotguns of a settlement law-keeper gang, or perhaps something more exotic like a death cult armed with needle weapons, or a purge detachment all carrying chem-throwers.

Finally, give the gang's fighters any appropriate skills – such as a Guilder overseer having Commanding Presence or a watchman sheriff with the Gunfighter skill. When creating these gangs, the Arbitrator should only be limited by their imagination and the range of models they have available.

# HIVE DWELLERS

Many hivers react badly when strangers show up and start shooting, and it can be tricky to predict just how they will react. Any number of Hive Dwellers may be introduced into a scenario and deployed by the Arbitrator as they wish. They are controlled by the Arbitrator and are activated by the Arbitrator in the End phase and use the following profile:

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

Hive Dwellers may be equipped as the Arbitrator wishes, but any weapons they carry should be low quality, cheap items. Autopistols, clubs, fighting knives and other such Common weapons are ideal.

# UNDERHIVE CREATURES

Creating underhive creatures for an Arbitrator to infest a battlefield with is a very flexible process. The obvious place to start is with the Beast's Lair (). Exotic Beasts and Brutes provide a useful resource and can easily be pressed into service by an Arbitrator looking to spice up their battlefield.

Beyond these, monsters can have pretty much any characteristics, skills, weapons and Wargear the Arbitrator wishes, and can be represented by almost any model they have – whether it is a mutant Sump spider, carnivorous psychic plant or a xenos cyborg. Arbitrators can take inspiration – and models – from the huge range of Citadel and Forge World miniatures for their monsters. Many of these models also have their own rules in Warhammer 40,000, which can, with a little work, be adapted to work in games of Necromunda.

Any number of underhive creatures may be introduced into a scenario and deployed by the Arbitrator as they wish. They are controlled by the Arbitrator and are activated by the Arbitrator in the End phase.

# HOUSE SUB-PLOTS

The fortunes of a House are often tied invisibly to the rise and fall of its strongest allied gangs – each gang leader is akin to a general in the House's armies, and each victory earns the House masters much kudos from their peers as well as political capital to further their schemes. For the most part, the gangs are given autonomy to further the interests of the House, largely by the simple act of fighting in its name, and sent to places where they can do the most good (or harm to the House's foes). Sometimes, however, the nobles of a house will choose to take a more direct hand in matters – one which gang leaders ignore at their peril.

House Sub-plots represent the more direct meddling of the House in the activities of a gang. These side missions can be included in any of the scenarios, and allow a gang to earn some extra Reputation, Credits, Experience or gain additional Tactics cards should they complete them. Player's should decide during the pre-battle sequence if they want to use House Sub-plots, with both players needing to agree to include them. If they do, they will need a deck of playing cards containing two Joker cards. Each player shuffles the deck and draws a card without letting their opponent see it – starting with the player with the lower Gang Rating, or, if both gangs have the same Gang Rating the player that rolls highest on a D6.

Then they should consult the tables that follow to see what kind of Sub-plot their gang has been given. If a Joker card is drawn, the player should immediately show it to their opponent and draw two new cards (without showing their opponent) giving them two Sub-plots for the game. If one of these cards is also a Joker card then repeat the process, giving the player a total of three Sub-plots. Each Sub-plot contains details on when it is revealed, how to complete it, and the rewards for doing so. Unless otherwise noted, once a card has been revealed, and its effects have been resolved, it is discarded.

## DESIGNER'S NOTE: DARK MILLENNIUM PLAYING CARDS

*We were inspired to create the Sub-plots rules by John Blanche's Dark Millennium playing card set. The tables that follow have been written to work with any standard set of playing cards, however, if you want to use the Dark Millennium deck, use the following as a guide to match Sub-plots to the Dark Millennium cards: Imperium (Hearts), Chaos (Clubs), Mechanicus (Spades), Xenos (Diamonds).*
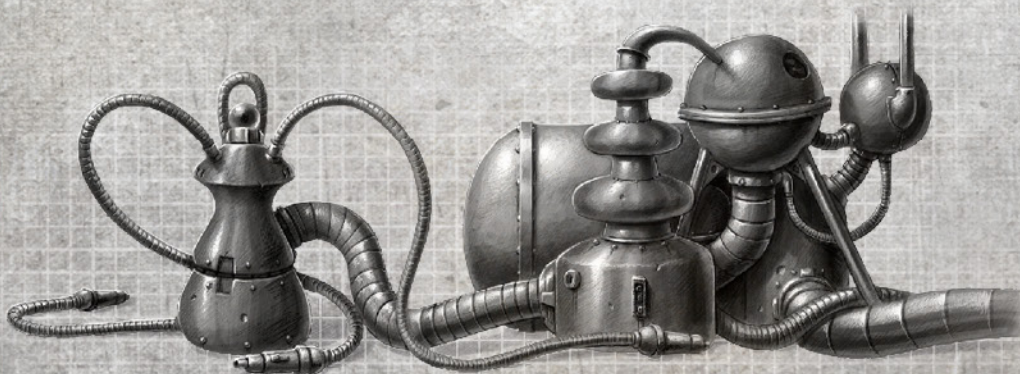
LILITH MORR
LADY OF THE BLOODSPIRE

# INDUSTRIAL SABOTAGE (MECHANICUS/SPADES)

*Gangs are often ordered to attack the infrastructure of rival Houses, there being no swifter way to force a House out of favour than to bring down their production output.*

## ACE: SPUDWRENCHING
Attacks against machinery are a quick way for a House to hurt rivals, and many of the ancient technologies of Necromunda are completely irreplaceable. A fighter in your opponent's deployment zone may make the Spudwrenching (Double) action – reveal this card the first time one of your fighters makes this action. Each time this action is successfully made, make a note. If one of your fighters can complete three Spudwrenching actions in a row, they have destroyed something vital to the opposing House and your gang gains D3+1 Reputation.

## 2: SPREADING UNREST
The House wants to start an uprising among their enemy's workers and has tasked the gang with spreading seditious propaganda. A fighter in your opponent's deployment zone may make the Graffiti (Double) action – reveal this card the first time one of your fighters makes this action. If this is successful, make a note. At the end of the game, if your gang has completed at least three Graffiti actions, then it gains D3 Reputation.

## 3: SUPERIOR TOOLS
The House has given the gang an experimental weapon for their next battle, eager to see its effects. At the start of the game, reveal this card and randomly choose one of the fighters in your crew – for this game increase the Strength and Damage characteristic of one of their weapons by 1. If your gang wins the game, then the test was a success and the gang gains D3 Reputation.

## 4: SCORCHED EARTH
If the House can't have it, then no one can. Reveal this card at the start of the game. If this is a Zone Mortalis game, destroy at least three doors. If this is a Sector Mechanicus game, choose a piece of terrain within 6" of the centre of the table and wreck it – count the terrain as having T8 and W8. This terrain is automatically hit by attacks, due to its large size. Wrecked terrain remains on the table but is considered to have been damaged in some significant way. If your gang is successful, they gain D3 Reputation.

## 5: SHOW OF FORCE
Sometimes winning is not enough, and to really drive home the dominance of a House, its enemies need to be utterly crushed. At the end of the game, if there are at least five enemy fighters Out of Action (not counting those that have fled the battlefield), reveal this card to gain D3+1 Reputation for your gang.

## 6: THE STITCH UP
Houses routinely frame enemy fighters for crimes in order to bring their rivals into disrepute. Reveal this card at the start of the game and randomly choose a fighter from your opponent's crew. When one of your fighters is in base contact with the chosen fighter, they may make the Plant Evidence (Basic) action. If successful, your gang gains D3 Reputation. If, at the end of the game, the enemy fighter has not been Seriously Injured or taken Out of Action, your gang gains an additional D3 Reputation.

## 7: DANGEROUS GROUND

A particular patch of turf is vital to your House and must be held at all costs. Reveal this card at the start of the game and choose a piece of terrain or game tile anywhere at least 12" from your deployment zone. If, at the end of the game, there are no enemy fighters within 6" of the piece of terrain or on the chosen game tile, your gang gains D3 Reputation.

## 8: RIGHT OF WAY

The House needs a clear passage to move its goods through an area and wants the gang to make a path. Reveal this card at the end of the game. If at least four of your fighters are in your enemy's deployment zone, your gang gains D6 Reputation.

## 9: DECAPITATING STRIKE

Taking out a gang's leadership is a sure way to put a spudwrench in their plans. Reveal this card when one of your fighters takes an enemy Leader or Champion Out of Action. At the end of the game if your opponent has no Leader or Champion models on the board, your gang gains D6 Reputation.

## 10: MEAT FOR THE MACHINE

The meat harvesters are always offering good sums for fresh meat, and often gather on the levels below a gang fight to gather up the leftovers. If the actions of one of your fighters knocks an enemy down a pitfall, or causes them to fall from a height and be taken Out of Action, reveal this card and gain D3 Reputation. If, at the end of the game, three or more enemies have been knocked down pitfalls or are taken Out of Action by falls, your gang gains an additional D3 Reputation.

## JACK: CONTEMPTUOUS TAKEDOWN

A good yarn about a contemptuous takedown is useful propaganda for the House. Reveal this card if one of your fighters takes an enemy fighter Out of Action with an unarmed attack, and gain D3 Reputation for your gang. If the enemy fighter was a Leader or a Champion, gain D6 Reputation instead.

## QUEEN: JUVE CULL

Separating the spores from the scum is good for all of the Houses, plus, it keeps the locals in line. Reveal this card if your gang has taken all of the opposing player's Juves Out of Action. If your opponent has no Juves in their crew, reveal it if you take Out of Action the three Gangers with the lowest Credits value. Completing this Sub-plot earns your gang D6 Reputation.

## KING: SWIFT VICTORY

A quick victory always impresses the House masters. Reveal this card at the end of the game if you won the scenario within 10 rounds or less and gain D6 Reputation for your gang. If you won the scenario in 5 rounds or fewer, your gang gains 2D6 Reputation instead.

# NOBLE WHIMS (HEARTS/IMPERIUM)

*Sometimes the personal whims of house nobles play themselves out through gang warfare and strange requests will come down from on-high.*

### ACE: EXTREME DISPLEASURE
For reasons known only to the noble, one of the enemy fighters has earned their ire. Reveal this card at the start of the game, after your opponent has selected their crew but before deploying any fighters. Your opponent should shuffle their crew deck and randomly select a fighter. If, at the end of the game, the selected fighter has been taken Out of Action, add D6x10 credits to the gang's Stash. If the fighter was taken Out of Action with a Melee weapon, or with the Coup de Grace action, then add 2D6x10 credits instead.

### 2: NOBLE NEPHEW
News has arrived that one of the gang's fighters is a distant relation to someone powerful and must be protected. Reveal this card at the start of the game and randomly choose one of your Juves, or if your gang does not contain any Juves, randomly select a Ganger instead. If, at the end of the game, the chosen fighter has not suffered any wounds, add 10 credits to the gang's Stash. If they suffered no wounds, but managed to inflict at least one wound on an enemy, add D6x10 credits instead. After the game, it turns out that they were not related at all and that it was a clerical error.

### 3: LOST HEIRLOOM
Some vitally important object has been lost by the noble and they want the gang to recover it for them – the only problem is the noble is not entirely sure where it is. If you are playing a Zone Mortalis game then the heirloom is in a ductway, if you are playing Sector Mechanicus then it is on one of the upper levels of a piece of terrain – any scenery feature roughly 12" or less across with a raised area counts. At any point during the game any of your fighters may make the Search (Double) action if they are within 3" of a ductway or on the upper levels of a piece of terrain – reveal this card the first time one of your fighters makes this action. When they do this, roll a D6. On a 5+, or if this is the last unsearched ductway or terrain piece, they find the heirloom and gain 2D6x10 credits. Otherwise it is not in this ductway or terrain piece.

### 4: A WARNING
The gang has a message to deliver and the noble wants to make sure the enemy Leader knows just who it is from. During this game, if one of your fighters makes a successful melee attack against the enemy Leader, you can reveal this card and choose not to roll to wound for any hits scored, ending the attack without effect, and adding D6x10 credits to the gang's Stash. If the fighter that made the attack was your Leader, add 2D6x10 credits instead.

### 5: CRUEL AND UNUSUAL
The noble likes to hear the piteous screams of their enemies, and has even sent the gang a vox recording device for just that purpose! If, at the end of the game, the actions of your fighters caused at least two enemy fighters to become Broken, reveal this card and add D3x10 credits to the gang's Stash. If three or more enemy fighters were Broken, add D6x10 credits instead.

## 6: SPYRER STYLE

Appearance is everything for some nobles, and the gang has been told that they must wear the colours of a particular House luminary in their coming battle. Reveal this card at the start of the game. For this battle, your gang has been forced to wear garishly bright coats, huge floppy hats, or some invisible but no less ridiculous ostentation like distilled Phyrr Cat scent. Your opponent reduces the penalty to hit your fighters by 1 (i.e., full cover would provide -1 to hit and partial cover would give no benefit). If your gang wins the game, add 2D6x10 credits to the gang's Stash. If they win without any fighters going Out of Action, add 3D6x10 credits instead.

## 7: RECOVERY JOB

The enemy gang owes someone the noble knows money, and the noble wants the gang to collect. When one of your fighters is in base contact with any enemy fighter, they may make the Shakedown (Basic) action – reveal this card the first time one of your fighters makes this action to gain D3x10 credits. Shakedown actions taken against Champions and Leaders yield D6x10 credits instead.

## 8: DEATH FROM ABOVE

The noble has a dark sense of humour and wants the gang to deliver his retribution 'from on high'. If you take an enemy fighter Out of Action by having another fighter (either friendly or enemy) fall on them, reveal this card to gain 2D6x10 credits. If the enemy fighter was a Leader or Champion, gain 3D6x10 credits instead.

## 9: A SUITABLE SPECTACLE

The more blood the better is often the cry of the House masters. If an attack made by one of your fighters rolls 3 or more Injury dice at once, and at least one of the dice comes up as Out of Action, reveal this card and gain D6x10 credits.

## 10: NO WITNESSES

Sometimes a quiet kill is just what is required to advance the noble's plans. Reveal this card when you take an enemy fighter Out of Action, and no enemy models have line of sight to either the enemy fighter, or the fighter that took them out, to gain D3x10 credits. If your fighter took out the model with a melee weapon, your gang gains D6x10 credits instead.

## JACK: MAKE SOME NOISE

Some nobles want to set the hive on fire, just to watch it burn! Reveal this card at the end of any round when you have fired five or more weapons with the Blast, Rapid Fire or Blaze Trait, without causing any wounds, to gain 2D6x10 credits.

## QUEEN: SHADOWING

A noble wants the gang to keep an eye on an enemy fighter, to see how they fight and just what they are up to. Reveal this card at the start of the game and randomly choose a fighter from your opponent's crew. Any fighter within 12" of the chosen fighter may make the Shadow (Double) action. A Shadowing fighter makes no other action this turn, but if its target moves it is also moved to remain within 12" of them – unless stopped by impassable terrain or enemy models. If, at the end of the game, you have a fighter shadowing the target your gang gains D6 Reputation.

## KING: WORK FOR THE DOCS

The noble has bought a share in a local sawbones holding and wants the gang to drum up business. Reveal this card at the end of the game. For every fighter, friend or foe, that went Out of Action but did not die (a 66 result on the Lasting Injury table), your gang gains D3x10 credits. Any fighters who rolled a Trip to the Docs provide D6x10 credits instead.

# UNFORGIVING UNDERHIVE (CLUBS/CHAOS)

*Knock-on effects from the great games played by the houses (and constant warfare between gangs) can change the fortunes of a gang even before the first round is fired.*

## ACE: VOX FAILURE

Gangers must often make do with second rate equipment – whatever the House deigns to give them or what they can scrounge from underhive traders. Reveal this card at the start of the game. For the duration of the scenario, your Leader's Leading by Example range is reduced to 6" and any of your fighters out of line of sight of any friendly models add 1 to their Leadership and Cool characteristics to a maximum of 12+. If your gang wins the game, every fighter that took part gains D3 Experience points in addition to any Experience rewards for the scenario.

## 2: FAILED ASSASSINATION

There are few rules when it comes to gang warfare, and some fighters are not above evening the odds before the battle has begun. Reveal this card at the start of the game and randomly select one of the fighters from your crew. For the duration of the game, the fighter must reduce their Move, WS, BS and S by 1. If the fighter survives the game without being Seriously Injured or taken Out of Action, they gain D6 Experience points in addition to any Experience rewards for the scenario.

## 3: WANDERING WATCHMEN

One of the gang's patrols is in the right place at the right time and has heard the sounds of battle. You may reveal this card at the start of any round. Randomly select D3 fighters that are not part of your crew and set them up in your deployment area. These fighters are now part of your crew for this scenario. If you lose the scenario, none of your fighters will gain any Experience for the game.

## 4: LOADED FOR SUMP SPIDER

Extra ammo rations have reached the gang and every fighter has pockets full of shells, bullets and power packs. Reveal this card at the start of the game. For the duration of the scenario, every fighter in your crew may re-roll failed ammo tests. However, all hits on your fighters from ranged weapons deal an extra point of Damage. Every fighter in your crew that survives the game without being taken Out of Action gains D3 experience points in addition to any experience rewards for the scenario.

## 5: OUT OF FAVOUR

The gang's House has fallen out of favour with the Imperial House and there is much dissention among the nobles. Lack of strong leadership and news of House gangs getting scragged has everyone on edge. Reveal this card at the start of the game. For the duration of the game, add 2 to the Cool characteristics of all of your fighters, to a maximum of 12+. If your gang wins the game, each fighter gains an additional D3 Experience points in addition to any noted in the scenario. If you win without any fighters going Out of Action, each fighter gains D6 extra Experience points instead.

## 6: HOUSE SPIES

Your gang's plans have fallen into enemy hands. Reveal this card before either gang has deployed. You must set up before your opponent regardless of the normal rules for the scenario, and your opponent automatically wins the roll for Priority in the first turn. Thereafter, your opponent gains a +1 on all rolls to determine who has Priority. Every fighter in your crew that survives the game without being taken Out of Action gains D3 Experience points in addition to any Experience rewards for the scenario.
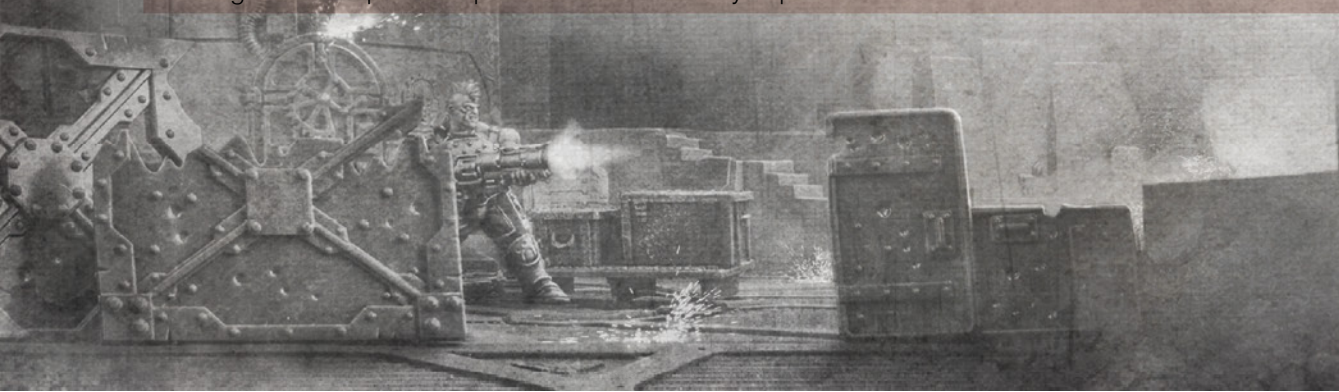
## 7: DOPPELGANGER

One of your Gangers is not what they seem. Reveal this card the first time one of your Gangers (not Juves, Leader or Champions) is taken Out of Action. Instead of removing the model, leave them on the board – any effects, such as being on fire or having run out of ammo, are discarded and they are restored to their starting wounds. They now count as part of the opponent's gang for the remainder of the scenario. If one of your fighters manages to take the imposter Out of Action, they gain D6 Experience points. No Lasting Injury roll is made for the imposter fighter as they were never really part of the battle.

## 8: A BIT OF PAYBACK

A simmering anger has taken over your gang – maybe one too many stories of comrades getting scragged or their rivals swanning about in their turf has got your fighters riled up. Reveal this card the first time one of your fighters successfully completes a Coup de Grace action to give that fighter an Experience point in addition to any Experience for taking an enemy Out of Action. For the remainder of the game, Coup de Grace actions taken by your fighters will award them an additional Experience point, provided that they have not already gained any Experience as a result of this card.

## 9: BAD DAY

Every gang boss has their off days; it's just that sometimes it gets people killed. Reveal this card the first time either your Leader or one of your Champions activates – for the duration of the game, that Leader or Champion cannot make group activations. If the chosen fighter survives the game without being taken Out of Action, they gain D3 Experience points if they are a Champion, or D6 Experience points if they are a Leader.

## 10: ACT OF DEFIANCE

If you're going down, you might as well take as many with you as you can. Reveal this card if one of your fighters moves into base contact with two or more models to gain D3 Experience points for that fighter. If the fighter takes out all enemies in base contact in the same activation that this card is revealed, that fighter gains an additional D3 Experience points.

## JACK: GRIM RESOLVE

Only the hard survive in Necromunda. Reveal this card when one of your fighters rallies from being Broken. That fighter gains one Experience point. For the remainder of the battle, every time one of your fighters rallies from being Broken, they will gain an Experience point unless they have already gained Experience as a result of this card.

## QUEEN: HAZARD PAY

Overcoming the hazards of the underhive is often a challenge in itself. Reveal this card the first time one of your fighters successfully leaps over the pitfall, survives a fall that inflicts Damage or interacts with a hazard that could damage them and survives. That fighter gains one Experience point. For the remainder of the battle, every time one of your fighters survives a hazard in these ways they gain one experience point, unless they have already gained Experience as a result of this card.

## KING: CHEMICAL SOLUTIONS

The gang has been hitting the chems a bit hard, making them less likely to feel injuries but also more reckless! Reveal this card the first time one of your fighters suffers a Flesh Wound. For the duration of the game, your fighters ignore the effects of Flesh Wounds. However, when rolling on the Lasting Injuries table, they must roll twice and accept the higher result. At the end of the game, every fighter in the crew – that is still alive – gains an additional D3 Experience points.

# DARK INFLUENCES (DIAMONDS/XENOS)

*The Clan Houses are not the only ones that can conscript an underhive gang for their own agendas, and sometimes gang bosses will serve different masters, often without realising. The rewards of these unseen patrons may appear capricious or random, but in the fires of battles are rarely unwelcome.*

## ACE: OUTLAW VENDETTA
Guilders aren't the only ones to put out bounties. Reveal this card at the end of any round in which four or more enemy fighters suffer a Serious Injury or are taken Out of Action by your gang. If these conditions are met, draw a random Gang Tactics card.

## 2: STRANGERS IN THE HIVE
Eyes watch from the darkness, waiting for your gang to lure some prey into their grasp. Reveal this card when your gang takes an enemy fighter Out of Action with a melee attack who is out of line of sight and more than 12" from any models in their own gang. If these conditions are met, draw a random Gang Tactics card.

## 3: DEATHLY SILENCE
In the aftermath of a massacre, dark forces gather. Reveal this card if at least half of your opponent's crew is either Seriously Injured, Out of Action, or held off the table as Reinforcements. If these conditions are met, draw a random Gang Tactics card.

## 4: MIND SLAVERS
A weak mind is fertile ground for predatory psykers. Reveal this card when an enemy fighter fails a Willpower test with a result of 10+. If these conditions are met, draw a random Gang Tactics card.

## 5: SCRAP CODE
A mysterious stranger has hired the gang to plant a code in the local cogitator network. Reveal this card at the start of the game and choose three pieces of terrain and/or door consoles at least 6" from your deployment area and at least 8" from each other. Fighters may make the Hacking (Double) action while within 1" of these points. If they do, make an Intelligence test for them – if successful, they have planted the code. If your gang can hack all three locations, draw a random Gang Tactics card.

## 6: COLD TRADE
An enemy fighter is unwittingly carrying an off-world object of great interest to the Guilders. Reveal this card the first time one of your fighters sends an enemy fighter Out of Action either in melee or as part of a Coup de Grace action – then roll a D6, adding 1 to the result for each enemy fighter previously sent Out of Action in melee or with a Coup de Grace action. If the result is 6+, your gang has found the object and you may draw a random Gang Tactics card.

## 7: SUPPRESSION ORDER

Keeping an enemy gang kissing the ground is a good way of letting them know their place. Reveal this card at the end of any round in which every enemy fighter on the board is Prone. If these conditions are met, draw one random Gang Tactics card.

## 8: OFFICIAL SECRETS

Enforcers want some evidence on a gang Leader. When one of your fighters activates within 6" of your opponent's Leader, they may make the Pict Capture (Double) action. If a model that has taken this action begins their activation in your deployment area, you can remove them from the game (they do not count as going Out of Action) and draw a random Gang Tactics card.

## 9: A LITTLE SURPRISE

The gang has been given an opportunity to help with some urban renewal. Reveal this card at the start of the game and randomly select one of your crew to carry the bomb. The bomb carrier can make the Plant Bomb (Double) action. If the bomb carrier completes this action three times within 6" of the centre of the board, the bomb has been planted and you can draw a random Gang Tactics card. Should the bomb carrier go Out of Action before planting the bomb, work out the effects of a frag trap as if it had gone off centred on the bomb carrier's position.

## 10: THE PAYOFF

Credits often work as well as bullets to change someone's mind. For this battle, your fighters can make the Bribe (Basic) action if they are in base contact with an enemy Ganger or Juve (though not the Leader or a Champion). Reveal this card the first time one of your fighters makes this action. When an enemy is bribed they must make a Willpower test. If successful, the action has no effect. Otherwise, the enemy gang receives D3x10 Credits and the bribed Ganger is removed from the board. They do not count as being taken Out of Action. As soon as an enemy has been successfully bribed, discard this card and draw a random Gang Tactics card.

## JACK: GUILDER PACKET

Guilders like to use gangers as couriers in the underhive, because they don't ask too many questions. Reveal this card at the start of the game and then randomly select one of your crew to be the courier. At the end of any round, if the courier is in the enemy's deployment area, you can discard this card and remove the courier from the board (they do not count as going Out of Action) and draw a random Gang Tactics card.

## QUEEN: DARK OFFERING

Dark powers demand their due. Reveal this card at the start of the game and choose a point on the board at least 12" from your deployment area. If, at any time, there are three or more Seriously Injured fighters within 6" of the chosen point, discard this card and draw a random Gang Tactics card.

## KING: BAD BLOOD

A strange infection has taken root in one of your fighters that compels them to spread their tainted blood. Reveal this card at the start of the game and randomly choose one of the fighters in your crew. If this fighter is taken Out of Action with a Melee weapon, draw a random Gang Tactics card. If the chosen fighter was a Champion or Leader, you may choose the Gang Tactics card instead.

# LAST STAND

*The Guilders are gunning for a gang and will take them down at any cost!*

## ATTACKER AND DEFENDER

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

## BATTLEFIELD

This scenario uses the standard Battlefield Set-up rules.

## CREWS

The attacker uses Custom Selection (D3+6) to choose their crew – the remainder of their Fighter cards become their Reinforcement deck. The defender uses Random Selection (D3+5) to choose their crew.

## HOME TURF ADVANTAGE

The defender has the Home Turf Advantage.

## TACTICS CARDS

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

If, during the pre-battle sequence, the total Credits value of fighters in one player's starting crew is less than their opponent's, then they may randomly draw an additional Tactics card for each full 100 credits of difference.

## DEPLOYMENT

The defender deploys their entire crew within 6" of the centre of the board. Then the attacker deploys their entire crew within 2" of any board edge – the attacker's fighters need not be set up together and can be spread out to surround the defenders if they wish.

## OBJECTIVES

The defender must hold out as long as they can, while the attacker must wipe them out.

## REINFORCEMENTS

At the start of each End phase, the attacker receives D6 Reinforcements.

## SPECIAL RULE: OUTNUMBERED!

The attacker has assembled a large assault force to bring down the defender and will stop at nothing to take them out. At the end of the first round, and each round thereafter, the attacker may bring on D6 Reinforcements, using the rules for Reinforcements . Additionally, when one of the attacker's fighters goes Out of Action, instead of rolling on the Lasting Injury table, remove the model from the battlefield and place their fighter card in the Reinforcement deck – allowing them to return to the battle later. Fighters returned in this way are considered to be fresh combatants and any Conditions they may have been subject to when removed no longer apply.

## ENDING THE BATTLE

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

## VICTORY

If the defender has any fighters on the battlefield (who are not Prone and Seriously Injured or Broken) by the start of round seven then they are the winner. Otherwise, the attacker is victorious.

## REWARDS (CAMPAIGNS ONLY)

The rewards for this scenario depend upon how long the defenders were able to hold out before being wiped out or fleeing the battlefield:

| Round | Defender | Attacker |
|-------|----------|----------|
| 1-2 | -3 Reputation, 0 credits | +3 Reputation, 2D6x10 credits |
| 3-4 | +1 Reputation, D3x10 credits | +2 Reputation, D6x10 credits |
| 5-6 | +2 Reputation, D6x10 credits | +1 Reputation, D3x10 credits |
| 7+ | +3 Reputation, 2D6x10 credits | -3 Reputation, 0 credits |

## EXPERIENCE

- Each fighter that took part in the battle gains 1 XP.
- Defending fighters (who are not Seriously Injured or Broken) still on the battlefield by round seven gain an additional D3 XP.

## ARBITRATING THE SCENARIO

If this is an Arbitrated scenario, the Arbitrator can take on the role of the attacker, and create their own gang of watchmen or hired thugs using roughly the same credits total as the defender's gang. Alternatively, this scenario can be run as a multi-player game, with two or more gangs, possibly with the aid of the Arbitrator's own watchmen, attacking the defender. If this is a multi-player game (and the total Rating of the combined attacking gangs is at least double that of the defender's), do not use the Outnumbered special rule.

*Here lies the Forge Kings,*
*Lords of Ironsaw,*
*Quick on the trigger,*
*Slow on the draw.*

Underhive Epitaph

# ESCAPE THE PIT!

*Gangs are looting the depths of the hive when ancient machinery grinds to life.*

## BATTLEFIELD

This scenario uses the standard Battlefield Set-up rules.

After the battlefield is set up, the players should mark the centre point of the battlefield – this is the elevator or ladder that marks the escape point for the scenario and can be represented by an appropriate piece of scenery. If the battle is being fought over Sector Mechanicus terrain, and an appropriate piece of terrain is available, the escape point should be on an elevated platform – the higher the better!

## CREWS

Both players use the Random Selection (D3+4) to choose their crew.

## TACTICS CARDS

Each player may select two Gang Tactics cards.

If, during the pre-battle sequence, the total Credits value of fighters in one player's starting crew is less than their opponent's, then they may randomly draw an additional Tactics card for each full 100 credits of difference.

## DEPLOYMENT

Before deploying their crews, players alternate placing loot caskets on the board, rolling off to see who will place the first casket. Loot caskets may be placed anywhere on the board at least 8" from any edge, 8" from an already deployed loot casket and 12" from the escape point. The players then roll off again, with the winner deploying first, choosing any board edge and putting down their entire crew within 6" of the edge. The other player then sets up their entire crew on the opposite board edge within 6" of the edge.

## OBJECTIVES

The gangs are trying to grab as much loot as they can and then escape the battlefield via the escape point at its centre.

## SPECIAL RULE: THE WALLS ARE MOVING!

Ancient machinery is slowly shrinking the battlefield as chambers are sealed and walls come grinding together. At the start of round three, the player with priority should roll a D6 – on a 3+, the walls close in. If battling over Zone Mortalis terrain, randomly select one of the edge-most tiles and remove it from the board (note that the tile with the escape point is always the last tile to be removed). If battling over Sector Mechanicus terrain, randomly choose a board edge and remove all terrain within 6" of both this edge and the opposite edge – these areas are now no longer part of the battlefield.

Fighters caught on a removed tile or in a vanishing part of the battlefield should make an Initiative check. If they pass, move them to the nearest tile or part of the board that is still part of the battlefield, otherwise they are taken Out of Action. Continue rolling at the start of each round to see if the walls close in until the scenario ends or there are no more tiles or battlefield left.

## ESCAPING THE BATTLEFIELD

A fighter that is within 1" of the escape point may leave the battlefield at the start of any End phase, even if they are Seriously injured. Fighters that have escaped are removed from the table and take no further part in the battle. They are removed from the battlefield, and count as being Out of Action from now on for the purposes of Bottle tests.

## ENDING THE BATTLE

If either gang has no fighters left on the battlefield at the end of any round, the battle ends immediately. The battle also ends if, at the start of any round, the walls close in to their fullest, leaving no battlefield to fight over!

## FLEEING THE BATTLEFIELD

If one gang voluntarily Bottles out and flees the battlefield, their opponent automatically wins the scenario. The winning gang claims any loot caskets left on the battlefield at the end of the battle.

## VICTORY

The gang that carried the most loot caskets off the battlefield via the escape point is the winner (if both gangs recovered the same amount then the winner is the player who moved the most fighters off the table via the escape point) – otherwise the game is a draw.

## REWARDS (CAMPAIGNS ONLY)

### CREDITS

Each loot casket taken off the table via the escape point adds D3x10 credits to the gang's Stash.

### EXPERIENCE

• Each fighter that took part in the battle gains 1 XP.
• Any fighter that moves off the table via the escape point earns 1 XP, and if they are carrying a loot casket they earn an additional 1 XP.

### REPUTATION

• Each gang gains 1 Reputation if at least one of their fighters moves off the table via the escape point.
• Each gang earns an additional 1 Reputation for each loot casket they carry off the table.

### ARBITRATING THE SCENARIO

If this is an Arbitrated Scenario, the Arbitrator might like to choose when the walls close in, rather than rolling randomly. In addition, the Arbitrator can introduce creatures also trying to escape the closing walls. At the start of each round, the Arbitrator can place a Beast's Lair anywhere on the table to force fighters to risk its attacks or find an alternative route to the escape point. If the Arbitrator has any appropriate monsters in their collection, they could also introduce these, giving them profiles and having them also making for the escape point.

AJAX JONES AND GROINRIPPER
ASHTOWN ANGELS
HOUSE ORLOCK

# DOWNTOWN DUST-UP

*Rival gangs fight it out for control of a settlement and its people.*

## BATTLEFIELD

This scenario uses the standard Battlefield Set-up rules.

*DESIGNERS NOTE: SETTING UP THE BATTLEFIELD*
This scenario represents gangs fighting it out in the middle of a crowded settlement; perhaps in the tunnels of a drinking hole, a shanty town main street or an underhive marketplace. If the players have any appropriate settlement scenery (such as saloon tables, market stalls or shanty dwellings), they can set up the battlefield to represent one of these locales.

## CREWS

Players use the Random Selection (D3+4) to choose their crew – representing two crews that have stumbled into each other while letting the locals know who is in charge.

## TACTICS CARDS

Each player may select two Gang Tactics cards.

If, during the pre-battle sequence, the total Credits value of fighters in one player's starting crew is less than their opponent's, they may randomly draw an additional Tactics card for each full 100 credits of difference.

## DEPLOYMENT

Players roll off to see who deploys first. Players alternate placing their fighters anywhere on the battlefield, provided that they are at least 6" from an already deployed fighter (either friend or foe). The players should then place D6+6 Hive Dwellers (represented with appropriate models or counters), taking turns to place one anywhere on the battlefield at least 6" from the edge.

## OBJECTIVES

The players' goal is to run their opponent's gang out of town, without getting too many of the locals caught in the crossfire.

## SPECIAL RULE: HIVE DWELLERS

This scenario should include D6+6 Hive Dwellers, deployed as described previously and as detailed **on page 149**.

For all intents and purposes, the Hive Dwellers are treated like fighters and use the rules for movement, stray shots, being Engaged and pinning as normal. However, if they are reduced to 0 wounds, they are automatically taken Out of Action without rolling any Injury dice.

Hive Dwellers do not activate normally and instead react to the actions of nearby fighters. Hive Dwellers are triggered by the following actions:

• A fighter makes a Shoot action within 12"
• A fighter makes a Fight action within 6"
• A Blast marker is placed (after scatter) within 6"
• A fighter or hiver is hit by a ranged attack within 6"

After working out the effects of the action that triggered the Hive Dweller, roll a D6 on the table below. Note that if there is more than one Hive Dweller triggered by the action, roll a separate D6 for each one:

| D6 | Roll Result |
| --- | --- |
| 1-2 | **Damn gangers messing up my town!** – The local pulls a gun and takes a single Shoot action with a stub pistol at the nearest fighter (even if they didn't trigger the local). |
| 3-4 | **OK, take it easy fella** – The local stands their ground, taking no action. |
| 5-6 | **I'm getting outta here!** – The local legs it, becoming Broken (they may rally in the End phase as normal by passing a Cool test). |

During the End phase, players should take turns moving the Hive Dwellers. Roll the Scatter dice for each one – on a hit, the player moves the Hive Dweller its full Move in a direction of their choice, otherwise they move it a full Move in the direction indicated (stopping if it contacts terrain or comes within 1" of another model).

## ENDING THE BATTLE

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

## VICTORY

A gang is the winner if it is the only one with any fighters left on the battlefield and no more than half the Hive Dwellers have been taken Out of Action or are Broken – otherwise, it is a draw.

## REWARDS (CAMPAIGNS ONLY)

### CREDITS

Hive authorities don't like it when people start shooting bystanders and the Guilders inevitably demand recompense for damage done to their holdings.

For every Hive Dweller a gang was responsible for sending Out of Action, they must pay D3x10 credits – if they can't pay, or won't pay, they instead lose D3 Reputation.

## EXPERIENCE

- Each fighter that took part in the battle gains 1 XP.
- If, at the end of the battle, at least half of the Hive Dwellers are not Out of Action or Broken, the victorious gang's fighters that participated in the battle each gain an additional 1 XP – if no locals are Out of Action or Broken, increase this to 2 XP.

## REPUTATION

- Each gang that took part in the battle gains 1 Reputation (the Hive Dwellers will at least remember their name).
- If the gang is the only one with fighters left on the battlefield, and no more than half of the hivers have been taken Out of Action or are Broken, it gains D3+1 Reputation.

## ARBITRATING THE SCENARIO

If this is an Arbitrated scenario, the Arbitrator controls the hiver dwellers. After the players have deployed all of their fighters, the Arbitrator can place D6+6 Hive Dwellers anywhere on the battlefield. Whenever the actions of the fighters would cause a Hive Dweller to activate, instead of rolling a dice, the Arbitrator chooses what the Hive Dweller's reaction will be.

If the Arbitrator wants to make the scenario more challenging for the players, they might even create a Guilder Watchmen gang to show up on round three and try to restore order – or just crack some heads!

JAK DUSTER
UNDERHIVE DOGS
HOUSE ORLOCK

# SHOOTOUT

*The Quick and the Dead!*

## BATTLEFIELD

The battlefield for this scenario represents a long tunnel, settlement main street or narrow gantry. For Zone Mortalis battlefields, use three tiles to create a straight corridor, with a clear line of sight from one side to the other. For Sector Mechancius battlefields, the table size should be roughly 36" long and 12" wide, with no terrain that blocks line of sight from one short end to the other.

## CREWS

Both players use the Random Selection (D3+1) method to choose their crew.

## TACTICS CARDS

Neither side uses Tactics cards for this scenario.

## DEPLOYMENT

Players roll off to see who deploys first, placing all of their fighters 10" from one short edge of the battlefield, on ground level and within 1" of at least one other friendly fighter. Both crews should have line of sight to each other.

## OBJECTIVES

Both gangs are trying to keep their cool, hoping nerves don't cause them to make fatal mistakes.

## SPECIAL RULE: QUICK DRAW

Fighters are considered to have their weapons holstered or stowed as they stalk toward their adversaries, both sides waiting to see who will draw first.

When a fighter activates, make a Cool test for them – if they fail, place a generic marker on their Fighter card to represent their nerve starting to crack (the number of failed Cool tests can also be represented by a dice). As soon as one crew has failed a total of six Cool tests, they go for their guns (see below)!

Until one side draws and starts shooting, the only action a fighter may take during their activation is a single Move (Simple) action. This move must be taken toward the opposing crew, may be no more than 3", and may not take the fighter into cover. If their movement would take a fighter closer than 4" to an enemy fighter, they take no action instead.

When a crew's fighters go for their guns, all fighters on the board become Ready, then each player makes an Initiative test for each of their fighters – adding +1 if they are using a weapon with the Sidearm trait and subtracting -2 if they are using an Unwieldy weapon. Fighters that passed the test activate in order of their Initiative, from lowest to highest. Those that are tied go at the same time (for example, I2+ goes first, followed by I3+, etc). Then, those that failed the test activate in order of their Initiative characteristic, from lowest to highest. Those that are tied go at the same time. For fighters activating simultaneously, players should work out any Shooting actions before any Move or Charge actions. Once the quick draw has been worked out, the following rounds are played as normal.

## ENDING THE BATTLE

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

## VICTORY

A gang is the winner if it is the only one with any fighters left on the battlefield at the end of the battle.

## REWARDS (CAMPAIGNS ONLY)

### CREDITS

The winning gang gains D6x5 credits for each enemy fighter taken Out of Action, representing the pockets of fallen foes being rifled through.

### EXPERIENCE

- Each fighter that took part in the battle gains 1 XP.
- Any fighter that didn't fail a Cool test before the shooting started gains an additional 1 XP.

### REPUTATION

- Each gang that took part in the battle gains 1 Reputation.
- The gang that drew second (i.e., did not fail six Cool tests) gains a number of Reputation equal to the difference between the number of Cool tests they failed and six (for example, a gang that failed three Cool tests would gain 3 Reputation).

## ARBITRATING THE SCENARIO

The Arbitrator can use this scenario to represent a Bounty Hunter having a showdown with their prey. In a one on one game, the Arbitrator takes the place of one of the players, creating a Bounty Hunter and two Hive Scum to accompany them and selecting one of their opponent's crew as the fighter with the bounty on their head. In a multi-player game, the Arbitrator takes one Bounty Hunter and two Hive Scum for every gang they are facing, and chooses a fighter from each opposing crew to have a bounty on their head.
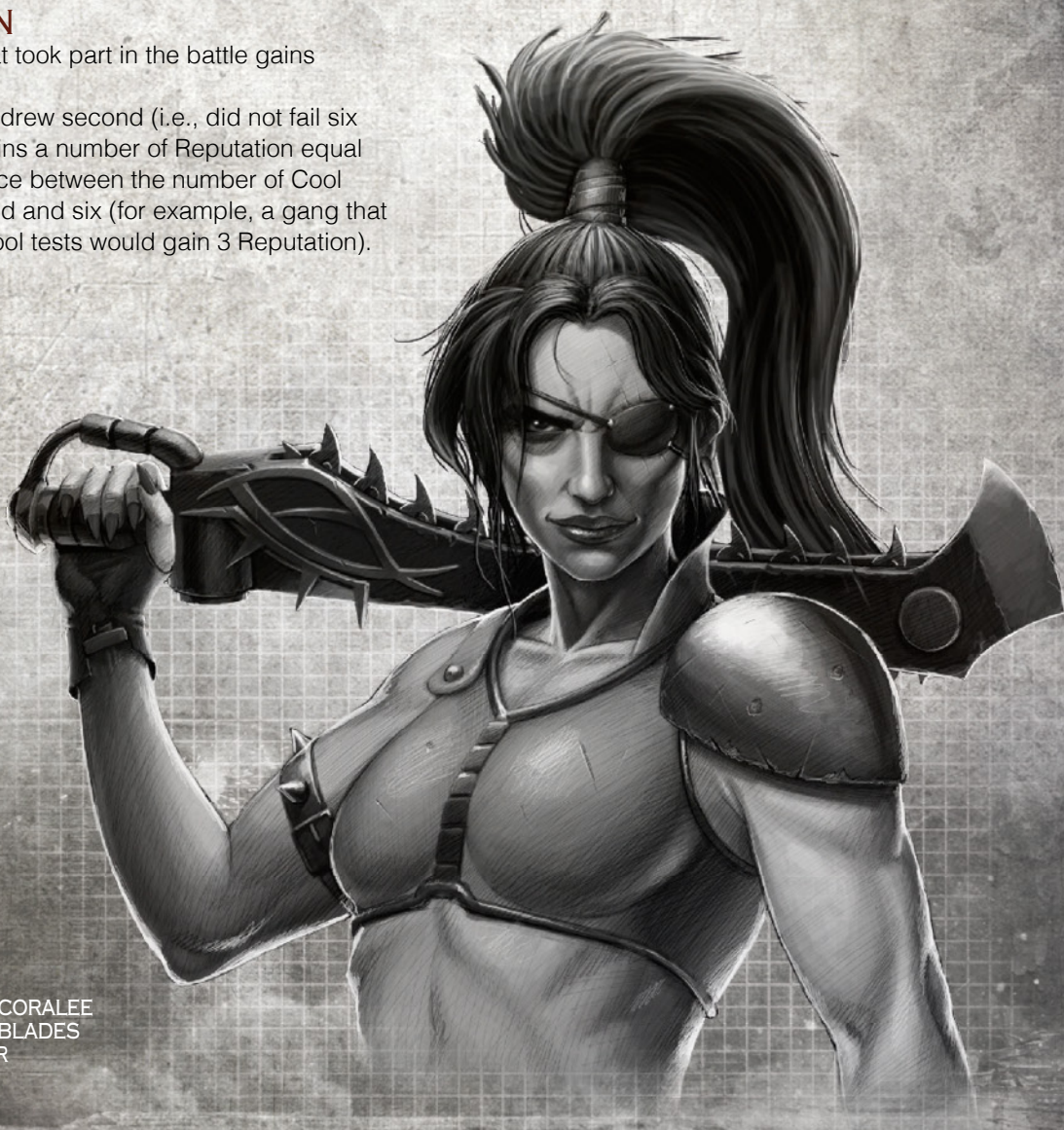
'CHAINBLADE' CORALEE
BITTERSWEET BLADES
HOUSE ESCHER

# CARAVAN HEIST

*A gang makes a daring raid against a Guilder caravan.*

## ATTACKER AND DEFENDER

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

## BATTLEFIELD

This scenario uses the standard Battlefield Set-up rules. However, the battlefield must be set up in such a way that the caravan can travel from where it is deployed to the opposite edge of the battlefield. There can be no structures or impassable terrain completely blocking its path.

## CREWS

Both players use the Custom Selection (10) method to choose their crew.

## TACTICS CARDS

Each player may select two Gang Tactics cards.

If, during the pre-battle sequence, the total Credits value of fighters in one player's starting crew is less than their opponent's, then they may randomly draw an additional Tactics card for each full 100 credits of difference.

## DEPLOYMENT

The defender deploys first, placing the caravan (see opposite) so that it is touching one of the edges of the battlefield. They then place their fighters so that they are on the caravan or within 12" of the caravan. The attacker then sets up their fighters within 6" of any board edge, except the one the caravan is touching.

## OBJECTIVES

The attacker wants to steal the Guilders' loot. The defender is determined to drive off the attacker empty handed.

## SPECIAL RULE: THE CARAVAN

The target of the attacker's heist is a Guilder caravan traversing this stretch of the underhive on its way to the great cargo yards far uphive. The caravan can be represented by a large token or marker, or any suitable vehicle model in the players' collection.

At the start of each round, before rolling for Priority, the defender moves the caravan up to 6" toward the edge of the battlefield opposite its starting position. While the caravan must avoid structures and impassable terrain and remain on ground level, it is not slowed or stopped by anything. Fighters on the caravan are moved with it, while fighters in its path are moved the minimum distance necessary to avoid the caravan's advance – any obstacles that are run over by the caravan are removed.

The caravan cannot be attacked, blocks line of sight and provides partial cover to fighters riding on it (they are considered to be crouched down behind piles of goods or firing from hatches). A fighter may climb onto, or off, the caravan by performing an Embark/Disembark (Simple) action.

Attackers that are Standing and Active and are within 1" of the caravan may loot it by performing a Loot Caravan (Simple) action. Each time a fighter takes this action, their player should place a Loot marker on the fighter's card – the number of Loot markers will determine how successful the heist has been. If an attacking fighter goes Out of Action, any Loot markers they have are discarded.

## SPECIAL RULE: GUILDER HIRED GUNS

As Guild appointed protectors of the caravan, the defender's gang wouldn't dare run off, and so need not take Bottle tests for this scenario. They may, however, voluntarily bottle out and flee the battlefield to prevent catastrophic losses.

Additionally, if the defender is missing fighters due to injuries in a campaign, they may hire free of charge sufficient Hive Scum to even the odds. For example, if the defender has ten fighters in their gang, but three are currently In Recovery, the defender may hire three Hive Scum for free.

## ENDING THE BATTLE

The battle ends when either the caravan reaches the far table edge, or if either gang has no fighters left on the battlefield at the end of any round.

## FLEEING THE BATTLEFIELD

If one gang voluntarily bottles out and flees the battlefield, their opponent automatically wins the scenario. If the attacker wins in this way, they may place D3 extra Loot counters on the Fighter card of each fighter in their crew that is not Prone and Seriously Injured or Out of Action at the end of the battle.

## VICTORY

The attacker wins if they can gather ten Loot markers; otherwise the defender is the winner.

## REWARDS (CAMPAIGNS ONLY)

### CREDITS

At the end of the battle the attacker counts up the number of Loot markers they have, discarding those on fighters that went Out of Action, but counting those on fighters that fled the battlefield. For each Loot counter, add D6x10 credits to the gang's Stash.

The defender's gang receives D6x10 credits regardless of the outcome, with a bonus 3D6x10 credits if the attacker recovered less than five Loot counters.

### EXPERIENCE

- Each fighter that took part in the battle earns 1 XP.
- Any fighter that gathered a Loot marker and did not go Out of Action gains 1 XP.
- Any defending fighter that took an enemy fighter carrying one or more Loot markers Out of Action gains 1 XP.

### REPUTATION

- Each gang that took part in the battle gains 1 Reputation.
- If the attacker took ten or more Loot counters, they gains D3+1 Reputation.
- If the defender moved the caravan off the far battlefield edge before the attacker could gather ten Loot counters, then their gang gains D3+1 Reputation.

## DESIGNER'S NOTE: GUILDER CARAVANS

Creating your own caravan can be a fun modelling project. Guilder caravans come in all shapes and sizes, and can be tracked behemoths, large-tyred all-terrain vehicles, huge mutie pack animals or even rattling scrap-wagons dragged along by teams of slaves. If there are weapons modelled on the caravan, players may allow fighters riding the caravan to operate them by taking a Shoot action (ignore the Unwieldy trait for mounted weapons).

## ARBITRATING THE SCENARIO

In this scenario, the Arbitrator can either run a gang tasked with defending the caravan, or make up a gang of Guilder Watchmen to work alongside the defending gang. The Arbitrator can also take control of the caravan itself, deciding where it moves.

# GHAST HARVEST

*Gangs scour the Underhive for raw ghast.*

## BATTLEFIELD

This scenario uses the standard Battlefield Set-up rules.

## CREWS

Both players use Custom Selection (D3+4) to choose their crew.

## TACTICS CARDS

Each player draws two Gang Tactics cards at random from their decks. When playing these cards, the player should roll a D6. On a 4+, the card takes effect as normal, otherwise it has no effect, is discarded, and the player draws another random card from their deck to replace it.

## DEPLOYMENT

This scenario uses the standard rules for deployment.

## OBJECTIVES

The gangs are out to gather as much unrefined ghast as possible, and take out any enemy fighters that get in their way.

## SPECIAL RULE: HARVESTING GHAST

Something is not quite right about this place. Fighting in a dome full of unrefined ghast can do weird things to a fighter, not to mention the dangers of harvesting it. After setting up the battlefield, players should take turns (starting with the player who has priority) to place four ghast deposits. A ghast deposit can be represented using suitable obstacle-sized terrain features (such as the Warhammer 40,000 Shardwrack Spines Deathworld terrain). The entire terrain feature counts as a marker for purposes of harvesting.

A Standing and Active fighter that is in base contact with a ghast deposit may make a Harvest Ghast (Double) action. Make an Intelligence test for the fighter – if they pass, place a Loot marker on their card to represent a bag of unrefined ghast. After successfully harvesting, roll a D6. On a 6+, the ghast deposit is exhausted and removed from the battlefield. If a fighter goes Out of Action, any Loot markers they have are discarded.

When a fighter attempts to harvest ghast (whether they were successful or not), make a Toughness test for them, adding 2 if they are wearing a respirator. If they fail, or simply choose to eat some of the unrefined ghast they are harvesting, roll a D6 on the table below:

| D6 | Result |
|---|---|
| 1-3 | **Oh god, oh god, oh god! –** The fighter is activated again immediately, but is controlled by your opponent. |
| 4-5 | **It's like the universe is in my mind! –** The fighter becomes a psyker (**see page 75**) and gains the Non-sanctioned Psyker skill for the rest of the battle. They gain a random Wyrd Power (see opposite). If they already are a psyker and have a Wyrd Power, this result has no effect. |
| 6 | **Today, I am the Emperor! –** The fighter adds 2 to all dice rolls for the remainder of the battle. Additionally, the fighter becomes a psyker (**see page 75**) and gains the Non-sanctioned Psyker skill for the remainder of the battle. They gain a random Wyrd Power (see opposite). If they already are a psyker and have a Wyrd Power, this result has no effect. |
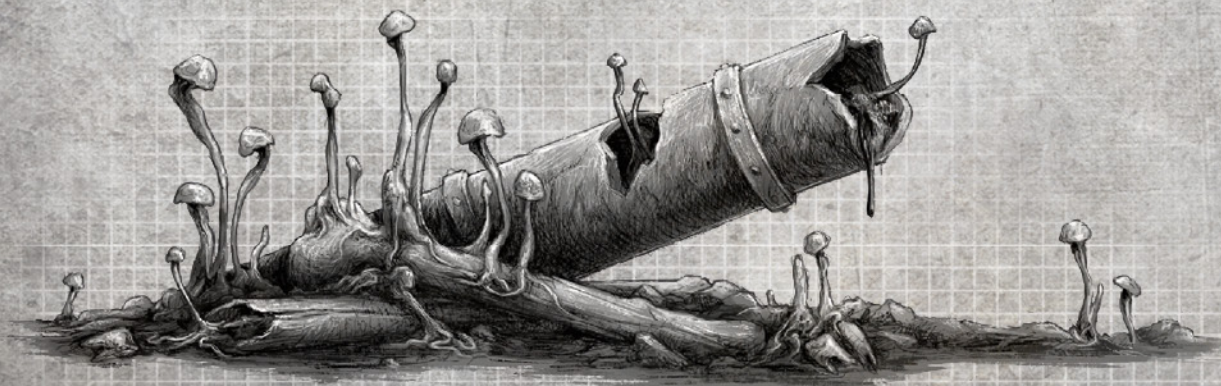
## WYRD POWERS

Fighters that become a psyker during this battle follow all of the rules for psykers (**see page 75**). To determine the fighter's Wyrd Power, roll a D6 on the table below. A fighter may only ever have one Wyrd Power from this table:

| D6 | Power |
|---|---|
| 1 | **Telekinesis – Assail (Basic):** Immediately make a ranged attack against an enemy fighter or an obstacle within 12" and line of sight. If hit, move the enemy D3" in any direction. |
| 2 | **Pyromancy – Flame Blast (Basic):** Continuous Effect: For as long as this Wyrd Power is maintained, one ranged weapon carried by this fighter gains the Blaze trait. |
| 3 | **Chronomancy – Freeze Time (Double):** All fighters, friend and foe, within 12", may only take a single action when activated for the remainder of this round. |
| 4 | **Technomancy – Weapon Jinx (Simple):** Choose an enemy fighter within 18" of this fighter. The enemy fighter must immediately make an Ammo check for one of their weapons, chosen by this fighter. |
| 5 | **Telepathy – Terrify (Double):** Choose an enemy fighter within 18" of this fighter. The enemy fighter must make a Nerve test with -3 to the roll or become subject to the Broken condition. |
| 6 | **Biomancy – Quickening (Basic):** Continuous Effect: For as long as this Wyrd Power is maintained, increase this fighter's M by 3 and their WS, BS and I by 1 (to a maximum of 2+). |

## ENDING THE BATTLE

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

## FLEEING THE BATTLEFIELD

If one gang voluntarily bottles out and flees the battlefield, their opponent automatically wins the scenario. The winner may place D3 extra Loot counters on the Fighter card of each fighter in their crew that is not Prone and Seriously Injured or Out of Action at the end of the game, without any risk of them being affected by the unrefined ghast.

## VICTORY

The gang with the most Loot markers at the end of the battle is the winner – otherwise the game is a draw.

## REWARDS (CAMPAIGNS ONLY)

### CREDITS

Each Loot marker carried by a fighter that didn't go Out of Action adds D6x10 credits to the gang's Stash.

Alternatively, gangs may hang onto any or all of their ghast for use in future battles. For each Loot marker not converted into credits, record one bag of unrefined ghast in the gang's Stash. A bag of unrefined ghast may be given to any fighter during the Distribute Equipment step of the post-battle sequence of any game.

During any activation, a fighter with a bag of unrefined ghast may consume it as a simple action, rolling on the Harvesting Ghast table to see what happens.

### EXPERIENCE

- Each fighter that took part in the battle gains 1 XP.
- A fighter that harvested at least one bag of unrefined ghast and didn't go Out of Action gains 1 XP.
- The first successful use of a Wyrd Power also awards a fighter 1 XP.

### REPUTATION

- Each gang that took part in the battle gains 1 Reputation.
- If a gang successfully harvested five or more bags of unrefined ghast, they gain an additional 3 Reputation.

## ARBITRATING THE SCENARIO

The Arbitrator can add defences, sentries and locked doors to the scenario, so that the area represents one of Lord Helmawr's ghast farms. The Arbitrator should place the ghast deposits and may place more than four, making sure to put them behind locked doors. Appropriate models can then be set up to represent point defence turrets – count these as either heavy stubbers or heavy bolters with BS 5+, T5 and 2 Wounds. Defence turrets have the Overwatch skill and always count as being Standing and Active and subject to the Ready condition.

Sentries can be added, either pitting the Arbitrator's watchmen against a single gang, or as an additional challenge for the fighting gangs. This allows the Arbitrator to set up using the Sneak Attack rules.

# IN THE DARK

*Gangs stumble into each other in the dark, but they are not alone!*

## TACTICS CARDS

Each player may select two random Gang Tactics cards. If the total Credits value of one player's fighters is less than their opponent's then they may select an additional card for each full 100 credits of difference.

## BATTLEFIELD

This scenario uses the battlefield set up guidelines, as described on page 21 of *Gang War,* and may either be a Zone Mortalis or a Sector Mechanicus battlefield.

## CREWS

This scenario uses the standard rules for choosing a crew, as described on page 22 of *Gang War*. Both players use the Custom Selection method to choose their crew.

## DEPLOYMENT

This scenario uses the standard rules for deployment from page 22 of *Gang War*.

## OBJECTIVES

The gangs are trying to wipe each other out, and hopefully survive the dark.

SKORGEN SVARD
CODE WARDENS
HOUSE VAN SAAR

## SPECIAL RULE: PITCH BLACK

Ranged attacks may not be made against targets more than 3" away unless the target has a Blaze marker or a Muzzle Flash marker (see below), or is wearing a refractor field. Fighters with photo-goggles or infra-scopes extend this range to 12". In addition, models may not take the Charge action against enemies they cannot see (i.e., unless their target is within 3" or has a Blaze or Muzzle Flash marker, or is wearing a refractor field).

If the fighter fires a weapon (with the exception of weapons that do not use energy or gunpowder, such as harpoon launchers, needlers or web guns), place a marker next to the fighter to represent its muzzle flash. In the End phase, remove all Muzzle Flash markers from the board.

## SPECIAL RULE: HORRORS IN THE DARK

This scenario uses the Horrors in the Dark special rule from page 97 of the *Necromunda: Underhive* rulebook.

## ARBITRATING THE SCENARIO

The Arbitrator can add further challenges to this scenario by introducing monsters to stalk the darkness with the gangers. Choose a number of critters and put them to one side, using any appropriate models the players have and assigning them profiles. Then place a counter for each monster anywhere on the board. These counters can be moved during the End phase using the monster's Movement value. Only the Arbitrator knows which counter represents which creature, until a fighter gets within line of sight of them (remembering the Pitch Black special rule) and the counter is replaced with a model. When the monster moves out of line of sight, it is replaced with a counter once more. Underhive monsters are also notoriously sneaky, and in the End phase the Arbitrator can change which counters represent which monsters.

## ENDING THE BATTLE

The battle ends when one gang has no fighters left on the battlefield.

## VICTORY (SKIRMISH ONLY)

The winner is the last crew with fighters on the battlefield.

## REWARDS (CAMPAIGNS ONLY)

### EXPERIENCE

Each fighter that took part in the battle gains 1 Experience. Fighters gain an addition 1 Experience if they took an enemy fighter Out of Action. In an Arbitrated scenario, fighters count monsters as enemy fighters.

### REPUTATION

Each gang that took part gains 1 Reputation. The last gang with active fighters on the battlefield gains 2 Reputation. In an Arbitrated scenario, a gang gains 1 Reputation for each monster its fighters took Out of Action.

# ARCHAEO-HUNTERS

*Gangs fight over ancient technology deep in the underhive.*

## BATTLEFIELD

This scenario uses the standard Battlefield Set-up rules.

## CREWS

Both players use Custom Selection (D3+7) to choose their crew.

## TACTICS CARDS

Each player can choose two Tactics cards.

If, during the pre-battle sequence, the total Credits value of fighters in one player's starting crew is less than their opponent's, they may randomly draw an additional Tactics card for each full 100 credits of difference.

## DEPLOYMENT

This scenario uses the standard rules for deployment.

## OBJECTIVES

The gangs are trying to crack open a vault they believe to contain an archaeo-hoard before their rivals.

## SPECIAL RULE: THE AUTOMATA

Gangs are hunting for a rumoured archaeo-hoard – but to find it, and crack it open, they need to use an abandoned mining automata. After setting up the battlefield, randomly select one of the edges that is not part of either player's deployment area. Place a door on this edge as close to the midpoint as possible. This is the entrance to the vault. Next, place a marker or suitable model in the centre of the battlefield to represent the automata. The automata has the following profile:

| M | WS | BS | S | T | W | I | A | Ld | Cl | Wil | Int |
|------|-----|-----|---|---|---|----|---|-----|-----|-----|------|
| 4" | 4+ | 5+ | 5 | 5 | 5 | 6+ | 3 | 12+ | 2+ | 6+ | 10+ |

The automata is equipped with light carapace armour and is armed with a meltagun and a heavy rock cutter. The automata cannot be Pinned.

At the start of the battle, the automata is in a powered-down state. To power up the automata, a fighter from either gang that is within 1" of it can perform a Power Up (Simple) action. The fighter makes an Intelligence check and, if passed, the automata becomes powered up. Once powered up, the automata immediately becomes Ready and will act as a part of the gang who powered it up until it powers down.

In the End phase, the automata returns to a powered-down state.

Only the automata can open the vault. If the automata is powered up and activates within 1" of the door to the vault, it can perform a Destroy Door (Double) action. Thereafter, fighters from either gang may move off the table and into the vault via the doorway.

## ENDING THE BATTLE

If either gang has no fighters left on the battlefield at the end of any round, including fighters that have entered the vault, the battle ends immediately.

## FLEEING THE BATTLEFIELD

If one gang voluntarily bottles out and flees the battlefield, their opponent automatically wins the scenario. The winner gains an additional D6x10 credits for each of their fighters that are still on the battlefield and not Seriously Injured at the end of the battle.

## VICTORY

The gang with the most fighters in the vault at the end is the winner. If both players have the same number of fighters in the vault, or there are no fighters in the vault, the game is a draw.

## REWARDS (CAMPAIGNS ONLY)

### CREDITS

A gang adds D6x10 credits to their Stash for each fighter in the vault at the end of the battle.

### EXPERIENCE

- Each fighter that took part in the battle gains 1 XP.
- Fighters gain an addition 1 XP if they entered the vault.
- In an Arbitrated scenario, fighters that send an automata Out of Action gain D3 XP.

### REPUTATION

- Each gang that took part gains 1 Reputation.
- The gang with the most fighters in the vault at the end gains an additional D3 Reputation.

LANDER FOXX
IRON SPIKES
HOUSE ORLOCK

## ARBITRATING THE SCENARIO

The Arbitrator can take control of the automata, or introduce more than one automata, to make the scenario more challenging. An Arbitrator-controlled automata begins the scenario powered up, and fighters must move into base contact with them and make Intelligence tests to take control of them for a round. Unless controlled by a gang, each automata will fight to defend the vault. The Arbitrator can also include a variety of automata, armed with different weapons or with differing profiles.

# ESCORT MISSION

*Gangs fight over the fate of an uphive agent.*

## ATTACKER AND DEFENDER

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

## BATTLEFIELD

This scenario uses the standard Battlefield Set-up rules.

## CREWS

The attacker uses the Custom Selection (D3+5) method to choose their crew. The defender uses the Random Selection (D3+7) method to determine their crew. The remainder of the attacker's deck is set to one side to form their Reinforcements deck. The agent is an addition to the defender's crew.

## TACTICS CARDS

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

If, during the pre-battle sequence, the total Credits value of fighters in one player's starting crew is less than their opponent's, they may randomly draw an additional Tactics card for each full 100 credits of difference.

## DEPLOYMENT

This scenario uses the standard rules for deployment.

## OBJECTIVES

The defender is trying to guide an uphive agent to safety. The attacker is trying to prevent this.

## SPECIAL RULE: THE AGENT

The agent can be represented by any appropriate model in your collection and, if possible, should look suitably different to the rest of your gang, so that the attacker can clearly tell it apart. For the duration of the game, the agent is considered to be part of the defender's crew, and uses the following profile:

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

The agent is equipped with mesh armour and a displacer field and is armed with a laspistol.

## SPECIAL RULE: EXTRACTION

The defender's goal is to get the agent to the extraction point, and protect them until they can make their escape. Once the agent has reached the board edge closest to the attacker's deployment area, in the End phase, the defender rolls a D6. On a 5+, the agent has been extracted and the game ends. If the agent is not extracted, roll again in each subsequent End phase, adding a cumulative +1 each time (i.e., the second roll for extraction will be on a 4+, then a 3+, etc).

## REINFORCEMENTS

During the End phase of the second round, and each round thereafter, one random Reinforcement will turn up for the attacker.

## ENDING THE BATTLE

The battle ends when the agent has been extracted from the battlefield, or if they have been taken Out of Action. Otherwise, if either gang has no fighters left on the battlefield at the end of any round, the battle ends immediately.

## FLEEING THE BATTLEFIELD

If the defender voluntarily bottles out and flees the battlefield, the attacker automatically wins the scenario.

## VICTORY

If the agent is extracted, the defender wins. Otherwise, the attacker is victorious.

## REWARDS (CAMPAIGNS ONLY)

### CREDITS

If the defender extracts the agent, add D6x10 credits to their Stash.

If the attacker takes the agent Out of Action, add D6x10 credits to their Stash.

### EXPERIENCE
- Each fighter that took part in the battle earns 1 XP.
- If a fighter takes the agent Out of Action, they earn D3 XP.

### REPUTATION
- If the defender extracts the agent, they gain D3 Reputation.
- If the attacker takes the agent Out of Action, they gain D3 Reputation.
- If either gang bottled out, they lose 1 Reputation.

## ARBITRATING THE SCENARIO

In a game that pits the Arbitrator against one or more players, the Arbitrator takes control of the agent and creates an extraction team to ferry them to safety. Use the guidelines for creating watchmen gangs to represent a Guilder hit squad sent to protect the agent.

Alternatively, the powerful organisation that the agent works for might send a potent bodyguard to defend their interests, and the Arbitrator could create a small group of elite Bounty Hunters to protect the agent.

# FIGHTER DOWN

*A gang searches for a lost companion before the underhive gets them for good.*

## ATTACKER AND DEFENDER

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

## BATTLEFIELD

This scenario uses the standard Battlefield Set-up rules.

## CREWS

Both players use the Random Selection (D3+2) method to choose their crew, with the exception that the attacker randomly chooses one of their Gangers or Juves to be the wounded fighter (as follows) before choosing the rest of their crew. The remainder of each player's gang is held off the table as Reinforcements.

## TACTICS CARDS

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

If, during the pre-battle sequence, the total Credits value of fighters in one player's starting crew is less than their opponent's, they may randomly draw an additional Tactics card for each full 100 credits of difference.

## DEPLOYMENT

This scenario uses the standard rules for deployment. The attacker should place the wounded fighter face-down within 8" of the centre of the board.

## OBJECTIVES

The attacker wants to recover their wounded comrade. The defender has other plans for the fallen fighter.

## SPECIAL RULE: THE WOUNDED FIGHTER

For the purposes of this scenario, the wounded fighter is considered to have suffered a Serious Injury, one which they cannot recover from – do not roll to see if they recover in the End phase as you would normally. Instead, they remain Seriously Injured until they either go Out of Action or are carried off the board. They may still make Crawl (Double) actions as normal.

The wounded fighter may be taken Out of Action with the Coup de Grace action as normal. Friendly fighters may make the Carry (Double) action if they activate within 1" of the wounded fighter, allowing them to move up to their movement and taking the wounded fighter with them. If the wounded fighter begins their activation within 1" of the board edge closest to the attacker's deployment area, they may move off the board.

## SPECIAL RULE: CARRION HUNTERS

In the underhive, there are countless predators skulking in the shadows – all on the lookout for easy prey. Carrion Creatures represent mutated rats, murder-pedes, rust vultures and other vile creatures. Use the following profile to represent these critters:

| M | WS | BS | S | T | W | I | A | Ld | Cl | Wil | Int |
|---|----|----|---|---|---|---|---|----|----|-----|-----|
| 6" | 5+ | 6+ | 3 | 3 | 1 | 3+ | 1 | 9+ | 7+ | 9+ | 11+ |

Carrion creatures may be armed with various beaks, claws, mandibles and so forth, but they count as being unarmed and make unarmed attacks.

Carrion creatures can be represented by any suitable models. After the wounded fighter and both gangs have been deployed, the player with Priority rolls D6+3 to find out how many carrion creatures are present. Players then take turns, starting with the player with Priority, to place

these creatures on the battlefield at least 12" from any fighters – including the wounded fighter. In each End phase, players take turns moving the carrion creatures, starting with the player that has Priority. Any carrion creature that ends its movement in contact with a fighter will make a Melee (Basic) action against it – after this action has been resolved, move the creature D3" directly away from the fighter. The fighter may not make Reaction attacks.

# REINFORCEMENTS

During the End phase of the second round, and each round thereafter, D3 random Reinforcements will turn up for each gang. In this scenario, Reinforcements are deployed by the controlling player anywhere that is within 1" of the edge of the battlefield and not within 12" of an attacking fighter.

# ENDING THE BATTLE

The battle ends when the wounded fighter is either taken Out of Action or escapes the board. If either player has no fighters on the board at the end of a round, the game also ends.

# VICTORY

If the wounded fighter is taken Out of Action, then the defender is victorious. Otherwise, the attacker is the winner.

# REWARDS (CAMPAIGNS ONLY)

## EXPERIENCE
• Each fighter that took part in the battle earns 1 XP.
• If a fighter takes the wounded fighter Out of Action, they earn 1 XP.

## REPUTATION
• The attacking gang earns D3 Reputation if they get the wounded fighter off the board.
• The defender gains 1 Reputation if they take the wounded fighter Out of Action.
• If either gang bottles out, they lose 1 Reputation.

## ARBITRATING THE SCENARIO

If this is an arbitrated scenario, the Arbitrator can take control of the carrion creatures or introduce their own underhive predators. The Arbitrator may also place the creatures anywhere on the board, and may even opt to keep secret what the carrion creatures are, marking their position with tokens and only revealing what they are when they come within 3" of a fighter.

Alternatively, the Arbitrator might take on the role of the defender, creating a cannibal cult that is hunting for the wounded fighter. The Arbitrator may even wish to model a cannibal cult using the Chaos Cultist roster printed in *White Dwarf*.

YOLANDA SKORN
BOUNTY HUNTER
FORMERLY HOUSE ESCHER

# MURDER CYBORG

*A cyborg assassin is masquerading as a ganger.*

## BATTLEFIELD
This scenario uses the standard Battlefield Set-up rules.

## CREWS
Both players use the Custom Selection method to choose their crew.

## TACTICS CARDS
Each player may select two Gang Tactics cards.

If, during the pre-battle sequence, the total Credits value of fighters in one player's starting crew is less than their opponent's, they may randomly draw an additional Tactics card for each full 100 credits of difference.

## DEPLOYMENT
This scenario uses the standard rules for deployment.

## OBJECTIVES
Unknown to the gangs, an augmented hive assassin is operating in secret from contested territory. Masquerading as a member of one gang, an otherwise unremarkable skirmish between rivals becomes a battle for survival when the assassin is revealed.

## SPECIAL RULE: THE CYBORG
Until the assassin is placed on the board, whenever a fighter suffers a wound as a result of a hit from a weapon with a Damage characteristic other than '-', the owning player should roll a D6. On a 5+, the cyborg assassin is revealed.

Remove the wounded fighter from the board (they do not count as having been Seriously Injured or taken Out of Action) and replace them with an appropriate model to represent the cyborg assassin. The assassin uses the following profile:

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

**WEAPONS:** Two bolt pistols (with las-projectors), shotgun (with execution shells)

**WARGEAR:** Light carapace armour, displacer field, frag grenades, krak grenades

**SKILLS:** Fast Shot, Gunfighter, Iron Jaw

The assassin is unaffected by the Coup de Grace action and treats any Out of Action results on the injury dice as a Serious Injury instead. While Seriously Injured, the cyborg does not roll Injury dice in the End phase. Instead, they will recover (suffering a Flesh Wound as normal) if they can roll equal to or less than their Toughness value. Once the assassin reaches 0 Toughness, as a result of Flesh Wounds, it cannot recover – though it may still make a Crawl (Double) action – and can now be removed from the board with a Coup de Grace action.

The cyborg assassin ignores the effects of the Flash, Gas and Toxin traits and cannot be Pinned. The cyborg assassin may be subject to the Blaze condition, but unlike other fighters, it may still perform actions.

## SPECIAL RULE: THE CYBORG'S MISSION

When the cyborg is first revealed the player with Priority should roll a D6 on the following table to find out what its mission is. The player who has Priority controls the cyborg as if it were one of their fighters, although it must follow its directives as detailed below. The assassin never counts as a friendly model for either gang.

### CYBORG'S MISSION

| D6 | Result |
| --- | --- |
| 1-2 | **Extermination Directives:** The cyborg must kill everyone. If it is Engaged, it take Fight actions, if not, it will target the closest model with a Shoot action. If it can see more than one model, it must divide its Shoot actions between them as evenly as possible, starting with the closest model and moving outward (it must take Cool tests as normal to target models other than the closest). If it cannot see any models, it must move toward the nearest model. |
| 3-4 | **Decapitation Subroutines:** The cyborg must kill the Leaders. The assassin acts as above. However, it will only target Leader models, only fighting other models if they are either Engaged with it, or blocking its path to a Leader. |
| 5-6 | **Preservation Protocols:** The cyborg must return to its masters. When the assassin is revealed, the player who has Priority picks a point on the board edge farthest from the assassin – this is the cyborg's escape point. If the assassin ends any round in base contact with the escape point, it is removed from the board. While escaping, during each activation, the cyborg must make at least one Move action that takes it closer to the escape point if possible, though it can shoot at the closest targets as detailed above, at the controlling player's discretion. |

## ENDING THE BATTLE

If either gang has no fighters left on the battlefield at the end of any round, the battle ends immediately. If, at the end of the round, the cyborg has been removed from the board, the game also ends.

## VICTORY

The player who destroyed the cyborg assassin is the winner. If neither player destroyed the cyborg, then the game is a draw.

## REWARDS (CAMPAIGNS ONLY)

### CREDITS

Taking out the assassin nets the gang a healthy bounty. The gang that delivered the Coup de Grace to the assassin gains 3D6x10 credits.

### EXPERIENCE

- Fighters that took part in the battle gain 1 XP.
- Any fighter that inflicted a wound on the cyborg earns 1 XP.

### REPUTATION

- The gang that delivered the Coup de Grace on the cyborg gains D3 Reputation.
- If either gang bottles out, they lose 1 Reputation.

## ARBITRATING THE SCENARIO

For an especially challenging encounter, the Arbitrator can run a Rise of the Servitors scenario, with the Arbitrator running a force of servitors and Cyborg Assassins against one or more players' gangs. Using appropriate models in their collection, the Arbitrator should place a number of servitors on the board, using the Hive Dwellers rules, for example, equal to at least three times the number of opposing fighters. The Arbitrator can only take Move actions with the servitors as they go about their pre-programmed duties. The attackers' mission is to find the three Cyborg Assassins posing as servitors. When a servitor is taken Out of Action, roll a D6. On a 4+, they become a Cyborg Assassin as above, and roll to see what their mission is. Once three Cyborg Assassins have been revealed, no more are added to the board. The Arbitrator can make Attack actions with any servitors that activate within 12" of a Cyborg Assassin as the Assassin overrides their simple machine functions for its own ends.

# THE HIT

*A gang sneaks into enemy territory to take out a leader.*

## ATTACKER AND DEFENDER

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

## BATTLEFIELD

This scenario uses the standard Battlefield Set-up rules.

## CREWS

The attacker uses the Custom Selection (D3+5) method to choose their crew. The defender's crew includes their Leader, while the rest of their crew is determined using the Random Selection (D3+5) method. The remainder of the defender's gang is then held off the table as Reinforcements.

## TACTICS CARDS

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

If, during the pre-battle sequence, the total Credits value of fighters in one player's starting crew is less than their opponent's, they may randomly draw an additional Tactics card for each full 100 credits of difference.

## DEPLOYMENT

The defender deploys first, placing their Leader and two other fighters within 12" of the centre of the battlefield. Then, the defender rolls a D6 for each of the remaining fighters in their crew. On a 5+, the defender may place them anywhere on the board – otherwise they must deploy within 8" of the Leader. The attacker then deploys their fighters within 2" of any battlefield edge and at least 6" from any enemy models.

## OBJECTIVES

The attacker wants to remove an enemy gang leader. The leader of the defending gang has other thoughts!

## REINFORCEMENTS

During the End phase of the second round, and each round thereafter, one random Reinforcement will turn up for the attacker.

## SPECIAL RULE: THE TARGET

The attacker is gunning for the defender's Leader and has sent in a team to get the job done – but they had best be quick before the rest of the enemy gang show up to stop them! In this scenario, the attacker has Priority for the first round. In the first round, the defender's fighters may only take a single action each during their activation.

## ENDING THE BATTLE

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

## VICTORY

If the defender's Leader is Seriously Injured or taken Out of Action, the attacker is victorious. Otherwise, the defender is the winner.

## REWARDS (CAMPAIGNS ONLY)

### EXPERIENCE

• Each fighter that took part in the battle earns 1 XP.
• Any attacking fighter that wounds the defender's Leader earns D3 XP.
• If the defender's Leader is not Seriously Injured or Out of Action at the end of the game they gain D3 XP.

### REPUTATION

• The attacker gains D3 Reputation if the defender's Leader is Seriously Injured. If the defender's Leader is taken Out of Action, they earn D6 Reputation instead.
• If the defender's Leader is still on the board at the end of the game, their gang gains D3 Reputation.
• If either gang bottles out, they lose 1 Reputation.

## ARBITRATING THE SCENARIO

Sometimes a gang leader will cross the wrong people and get a bounty put on their head. The Arbitrator can use this scenario to represent an assassin squad sent after the player's Leader, or if it is played as part of a campaign it could represent retribution from one of the uphive noble houses for the gang leader's misdeeds. The Arbitrator can create a watchman hit squad or assassin gang. Alternatively, the forces gunning for the Leader might unleash a nest of murder servitors or monsters to take them out, allowing the Arbitrator to draw upon any models in their collection when creating the attacking crew.
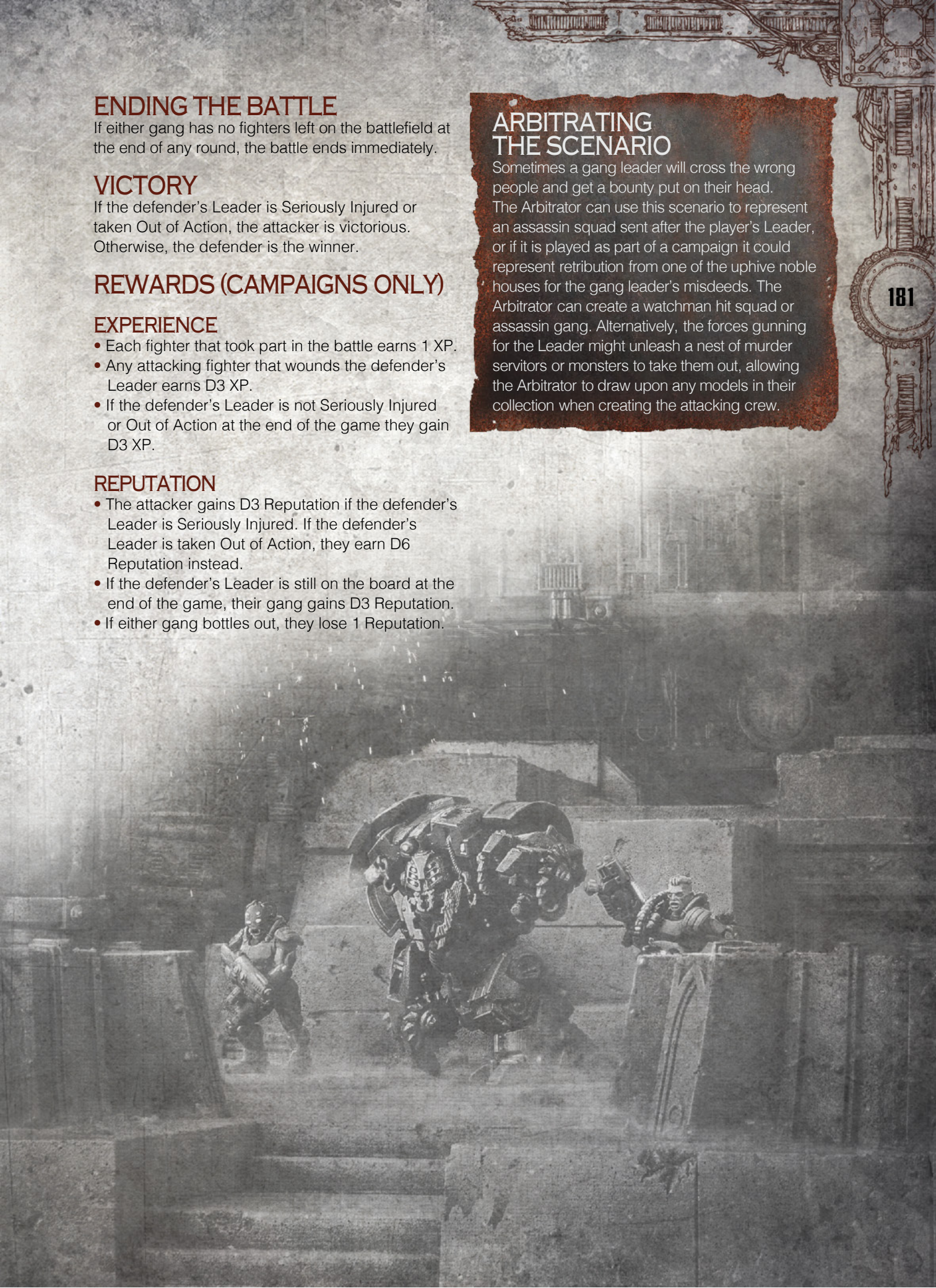
# PRISON BREAK

*Captured fighters make their escape from a Guilder prison.*

## ATTACKER AND DEFENDER

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

## BATTLEFIELD

The defender sets up the battlefield, creating the Guild prison. While this scenario can be run as a Sector Mechanicus scenario, it works best as a Zone Mortalis scenario, allowing the defender to create a tunnel complex with sealed rooms and corridors.

## TACTICS CARDS

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

## CREWS

The attacker uses the Random Selection (D3+2) method to choose their crew – these are the captives. The defender then uses the Random Selection (5) method to choose their crew – these are the sentries. The remainder of the defender's deck is set aside to form their Reinforcement deck (see page 52 of *Gang War*).

## DEPLOYMENT

The defender chooses a room, sealed off from surrounding tunnels by doors, or a raised platform, as close to the centre of the board as possible and sets up the captives in the room or on the platform within 2" of each other. Sentries are then placed anywhere on the battlefield, provided they are not in the room or on the same platform as the captives and no sentry is closer than 8" to another sentry.

### DESIGNER'S NOTE: CAPTIVE FIGHTERS

In a campaign, at the Arbitrator's discretion, this scenario can be used to rescue fighters that have been captured and then sold to the Guilders, with either another player or the Arbitrator taking on the role of the Guilders. If this is the case, rather than the attacker randomly selecting their fighters, only those that have been sold to the Guilders are available.
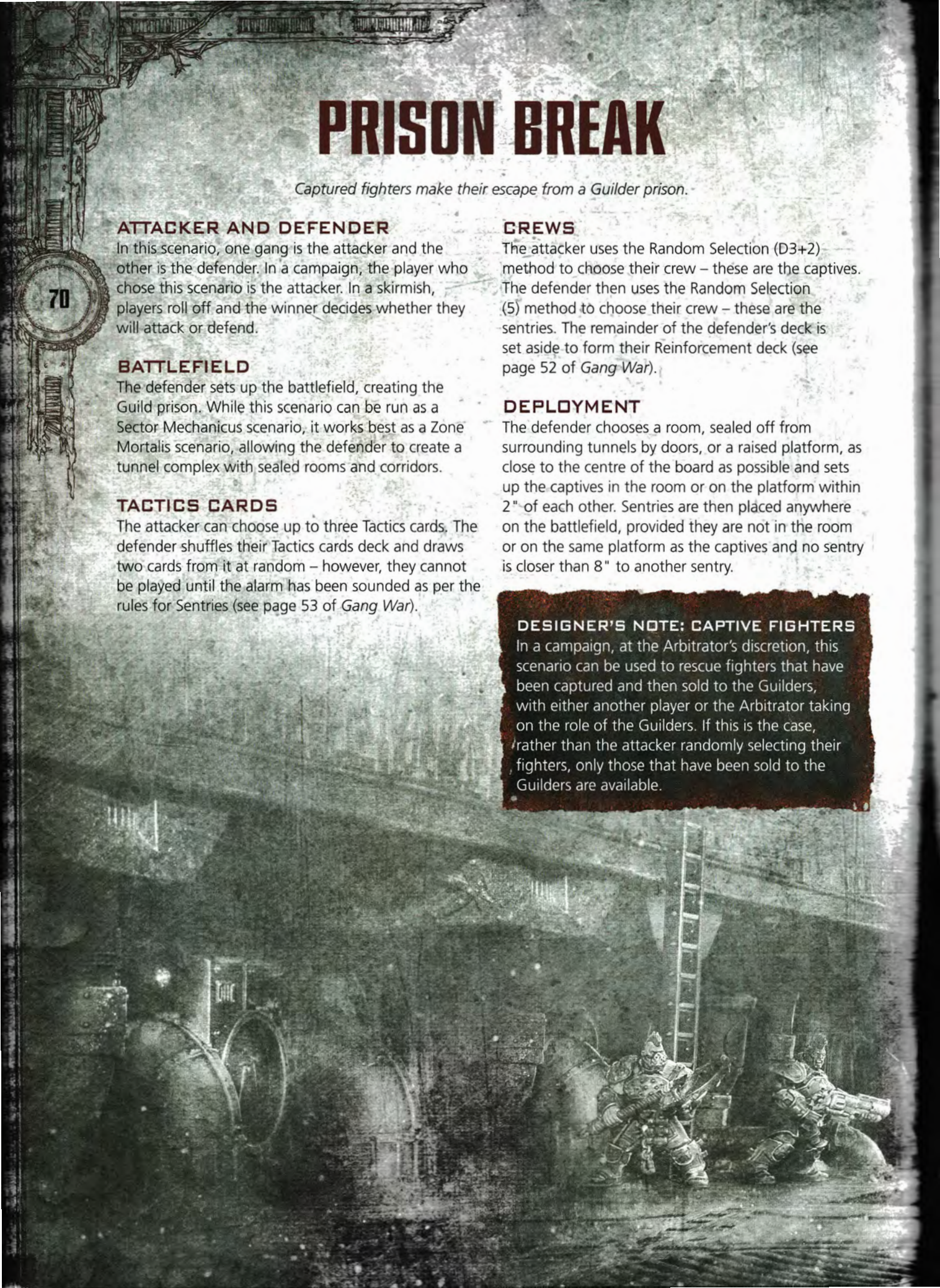
## SPECIAL RULE: GUILDER PRISON

The captives are locked up in their cell, but have freed themselves from their bonds. Now they just need to escape! This scenario uses a number of rules to reflect the desperate situation the attacker's fighters find themselves in.

This scenario uses the Sneak Attacks rules found on page 53 of *Gang War*. All attacking fighters begin the game armed with only a fighting knife, regardless of other weapons on their card. All doors are locked – with the exception of one of those leading to the captives' cell (if using Zone Mortalis), which they are considered to have already unlocked.

The captives can leave the battlefield if, during the End phase, they are within 1" of a board edge and not Engaged. Whenever a captive takes one of the defender's fighters Out of Action in close combat, roll a D6 – on a 1-3, they find a code that can be used to open a locked door and is then discarded. On a 4-6, they can take one of the fighter's weapons and use it for the remainder of the scenario.

## HOME TURF ADVANTAGE

The defender has the Home Turf Advantage (see page 52 of *Gang War*).

## REINFORCEMENTS

The defender uses Reinforcements (see *Gang War* page 52). In the round that the alarm is raised, and in each subsequent round, D3 random fighters arrive at the start of the End phase until their entire gang has arrived.

## ARBITRATING THE SCENARIO

The Arbitrator can take on the role of the defender, using a gang of watchmen to fight the captives. To make the scenario more challenging the Arbitrator could introduce guard automata or beasts to act as sentries – perhaps with a better chance of detecting escaping fighters. In multi-player games, more than one player can pit their crews against the Arbitrator's watchmen, their crews starting in separate cells and then working against both each other and the prison to escape.

This scenario could also be run at the end of a campaign with the Arbitrator facing all the players with fighters who have been sold to the guilders – the players fielding their captive fighters and forced to work together to escape the Guild prison.

## ENDING THE BATTLE

The battle ends when one gang has no fighters left on the board.

## VICTORY (SKIRMISH ONLY)

If the attacker got at least two captives off the battlefield then they are the winner, otherwise the defender is victorious.

## REWARDS (CAMPAIGNS ONLY)

### EXPERIENCE

Each fighter that took part in the battle gains 1 Experience. Each captive that escaped the battlefield gains 2 Experience. Defending fighters gain 1 Experience for each captive they send Out of Action.

### REPUTATION

Each gang that took part gains 1 Reputation. The attacker gains 2 Reputation for each captive that escapes the battlefield, plus an additional D3 Reputation if all of their captives escaped the battlefield. The defender gains D3+1 Reputation if no more than one captive escaped the battlefield.

# MONSTER HUNT

*A bounty has been posted for a massive underhive beast.*

## BATTLEFIELD

This scenario uses the battlefield set up guidelines, as described on page 21 of *Gang War*, and may either be a Zone Mortalis or a Sector Mechanicus battlefield.

## CREWS

This scenario uses the standard rules for choosing a crew, as described on page 22 of *Gang War*. Players use Random Selection (D3+7) to choose their crew.

## DEPLOYMENT

This scenario uses the standard rules for deployment from page 22 of *Gang War*.

## TACTICS CARDS

Each player may choose two Gang Tactics cards. If the total Credits value of one player's fighters is less than their opponent's then they may select an additional card for each full 100 credits of difference.

## SPECIAL RULE: THE SUMP HORROR!

The gangs are trying to bag a massive Sump Horror (as well as scrag each other), though first they must flush the creature out. The Sump Horror is attracted to wounded prey. Whenever a fighter suffers a Flesh Wound or is Seriously Injured, the player whose fighter was injured places a Beast's Lair marker (or similar token) within D6" of their fighter. These markers follow all of the rules for the Beast's Lair (see page 65 of the *Necromunda: Underhive* rulebook), with the exception that they cannot be targeted by Shooting actions from more than 6" away.

Once six markers have been destroyed, the Sump Horror will emerge. Replace the final destroyed marker with a large token or appropriate model. The Sump Horror has the following profile:

| M | WS | BS | S | T | W | I | A | Ld | Cl | Wil | Int |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| 3" | 5+ | 6+ | 7 | 6 | 8 | 4+ | 4 | 9+ | 2+ | 6+ | 12+ |

The Sump Horror has a 5+ save, cannot be Pinned, and its attacks are Strength 7 and inflict 2 Damage with a save modifier of -3. Coup de Grace actions cannot be taken against the monster. At the start of the End phase of each round, the Sump Horror fights any fighters in base contact, or if there are no fighters in base contact, it moves, or charges (if in range) toward the nearest fighter.

## ARBITRATING THE SCENARIO

The Arbitrator controls the Sump Horror in an Arbitrated scenario, and can place Beast's Lair markers anywhere on the board at the start of the round. When the Sump Horror emerges, the Arbitrator moves and fights with it at the start of the End phase. Alternatively, the Arbitrator could include multiple creatures (choosing appropriate models and giving them profiles) instead of using the Sump Horror rules. These creatures wander the battlefield attacking gangers in the End phase, with the gang that can take out the most creatures being the winner.

## ENDING THE BATTLE

The battle ends when either the Sump Horror is killed or one gang has no fighters left on the board.

## VICTORY (SKIRMISH ONLY)

If the gang that killed the Sump Horror is the winner, otherwise the scenario is a draw.

## REWARDS (CAMPAIGNS ONLY)

### CREDITS

The gang that slew the Sump Horror can claim the bounty and add 3D6x10 credits to its Stash.

### EXPERIENCE

Each fighter that took part in the battle gains 1 Experience. Fighters gain an additional 1 Experience if they destroyed a Beast's Lair maker. The fighter that deals the killing blow to the Sump Horror gains D6 Experience. In an Arbitrated scenario, fighters that send a monster Out of Action gain D3 Experience.

### REPUTATION

Each gang that took part gains 1 Reputation. The gang that killed the monster earns D6+1 Reputation.

ABYSSAL BEAST
DELTA-7 DEADZONES

# SETTLEMENT ATTACK

*A gang makes a raid against a settlement.*

## ATTACKER AND DEFENDER

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

## BATTLEFIELD

The game may be played on either a Zone Mortalis or a Sector Mechanicus battlefield. When setting up the battlefield, it should be divided into three areas representing the edge of a major settlement; the areas are: the Wall, No-man's-land and the Wilderness.

On a Sector Mechanicus board, the Wall should be set up within 6" of one board edge (but still allowing space for models to be deployed behind – see opposite), using suitable terrain to represent an impassable line. In the middle of the Wall there should be a gateway with a closed and locked door (see page 64 of *Necromunda: Underhive* for rules on doors). An area 12" beyond the Wall is No-man's-land, and it should only have a sparse scattering of terrain. The rest of the table is Wilderness, and should be set up using the guidelines for deploying terrain from page 21 of *Gang War*.

On a Zone Mortalis board, the Wall is a line of at least three tiles with only one tunnel connecting them to the rest of the board. The tunnel should have locked doors at both of its ends and all other access to the rest of the board should be blocked off. The next line of tiles, connecting to the Wall, is No-man's-land and should be made up of tiles with large open areas if possible. Beyond these tiles, there should be at least one more line representing the Wilderness, though there can be more lines of tiles as desired, and these can be set up using the guidelines for deploying terrain from page 21 of *Gang War*.

## CREWS

This scenario uses the standard rules for choosing a crew, as described on page 22 of *Gang War*. Players use the Custom Selection method to choose their crew.

## DEPLOYMENT

The attacker deploys their crew within 6" of the board edge farthest from the Wall. The defender deploys their crew anywhere either on or behind the Wall.

## SPECIAL RULE: THE WALL

The Wall represents a formidable barrier to reaching the settlement. In games of Zone Mortalis, the only ways to bypass the Wall is to breach the two locked doors, or use a Hidden Passage Tactics card to place a Ductway. In games of Sector Mechanicus, the only ways to bypass the Wall are to either breach the locked door in the gateway, or to try to scale its side. Attacking fighters beginning their activation in base contact with the Wall may take the Scale (Double) action. If they complete two of these actions in a row, place them on top of the Wall.

Defending fighters can fight from the top of the Wall (and are considered to be in full cover if they do so), or fire through loopholes if they are directly behind the Wall (in Zone Mortalis, loopholes are considered to be present in any doors or bulkheads used to block off access to the tiles representing the Wall). Fighters using loopholes cannot be Engaged or attacked with Close Combat weapons and ranged attacks against them suffer -3 to hit. Due to the limited sight lines, firing from a loophole is restricted to a maximum range of 12" and weapons with the Blast trait may not be used.

Attacking fighters that begin the End phase in base contact with the defender's board edge may be removed from play. Put these fighters to one side as they are off looting the settlement and are worth credits at the end of the game. Fighters that move off the board in this way are not considered to have been taken Out of Action, but also do not contribute to the attacker's crew size for Bottle tests.

## ARBITRATING THE SCENARIO

Attacking a well-defended settlement can make for an exciting game, as one or more players muster their gangs and throw them against the bulwark constructed by the Arbitrator. In this scenario, the Arbitrator takes on the role of the defender, creating a gang of watchmen or underhive militia to man the walls against the marauding gangs of the players. The Arbitrator can also introduce additional defences, such as mounted guns or minefields. Wall guns can be represented using the guidelines for defence turrets (see page 65 of *Gang War Three*), while minefields can be made up of melta, frag and gas traps scattered across No-man's-land. For larger games, with two or more gangs attacking the settlement, the Arbitrator could have more than one gateway, or multiple boards, each one representing a different Wall of the settlement, and with each player racing against their rivals to be the first gang to get to the loot.

## TACTICS CARDS

The attacker may select two Gang Tactics cards. The defender shuffles their Gang Tactics card deck and randomly selects two cards. If the total Credits value of one player's fighters is less than their opponent's then they may select an additional Gang Tactics card for each full 100 credits of difference.

## ENDING THE BATTLE

If either player has no fighters on the board at the end of a round, the game ends.

## VICTORY

If the attacker moved three fighters off the defender's board edge, they are victorious. Otherwise, the defender wins.

## REWARDS (CAMPAIGNS ONLY)

### CREDITS

If the defender wins, the settlement pays them D6x10 credits for their efforts.

If the attacker wins, every fighter that moved off the defender's board edge earns them D6x10 credits.

### TURF

If the attacker wins, they gain D3 Turf as they take over part of the area.

### EXPERIENCE

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

Any attacker that makes it off of the defender's board edge earns D3XP.

### REPUTATION

If no attackers made it past the Wall, the defender gains D6 Reputation. If attackers made it past the Wall but not off of the board, the defender earns D3 Reputation instead.

The attacker gains 1 Reputation for every fighter that made it past the Wall and off the board.

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

If either gang Bottled Out, they lose 1 Reputation.
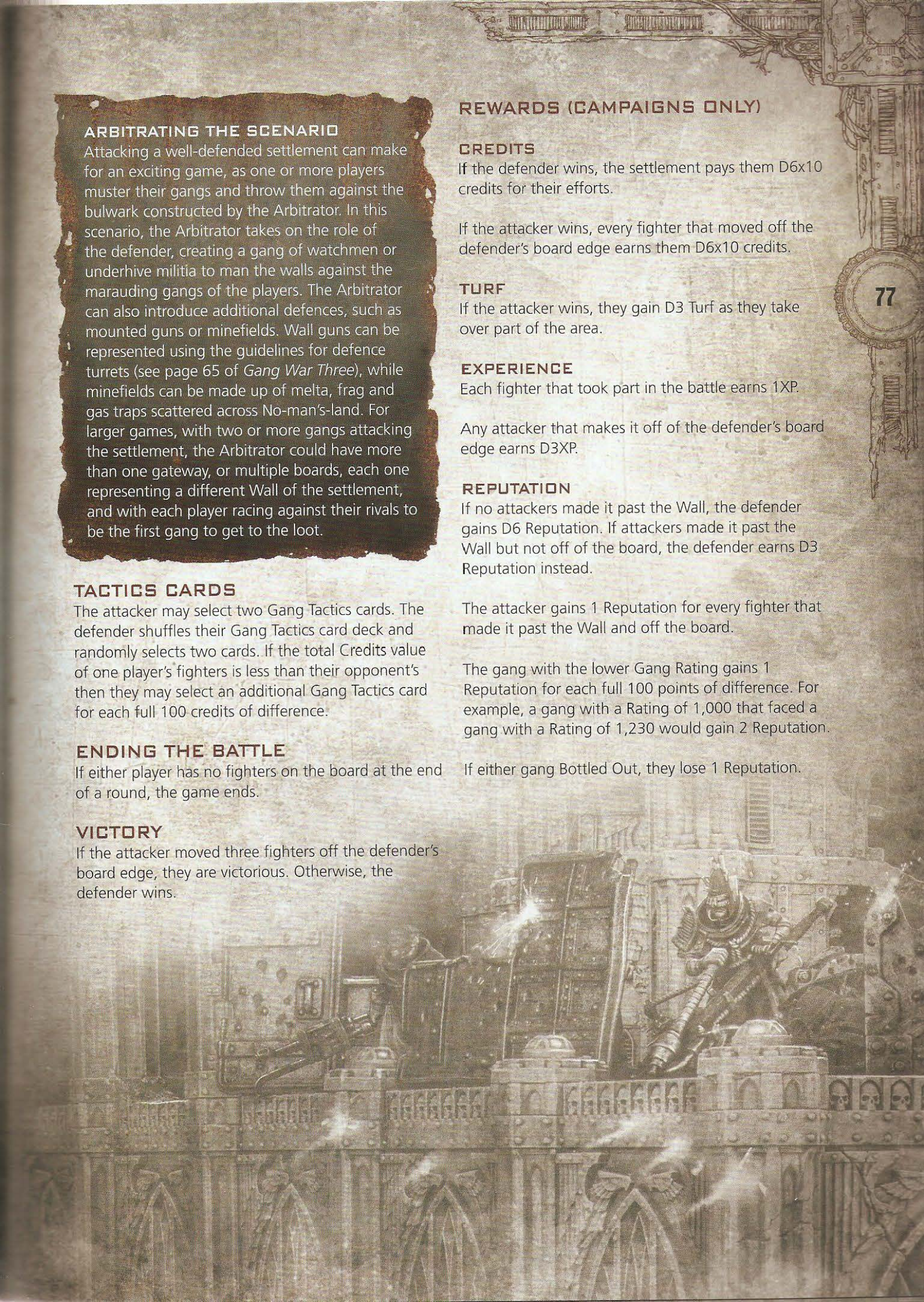
# ESCAPE!

*A cornered gang is making a break for it.*

## ATTACKER AND DEFENDER

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

## BATTLEFIELD

This scenario uses the battlefield set-up guidelines, as described on page 21 of *Gang War*, and may either be a Zone Mortalis or a Sector Mechanicus battlefield.

## CREWS

This scenario uses the standard rules for choosing a crew, as described on page 22 of *Gang War*. Players use the Custom Selection method to choose their crew.

## DEPLOYMENT

This scenario uses the standard rules for deployment from page 22 of *Gang War*.

### DESIGNER'S NOTE: ESCAPE ZONES

Part of the challenge of this scenario comes from the attacker having to clear out escape zones and then defend them while they try to rush their fighters off the board. On an open table, it becomes much easier for the attacker to sneak past the defender or outflank their fighters. To this end, players are encouraged to create a battlefield that funnels the attacker towards a number of points – either a handful of Zone Mortalis tunnels or gaps between impassable terrain pieces on a Sector Mechanicus board.

### SPECIAL RULE: ESCAPING THE BOARD

The attacker is trying to escape the hive level, and only the defender's gang stands in their way. To escape, the attacker's fighters must move off the board edge opposite their deployment area – the edge closest to the defender's deployment area. At the start of the End phase, any of the attacker's fighters in base contact with this edge may be removed from the board. If they are Engaged, they must first pass an Initiative test. These fighters do not count as having gone Out of Action.

In addition, attacking fighters that do not end their activation closer to the escape area must make a Nerve test, just as if a friendly fighter had been Seriously Injured or taken Out of Action within 3" of them.
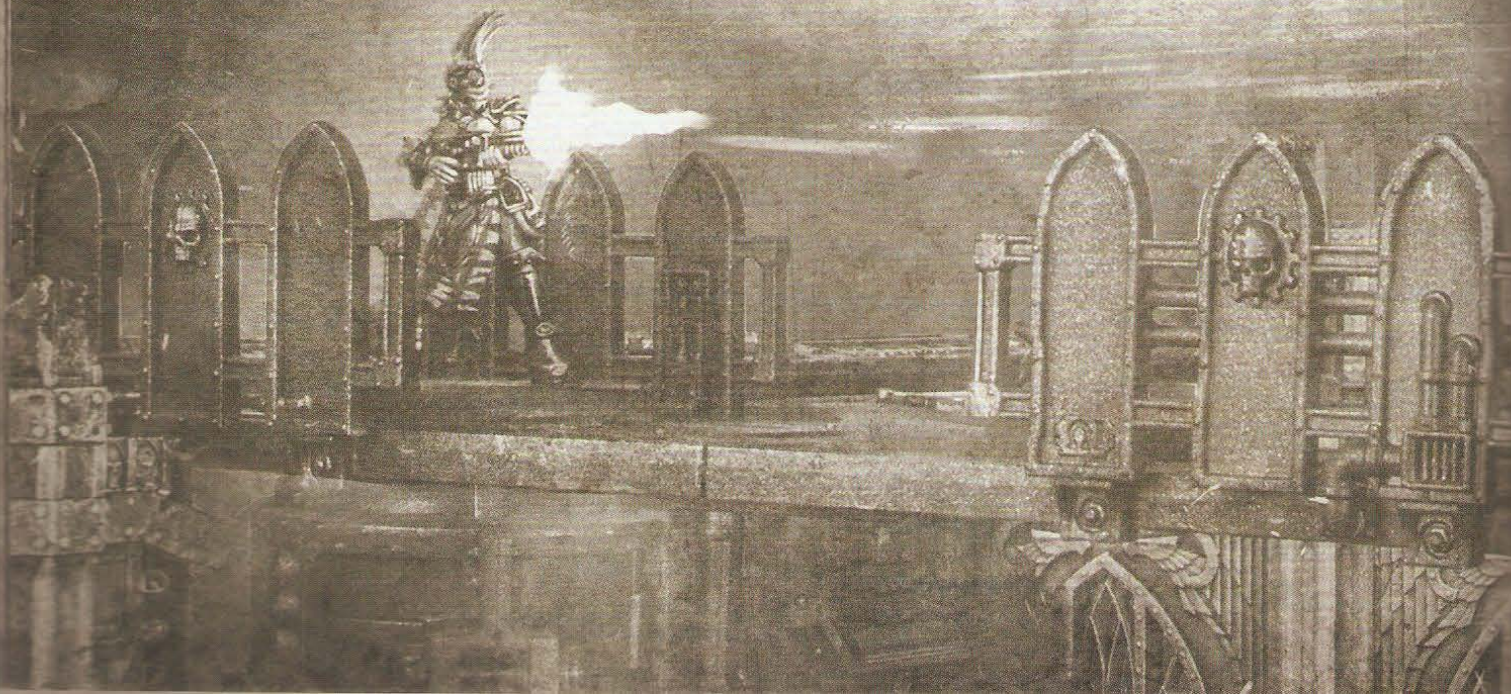
## ARBITRATING THE SCENARIO

This scenario can be used to represent a gang making a run for it after an attack or heist against an uphive target, the gangers making off with some precious loot. The Arbitrator should design the board so that there are at least three well-guarded exits – with watchmen guards standing sentry behind cover, or turreted guns covering the entrance, while patrols prowl the nearby area and more watchmen wait in reserve. The watchmen might also have Cyber-mastiffs (see page 31 of *Gang War Three*) helping them cover the escape routes. The attacker can then use the Sneak Attacks rules from page 53 of *Gang War*, attempting to get as close to the escape points as possible, or clear out defenders before the alarm is raised and they must dash for the exits before they all get gunned down.

## TACTICS CARDS

The attacker may select two Gang Tactics cards. The defender shuffles their Gang Tactics card deck and randomly selects two cards. If the total Credits value of one player's fighters is less than their opponent's, then they may select an additional Gang Tactics card for each full 100 credits of difference.

## ENDING THE BATTLE

If either player has no fighters on the board at the end of a round, the game ends.

## VICTORY

If the attacker moves at least three fighters off the board they are the winner, otherwise the defender is the victor.

## REWARDS (CAMPAIGNS ONLY)

### EXPERIENCE

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

Each attacking fighter that escaped the board earns 1XP.

### REPUTATION

If no fighters from the attacker's gang escaped the board, the defender gains D3 Reputation.

The attacker earns 1 Reputation for each of their fighters that escapes the board.

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

If either gang Bottled Out, they lose 1 Reputation.
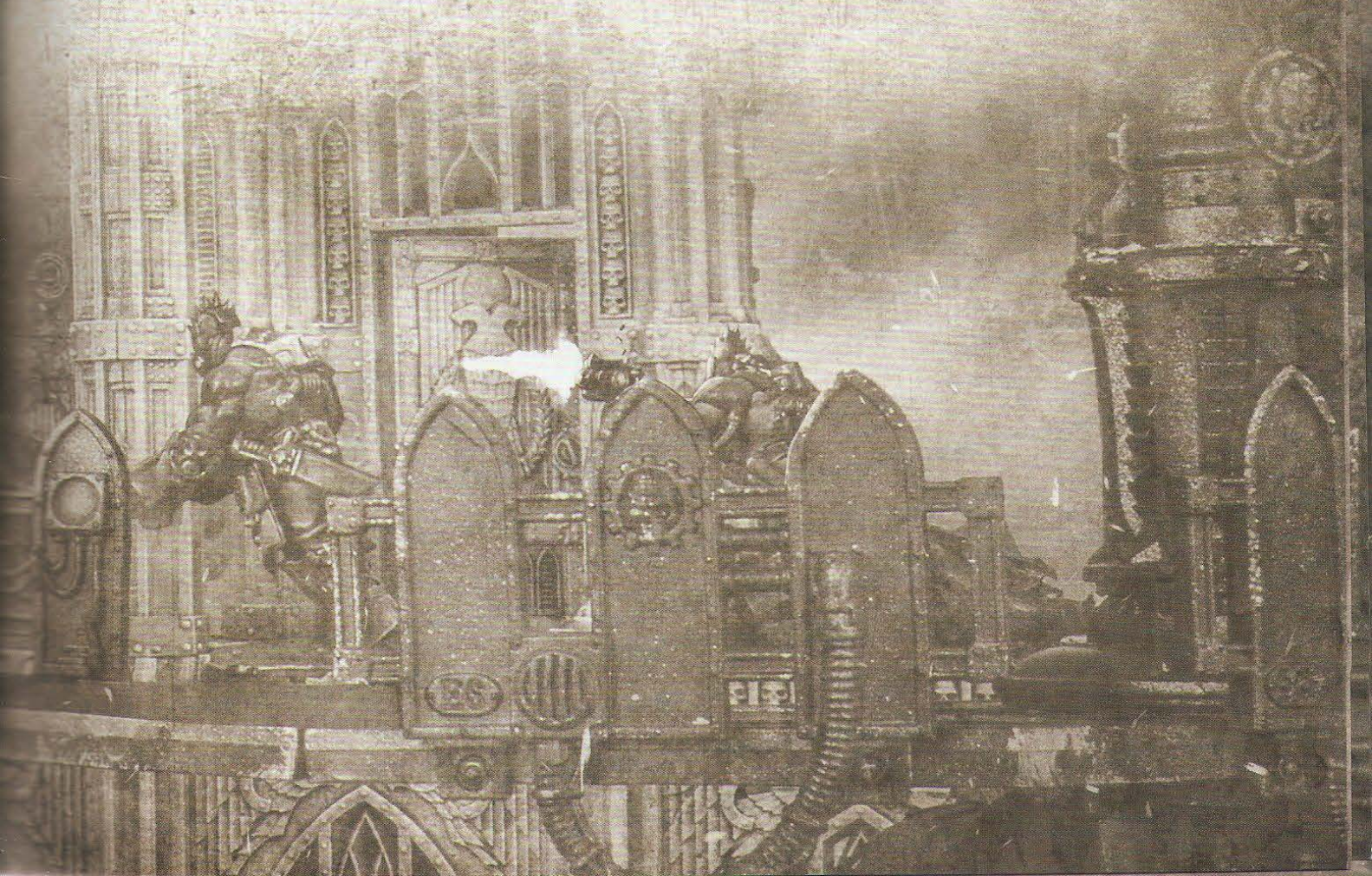
# MULTI-PLAYER SCENARIO: GANG MOOT

*A gang parlay gets bloody!*

## BATTLEFIELD

This scenario uses the standard Battlefield Set-up rules.

## CREWS

This scenario uses the standard rules for choosing a crew, with the exception that players must include their Leader in their crew. The rest of their crew is created using Random Selection (D3+5).

## TACTICS CARDS

Each player should shuffle their Tactics Card deck and randomly draw two cards.

## DEPLOYMENT

Players place their Leaders within 6" of the centre of the board. Use Priority to determine the order in which the Leaders are placed. Each player then takes turns placing their fighters anywhere on the board, at least 12" from a Leader and 6" from any already deployed fighter (friend or foe).

## OBJECTIVES

The gangs are meeting to hammer out a treaty or settle some other kind of business – when suddenly, someone goes for a gun!

## SPECIAL RULE: PARLAY

At the start of the game, only the Leaders are Ready, all other fighters are unaware that their allies are about to become enemies. When a fighter makes any Shoot action (unless their weapon has the Silent trait) all other fighters within 12" that are not Ready can make an Intelligence test. Those that pass immediately become Ready. Fighters attacked in close combat or hit with a shooting attack also become Ready (as long as they survive). In the End phase, each player may move their fighters that are not Ready 6" in any direction.

## ENDING THE BATTLE

If only one gang has fighters left on the battlefield at the end of any round, the battle ends immediately.

## VICTORY

One gang wins if, at the end of the battle, their Leader is still on the battlefield and is not Seriously Injured. Any other result is a draw between all of the participants.

## REWARDS (CAMPAIGNS ONLY)

### EXPERIENCE

• Each fighter gains 1 XP for taking part, and an additional 1 XP for each enemy fighter that they take Out of Action. The last Leader on the board gains D6 XP.

### REPUTATION

• Each gang gains 1 Reputation for showing up, plus 2 extra Reputation if one of their fighters takes an enemy Leader Out of Action.
• The gang whose Leader is the last Leader standing earns an additional 3 Reputation.

## ARBITRATING THE SCENARIO

The Arbitrator can field their own gang of watchmen to add to the carnage, the Leader of the watchmen might be taking part in the parley or adjudicating it.

Alternatively, the commotion of the moot going south might summon lawmen, and they could turn up using the Reinforcement rules with a mission to arrest the Leaders and make them pay for disturbing the peace.

# MULTI-PLAYER SCENARIO: PITFIGHT

*Chosen champions fight for the honour of their gang.*

## BATTLEFIELD

This scenario uses the standard Battlefield Set-up rules. It is advisable to make the battlefield no larger than 24" x 24" – alternatively, players can use the interior of the Necromunda: Underhive box to represent a deadly fighting pit.

## CREWS

Each player chooses one of their Champions.

## TACTICS CARDS

Each player may choose one Tactics card from their deck.

## DEPLOYMENT

Players take turns placing their Champions in contact with one of the battlefield edges and at least 12" from an already deployed Champion.

## OBJECTIVES

Champions have been selected to fight for their gang's honour. The last Champion standing will be declared victorious.

## SPECIAL RULE: IT'S ONLY A SCRATCH!

No one likes a quick fight, and the Champions know that they need to put on a show with lots of blood. For this scenario, fighters ignore Flesh Wound results on the Injury dice and treat Seriously Injured results as Flesh Wounds instead. Fighters cannot take the Coup de Grace action – no easy deaths!

## SPECIAL RULE: ROUND ONE...

Pitfights have rules… after a fashion. For the first two rounds, no Ranged weapons or Grenades may be used. In rounds three and four, no Ranged weapons with the Unwieldy trait or Grenades may be used. From round five onwards, all weapons may be used.

## ENDING THE BATTLE

The battle ends when only one Champion remains on the battlefield. If, at the end of any round, all of the Champions have gone Out of Action, the battle will end.

## VICTORY

The gang with the last Champion standing is the winner. If there are no Champions left at the end of the game, it is a draw between all the participants.

## REWARDS (CAMPAIGNS ONLY)

### CREDITS

The victorious Champion wins D6x5 credits for each other Champion that took part in the fight.

### EXPERIENCE

• Each Champion gains 1 XP for taking part, and an additional 1 XP for each enemy they take Out of Action. The victorious Champion gains D3 XP.

### REPUTATION

• Each gang gains 1 Reputation for showing up, plus 2 extra Reputation if their Champion survives to round six.
• The gang whose Champion wins earns an additional 4 Reputation.

## ARBITRATING THE SCENARIO

The Arbitrator can act as arena overseer, setting up the battlefield and controlling its perils. In addition to the placement of doors, gantries and barricades, during the End phase, the Arbitrator can add pitfalls, frag or melta traps, ducts or other features to the battlefield.

# SKILLS

This section presents the full list of all of the skills available to fighters. This section is split into eight lists, one for each skill set. Each entry lists the skill by name, and then its rules.

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

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

RED ZEKE
ASH RUNNERS
HOUSE ORLOCK

# AGILITY

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

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

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

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

## 4. MIGHTY LEAP
When measuring the distance of a gap this fighter wishes to leap across, ignore the first 2" of the distance. This means that a fighter with this skill may leap over gaps of 2" or less without testing against their Initiative. All other rules for leaping over gaps still apply.

## 5. SPRING UP
If this fighter is Pinned when they are activated, make an Initiative check for them. If the check is passed, the fighter may make a Stand Up (Basic) action for free. If the check is failed, the fighter may still stand up, but it costs one action, as usual.

## 6. SPRINT
If this fighter makes two Move (Simple) actions when activated during a round, they can use the second to Sprint. This lets them move at double their Movement characteristic for the second Move (Simple) action.

# BRAWN

## 1. BULL CHARGE
When the fighter makes close combat attacks as part of a Charge (Double) action, any weapons with the Melee trait they use gain the Knockback trait and are resolved at +1 Strength.

## 2. BULGING BICEPS
This fighter may wield an Unwieldy weapon in one hand rather than the usual two. Note that Unwieldy weapons still take up the space of two weapons with regards to how many a fighter may carry.

## 3. CRUSHING BLOW
Before rolling to hit for the fighter's close combat attacks, the controlling player can nominate one dice to make a Crushing Blow. This cannot be a dice that is rolling for a weapon with the Pistol trait. If that dice hits, the attack's Strength and Damage are increased by one.

## 4. HEADBUTT
If the fighter is Standing and Engaged, they can make the following action:

**HEADBUTT (BASIC)** – Pick an Engaged enemy fighter and roll two D6. If either result is equal to or higher than their Toughness, they suffer a hit with a Strength equal to this fighter's +2, resolved at Damage 2. However, if both dice score lower than the enemy fighter's Toughness, this fighter instead suffers a hit equal to their own Strength, resolved at Damage 1.

## 5. HURL
If the fighter is Standing and Engaged, they can make the following action:

**HURL (BASIC)** – Pick an enemy fighter Engaged by, and in base contact with, this fighter or a Seriously Injured enemy fighter within 1" of this fighter. Make an Initiative check for the enemy fighter. If failed, the enemy fighter is hurled. Move the enemy fighter D3" in a direction of your choice – if they were Standing, they become Prone and Pinned after moving. If they come into base contact with a Standing fighter or any terrain, they stop moving and suffer a Strength 3, Damage 1 hit. If they come into base contact with another fighter, that fighter also suffers a Strength 3, Damage 1 hit, and becomes Prone and Pinned.

## 6. IRON JAW
This fighter's Toughness is treated as being two higher than normal when another fighter makes unarmed attacks against them in close combat.

# COMBAT

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

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

### 3. DISARM
Any weapons with the Melee trait used by the fighter also gain the Disarm trait. If a weapon already has this Trait, then the target will be disarmed on a natural roll of a 5 or 6, rather than the usual 6.

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

### 5. RAIN OF BLOWS
This fighter treats the Fight action as Fight (Simple) rather than Fight (Basic). In other words, this fighter may make two Fight (Simple) actions when activated.

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

# CUNNING

### 1. BACKSTAB
Any weapons used by this fighter with the Melee trait also gain the Backstab trait. If they already have this Trait, add 2 to the attack's Strength rather than the usual 1 when the Trait is used.

### 2. ESCAPE ARTIST
When this fighter makes a Retreat (Basic) action, add 2 to the result of their Initiative check (a natural 1 still fails). Additionally, if this fighter is Captured at the end of a battle, and if they are equipped with a skin blade, they may add 1 to the result of the dice roll to see if they can escape.

### 3. EVADE
If an enemy targets this fighter with a ranged attack, and this fighter is Standing and Active and not in partial cover or full cover, there is an additional -1 modifier to the hit roll, or a -2 modifier if the attack is at Long range.

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

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

### 6. OVERWATCH
If this fighter is Standing and Active, and has a Ready marker on them, they can interrupt a visible enemy fighter's action as soon as it is declared but before it is carried out. This fighter loses their Ready marker, then immediately makes a Shoot (Basic) action, targeting the enemy fighter whose action they have interrupted. If the enemy is Pinned or Seriously Injured as a result, their activation ends immediately, and their action(s) are not made.

# FEROCITY

## 1. BERSERKER

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

## 2. FEARSOME

If an enemy wishes to make a Charge (Double) action that would result in them making one or more close combat attacks against this fighter, they must make a Willpower check before moving. If the check is failed, they cannot move and their activation ends immediately.

## 3. IMPETUOUS

When this fighter consolidates at the end of a close combat, they may move up to 4", rather than the usual 2".

## 4. NERVES OF STEEL

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

## 5. TRUE GRIT

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

## 6. UNSTOPPABLE

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

# LEADERSHIP

## 1. COMMANDING PRESENCE

When this fighter activates to make a group activation, they may include one more fighter than normal as part of the group (i.e., a Champion could activate two other fighters instead of one, and a Leader could activate three).

## 2. INSPIRATIONAL

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

## 3. IRON WILL

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

## 4. MENTOR

Make a Leadership check for this fighter each time another friendly fighter within 6" gains a point of Experience. If the check is passed, the other fighter gains two Experience points instead of one.

## 5. OVERSEER

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

ORDER (DOUBLE) – Pick a friendly fighter within 6". That fighter can immediately make two actions as though it were their turn to activate, even if they are not Ready. If they are Ready, these actions do not remove their Ready marker.

## 6. REGROUP

If this fighter is Standing and Active at the end of their activation, the controlling player may make a Leadership check for them. If this check is passed, each friendly fighter that is currently subject to the Broken condition and is within 6" immediately recovers from being Broken.
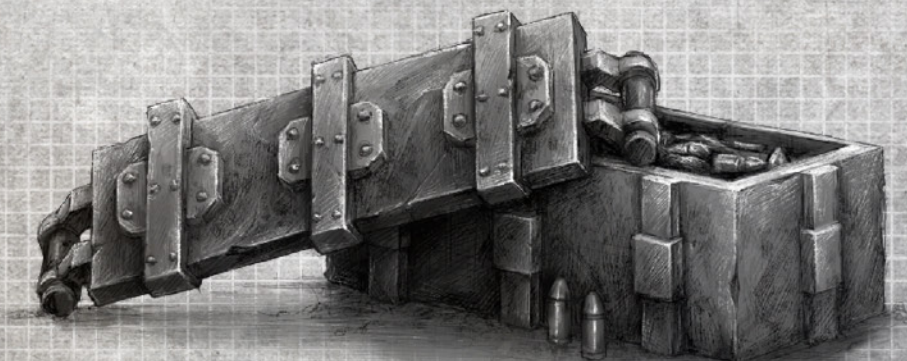
# SHOOTING

## 1. FAST SHOT
This fighter treats the Shoot action as (Simple) rather than (Basic), as long as they do not attack with a weapon that has the Unwieldy trait (note that even if a skill or wargear item allows a fighter to ignore one aspect of the Unwieldy trait, Unwieldy weapons retain the Trait).

## 2. GUNFIGHTER
If this fighter uses the Twin Guns Blazing rule to attack with two weapons with the Sidearm trait, they do not suffer the -1 penalty to their hit rolls and can, if they wish, target a different enemy model with each weapon with the Sidearm trait.

## 3. HIP SHOOTING
If the fighter is Standing and Active, they can make the following action:

**Run and Gun (Double)** – The fighter may move up to double their Movement characteristic and then make an attack with a ranged weapon. The hit roll suffers an additional -1 modifier, and Unwieldy weapons can never be used in conjunction with this skill.

## 4. MARKSMAN
The fighter is not affected by the rules for Target Priority. In addition, if the hit roll for an attack made by the fighter with a ranged weapon (that does not have the Blast trait) is a natural 6, they score a critical hit and the weapon's Damage is doubled (if they are firing a weapon with the Rapid Fire trait, only the Damage of the first hit is doubled).

## 5. PRECISION SHOT
If the hit roll for a ranged attack made by this fighter is a natural 6 (when using a weapon that does not have the Blast trait), the shot hits an exposed area and no armour save can be made.

## 6. TRICK SHOT
When this fighter makes ranged attacks, they do not suffer a penalty for the target being Engaged or in partial cover. In addition, if the target is in full cover, they reduce the penalty to their hit roll to -1 rather than -2.

# SAVANT

## 1. BALLISTICS EXPERT
When this fighter makes an Aim (Basic) action, make an Intelligence check for them. If the check is passed, they gain an additional +1 modifier to their hit roll.

## 2. CONNECTED
This fighter can make a Trade action during the post-battle sequence, in addition to any other actions they make (meaning they could even make two Trade actions). They cannot do this if they are unable to make actions during the post-battle sequence.

## 3. FIXER
In the Receive Rewards step of the post-battle sequence, as long as this fighter is not Captured or In Recovery, their gang earns an additional D3x10 credits. Note that they do not need to have taken part in the battle to gain this bonus.

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

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

## 6. SAVVY TRADER
When this fighter makes a Trade action in the post-battle sequence, add 1 to the result of the dice roll to determine the availability of Rare items on offer at the Trading Post on this visit. Additionally, the cost of one item may be reduced by 20 credits on this visit. Note that this means one item, not one type of Item. A single power sword may be purchased for 30 credits, but a second power sword will still cost 50 credits.

# QUICK REFERENCE

## ROUND SEQUENCE

Each round is split into three phases, resolved one at a time:

### 1. PRIORITY PHASE

- **ROLL FOR PRIORITY:** Each player rolls a D6, the high roller takes priority. In the case of a tie, priority passes from the player that had priority in the previous round.
- **READY FIGHTERS:** Both players place a Ready marker on all of their fighters. Ready markers are removed after a fighter has been activated in the Action phase.

### 2. ACTION PHASE

- **FLEEING FIGHTERS:** If either gang has failed a Bottle test, make a Cool check for all of its fighters immediately before the controlling player picks their first fighter to activate. If any fail, they flee and are removed from the board. They take no further part in the battle. For the purposes of the scenario, they are considered to have been taken Out of Action.
- **ACTIVATE FIGHTERS:** Starting with the player with Priority, players take turns to pick one of their Ready fighters to activate. All fighters may perform two actions. Simple and Basic actions require one action to perform, Double actions require two actions to perform. Per activation, each Simple action may be performed twice, each Basic action may only be performed once. The actions available to a fighter may be limited depending upon their status (see Actions). Once a fighter has been activated, their Ready marker is removed.

### 3. END PHASE

- **BOTTLE TESTS:** If either or both player(s) has at least one fighter Seriously Injured or Out of Action, they roll a D6 and add the number of fighters in their crew that are Seriously Injured or Out of Action. If the result is higher than the total number of fighters in their starting crew, their remaining fighters bottle out. Once bottled out, fighters may flee the battlefield at the start of the Activation Phase.
- **RECOVERY TESTS:** For each Seriously Injured fighter on the battlefield, the controlling player rolls one (or more) Injury dice and applies the result.
- **RALLY TESTS:** Make a Cool check for each Broken fighter, adding 1 to the result for each friendly fighter that is not also Broken or Prone and Seriously Injured within 3". If the check is passed, the fighter is no longer Broken.

## SHOOTING SEQUENCE

A fighter must target the closest eligible target when making a shooting attack. An enemy fighter is an eligible target if they are within the vision arc and line of sight of the attacker, even if they are Engaged by a friendly fighter. However, if the closest eligible target is Prone and Seriously Injured or harder to hit than one further away, the attacker may choose to ignore them. Otherwise, to attack an eligible target that is not the closest, the attacker must first pass a Cool check.

If attacking with any weapon with the Blast (X) trait, a fighter may target a point on the tabletop instead of an eligible enemy fighter. Shooting modifiers may apply as normal to this.

When any fighter makes an attack with a ranged weapon, this sequence is followed:

1. **DECLARE THE SHOT:** Pick a ranged weapon carried by the fighter, and pick an eligible enemy.
2. **CHECK THE RANGE:** Measure the range from the attacker to the target. If the target is outside the weapon's Long range, the attack automatically misses. The Firepower dice must still be rolled.
3. **MAKE THE HIT ROLL:** Make a BS check for the attacker, applying modifiers as listed below to the roll.
4. **TARGET IS PINNED:** When an Active fighter is hit by a ranged attack, they are automatically Pinned.
5. **RESOLVE HITS:** (**See page 70**).

### SHOOTING MODIFIERS:

- In partial cover (-1)
- In full cover (-2)
- Accuracy modifier (+/-?)
- Target is Engaged (-1)
- Target is Prone (-1, Long range only)

**STRAY SHOTS:** If an attack with a ranged weapon misses, there is a chance that other fighters, friendly or enemy, that are Engaging the target, or that are within 1" of the line along which the range between the attacker and the target was measured, will be hit.

If the attack misses, roll a D6 for each fighter that is at risk of being hit, starting with the fighter closest to the attacker. On the roll of 1, 2 or 3, the fighter is hit by the attack. On a 4, 5 or 6, the shot misses them – move on to the next fighter at risk of being hit.

If the attack would have caused more than one hit, follow this sequence for every hit.

## CLOSE COMBAT SEQUENCE

When any fighter makes an attack with a close combat weapon whilst Engaging an enemy, this sequence is followed:

1. **TURN TO FACE:** The attacking fighter may turn to face any direction. Doing so reduces the result of any hit roll by 1.

2. **PICK WEAPONS:** The controlling player declares which weapons the fighter will use. A fighter can use up to two weapons with the Melee or Sidearm trait, but only one if it also has the Unwieldy trait. Alternatively, the fighter may make unarmed attacks.

3. **DETERMINE ATTACK DICE:** The number of Attack dice rolled is equal to the fighter's Attacks characteristic, plus the following modifiers:
   - Dual Weapons (+1)
   - Charging (+1)
   
   If the fighter is attacking with more than one weapon, the Attack dice must be split as evenly as possible. However, a fighter may only make one attack with a weapon with the Sidearm trait.

4. **DECLARE TARGETS:** Declare a target enemy fighter that is A) Engaged with the attacker and B) within their vision arc. Attacks can be split between eligible enemy fighters as the player wishes.

5. **MAKE HIT ROLL(S):** Make a WS check for the attacking fighter with each Attack dice. Roll separately for different weapons and/ or different targets. Hit rolls may be modified by +1 for an assist from a friendly fighter also Engaged with the target, or by -1 for an enemy fighter also Engaging the attacker.

6. **RESOLVE HITS:** (As follows)

7. **REACTION ATTACKS:** If there are still enemies Engaged with the attacker, they may make Reaction attacks, following steps 1-6.

8. **CONSOLIDATE:** If all enemy fighters the attacker was Engaged with are now Prone and Seriously Injured or have gone Out of Action, they may move up to 2" in any direction.

## RESOLVE HITS

When a fighter is hit by an attack, regardless of how it was inflicted, follow this sequence:

**1. MAKE WOUND ROLL:** Cross reference the weapon's Strength with the target's Toughness and roll on the table below:

| Strength vs Toughness | D6 Roll Required |
|---|---|
| Is the Strength TWICE the Toughness or greater? | 2+ |
| Is the Strength GREATER than the Toughness? | 3+ |
| Is the Strength EQUAL to the Toughness? | 4+ |
| Is the Strength LOWER than the Toughness? | 5+ |
| Is the Strength HALF the Toughness or lower? | 6+ |

**2. OPPONENT MAKES A SAVE ROLL:** If the attack causes a wound or leads to an Injury roll being made against the target the target, may be able to make an armour save.

**Armour saves are made either:**
- After the Wound roll is made but before the Wound is removed from the fighter, in which case the Wound is saved and not removed.
- If the attack has a Damage '-' characteristic and causes an Injury dice to be rolled against the fighter for any reason, a save roll is made before any Injury dice are rolled.

**3. INFLICT DAMAGE:** The target's Wounds characteristic is reduced by the weapon's Damage characteristic. If this reduces the target's Wounds to 0, roll Injury dice as described .

**FALLING:** If a fighter falls 3" or more, they will take a hit as described previously based on how far they fell, rounded up to the nearest inch:

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

A falling fighter is immediately Pinned and their activation ends. If they land on top of another fighter, they are also Pinned and suffer a hit identical to that taken by the falling fighter. Move the falling fighter the shortest possible distance so that the two are not overlapping.

If a falling fighter lands within ½" of a platform edge, they must pass an Initiative check or will fall again.

## INJURY DICE AND LASTING INJURIES:

Each point of Damage removes one Wound. When a fighter is reduced to 0 Wounds, roll one Injury dice. If the weapon has additional points of Damage to cause after the last Wound has been removed, roll an additional Injury dice for each.

*For example, if a fighter with two Wounds is hit by a weapon that causes three points of Damage, two Injury dice will be rolled. The first point of Damage removes a Wound, the second reduces the fighter to 0 Wounds and one Injury dice is rolled, and the third and final point of Damage will cause another Injury dice to be rolled.*

### Apply all of the results:
- **OUT OF ACTION:** The fighter is immediately removed from play.
- **SERIOUS INJURY:** The fighter is placed Prone and laid face-down. They may successfully recover in a later End phase. If Engaged, they may be vulnerable to a Coup de Grace (see Actions).
- **FLESH WOUND:** The fighter suffers a Flesh Wound, reducing their Toughness characteristic by 1. If a fighter is reduced to T0, they go Out of Action.

## LASTING INJURIES:

If a fighter goes Out of Action during a Campaign game, immediately roll on the table below and apply the result:

| D66 | Lasting Injury |
|---|---|
| 11 | Lesson Learned. Into Recovery, +D3 Experience. |
| 12-26 | Out Cold. No effect. |
| 31-45 | Grievous Injury. Into Recovery. |
| 46 | Humiliated. Into Recovery, -1 Ld and Cl. |
| 51 | Head Injury. Into Recover, -1 Int and Wil. |
| 52 | Eye Injury. Into Recovery, -1 BS. |
| 53 | Hand Injury. Into Recovery, -1 WS. |
| 54 | Hobbled. Into Recovery, -1 M. |
| 55 | Spinal Injury. Into Recovery, -1 S. |
| 56 | Enfeebled. Into Recovery, -1 T. |
| 61-65 | Critical Injury. Dead, unless saved by a Doc. |
| 66 | Memorable Death. Dead – attacker gains +1 Experience. |

## NERVE TESTS

Each Active fighter must take a Nerve test when a friendly fighter is Seriously Injured or taken Out of Action within 3" of them. Engaged and Prone (Pinned or Seriously Injured) fighters do not need to test.

To make a Nerve test, make a Cool check for the fighter, adding 1 to the result for each Active friendly fighter within 3". If the check is passed, nothing happens. If the check is failed, the fighter becomes Broken and will immediately make a Running for Cover (Double) action. It the fighter is Standing and Active they move 2D6", if they are Prone and Pinned or Seriously Injured, they move half of their Movement characteristic. When a Broken fighter moves, they must attempt to end their move, in order of priority:

- So that they are more than 3" away from enemy fighters.
- So that they are out of line of sight of enemy fighters.
- In partial or full cover.
- As far away from any enemy fighters as possible.

If a Broken fighter is Standing and Engaged when activated, they must make an Initiative check. If it is passed, they must move as described above. Each enemy fighter that is Engaged with them makes an Initiative check, and if this is passed can make Reaction attacks before the Broken fighter is moved. If the Broken fighter fails the Initiative check, they remain Engaged and can perform no further actions.
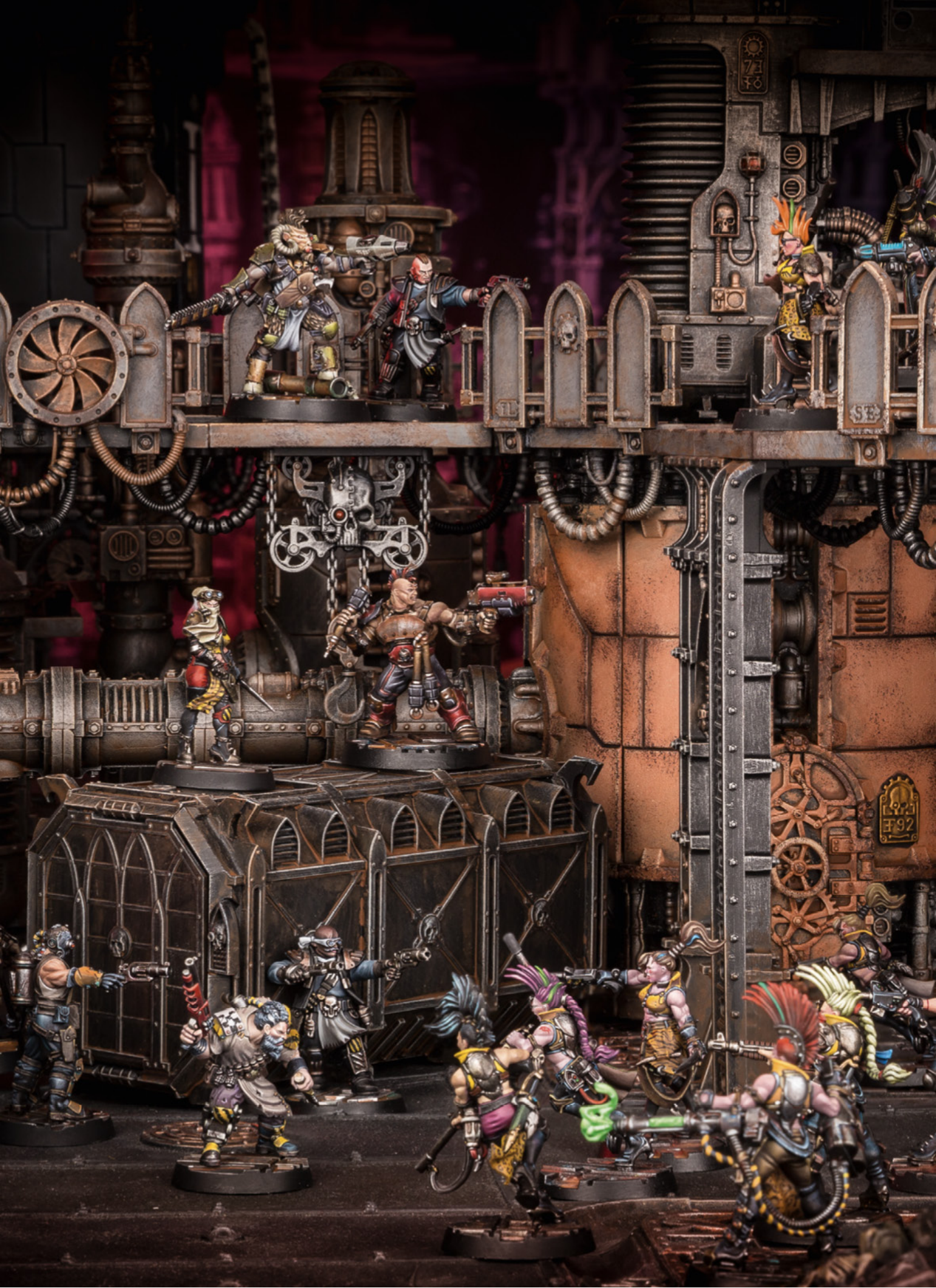
# Hive Primus
## The Palatine

Imperial Fists
Chapter House

Lower
Atmospheric
Level

Imperial House Helmawr
Lords of the Spire,
Guardians of all Necromunda.

The Shell

The Spire

Landing Field

Great Houses
Greim
Ulanti
Ty
Ran Lo
Catallus
Ko'iron

The Wall

Cloud Cover

Hab Zones
Manufactory Zones
Ruined Manufactories

Subsidary Spires

Hive City

Clan Houses
Cawdor
Escher
Goliath
Van Saar
Orlock
Delaque

Poisonous
Undercloud

The Stranger's
Spire

Current Surface Level

External
Shanty Sprawl

The Underhive

Hive Bottom

The Sump

Primary Heat Sink

# Necromunda

Cartograph by Order of Adeptus Terra
C.M 41.966

Stormlands

Bighole

Rothgol

Scum Lake

Palatine Cluster

Primus

Temenos

Acropolis

Great Ash Road

Great Ash Road

Trazior

Slag
Sea

Port Blackwater

Great Equatorial Waste

Secundus

Slag Coasts

Xenos Quarantine Zone

Skull

Mynerva Cluster

Ceres

Vlantia

Ash Pole

▲ Major Hives

— Deep Core Mine

□ Major Settlement

*(Approx 1,000+ Minor Hives excluded from view)*

Ruined Cluster

The Spoil

Quinspirus Cluster

Worldsump Ocean

Chem Coasts

Sulphurous Sea

Sump Coasts

Vosroth

Cog-tooth Bridge

Mortis

Carrion Town

Helmawr's Graveyard

Pie City

Gothrul's Needle

Great Scavie Basin

Surverator's Note CY583.7. 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.