NECROMUNDA®

DARK UPRISING



RULEBOOK

SAVAGE CULT UPRISINGS IN THE 41ST MILLENNIUM

THE CULT OF THE PRIMAL CUT

CORPSE GRINDER CULT



Iokmor



Jurgoth



The Hand of Crimson



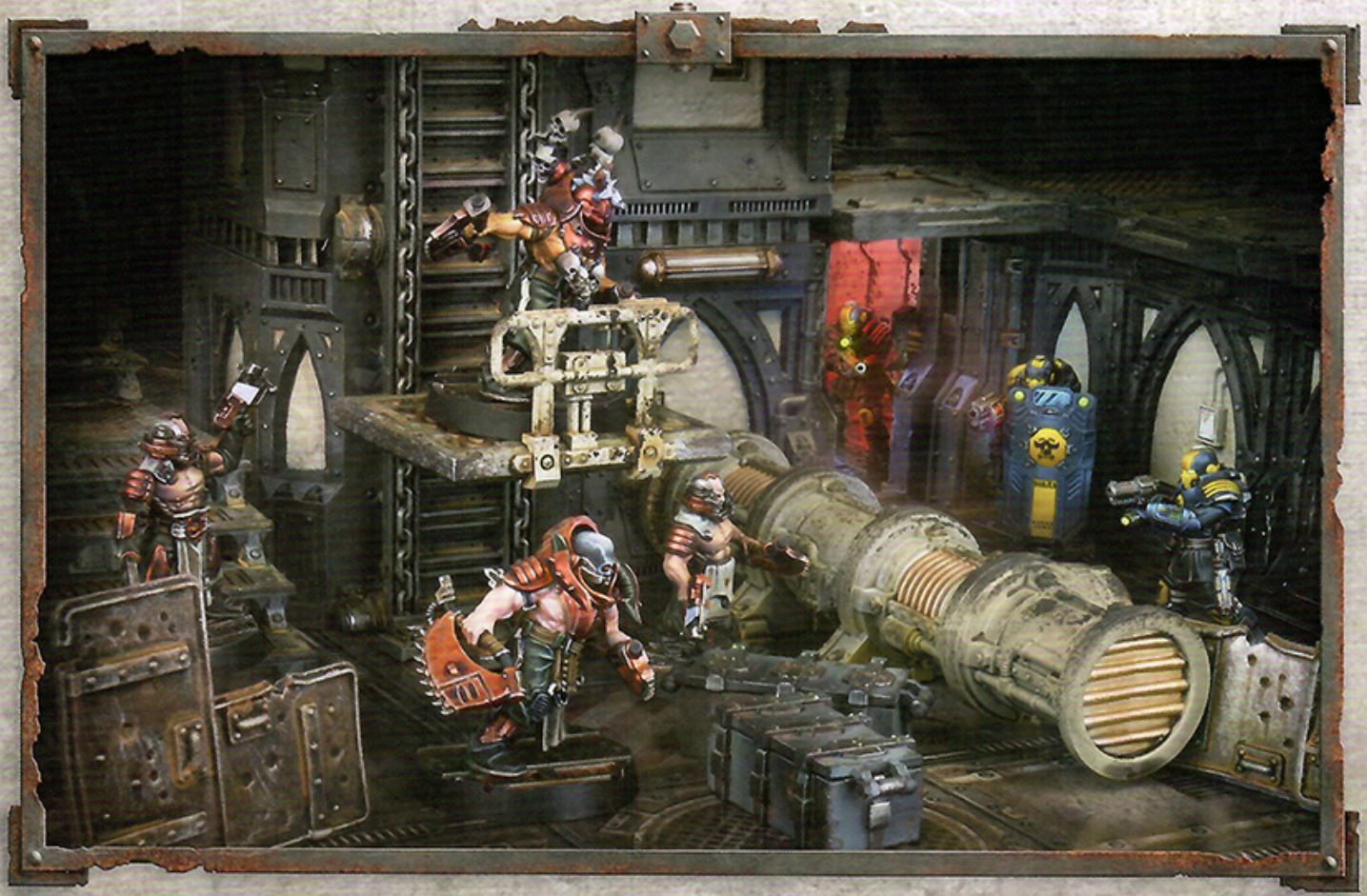
Gruolok



Xorq



Skorgorage



NECROMUNDA®

Dripping gore and bloody meat
Hidden cults, lies and deceit
To hunger mortal flesh succumbs
The lord of skin and sinew comes



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Games Workshop Web site: www.games-workshop.com
Forge World Web site: www.forgeworld.co.uk

>>> Subject: Event log shift 642 of the year of Him of Terra 999.M41.

>>> Conduit Necro-vox TXY999.

>>> Thought for the Day: A docile citizen is a good citizen.

Subjects of Lord Helmawr heed now the voice of Necromunda!

++ Record Proteyn Production Quotas Met! The meat-works and Guilder corpse manufactoria have delivered record amounts of freshly harvested proteyn for the populace of the Palatine Cluster. Lord Helmawr commends the efforts of the Corpse Guild and grants this gift of life to his subjects.

++ Hive Primus Corpse-starch Riots. Excessive maladjustment levels in Hive City are attributed to shortages of corpse-starch reserves. Citizens are advised to remain in their habs or at their work stations until Guilder rationing officers reach them.

++ Psi-Disturbance Sector Theta-Magenta. Bleeding walls, disembodied voices and screaming shadows are all residual effects of psychic suppression in the sector and should be disregarded by citizens.

++ Vermin Exodus, Sub-Levels 91B-321D. The excessive numbers of rats and other vermin fleeing Hive Primus for the cold embrace of the Ash Wastes can be attributed to the diligent efforts of House Cawdor rat-herders, and is no cause for concern.

++ Average authorised gang violence quotient +27% (cf Corpse-starch Ration Wars)

++ Average unauthorised gang violence quotient +187% (cf Cannibal Carrion Gangs)

>>> [Additional] Lord Helmawr proclaims all is well. The Imperial House promises an age of prosperity for Necromunda and its people. Lord Helmawr's sanctioned psi-scriers have gazed into the coming millennia and seen a time of great change about to descend upon our world in which its citizens will bow down before a great and powerful overlord.

>>> [Additional] Lord Helmawr enacts Apocalypse Protocols. To welcome this period of prosperity, the Imperial House is preparing the Palatine Cluster by increasing the numbers of Enforcer patrols and strengthening the defences of the Wall. Citizens are advised to prepare for this new age by remaining in their habs or at their workstations while staying calm and carrying on with their assigned tasks.

TOKENS

READY MARKER
(SEE PAGE 24)

BROKEN MARKER
(SEE PAGE 24)

OUT OF AMMO MARKER
(SEE PAGE 24)

BLAZE MARKER
(SEE PAGE 24)

GENERAL PURPOSE MARKER

FLESH WOUND x1
& FLESH WOUND x2
(SEE PAGE 45)

WOUND x1
& WOUND x2
(SEE PAGE 45)

LOOT
(SEE PAGE 89)

GAS
(SEE PAGE 120)

SMOKE
(SEE PAGE 122)

FLASH
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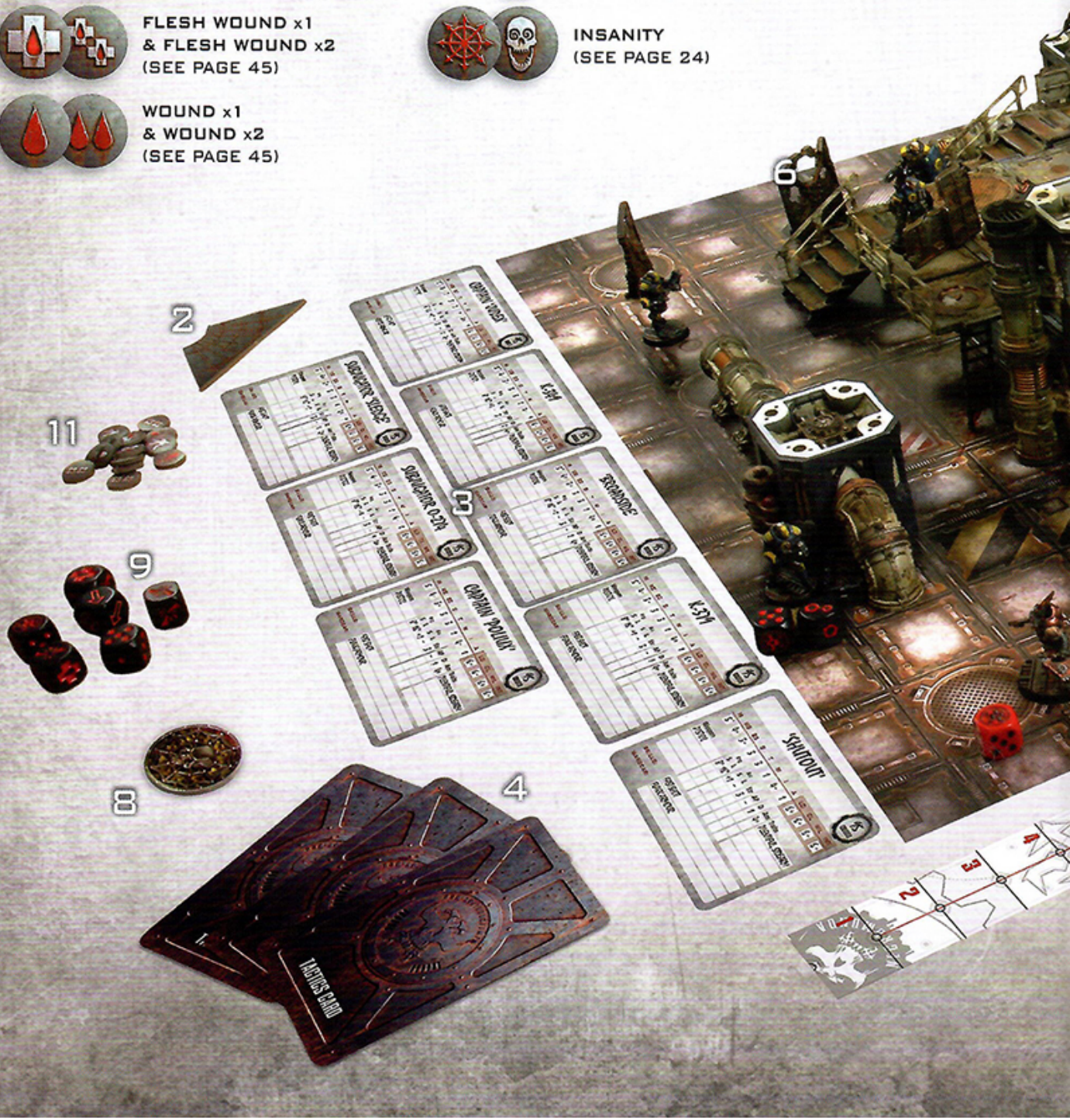
CONCUSSION
(SEE PAGE 119)

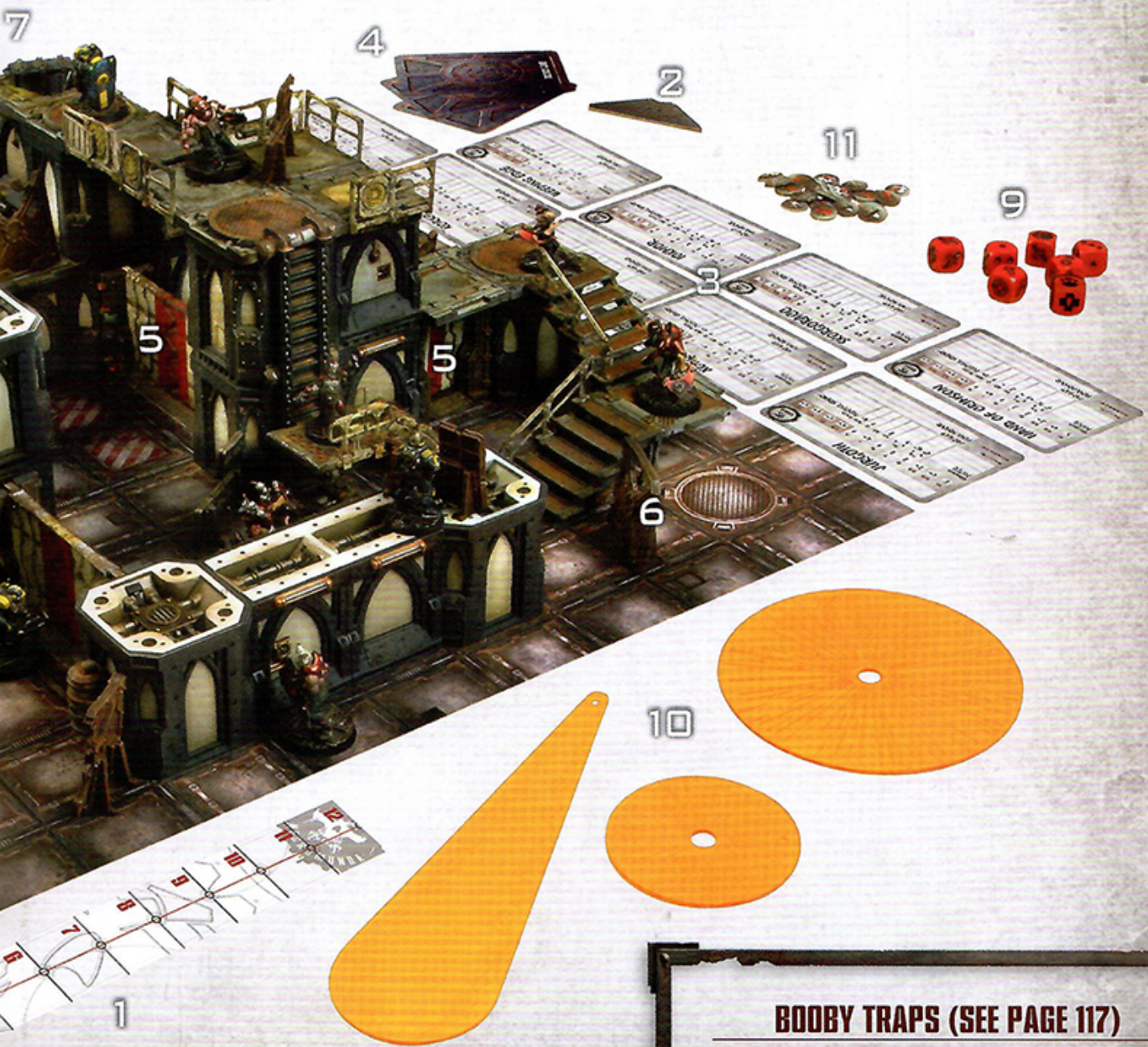
INSANITY
(SEE PAGE 24)



BOX CONTENTS

The Necromunda: Dark Uprising boxed set features a wealth of accessories, components and gaming aids. Below is a run-down of the box contents, with a handy guide showing where in this rulebook further details of each item can be found.

1. Range ruler (see page 22).
2. Vision Arc template (see page 19).
3. Fighter cards (see page 16).
4. Tactics cards (see page 83).
5. Doors (see page 25).
6. Barricades (see page 20).
7. Loot casket (see page 87).
8. Priority marker (see page 30).
9. Dice (see page 18).
10. Blast markers & Flame template (see pages 39 & 40).
11. Tokens (see opposite).



BOOBY TRAPS (SEE PAGE 117)

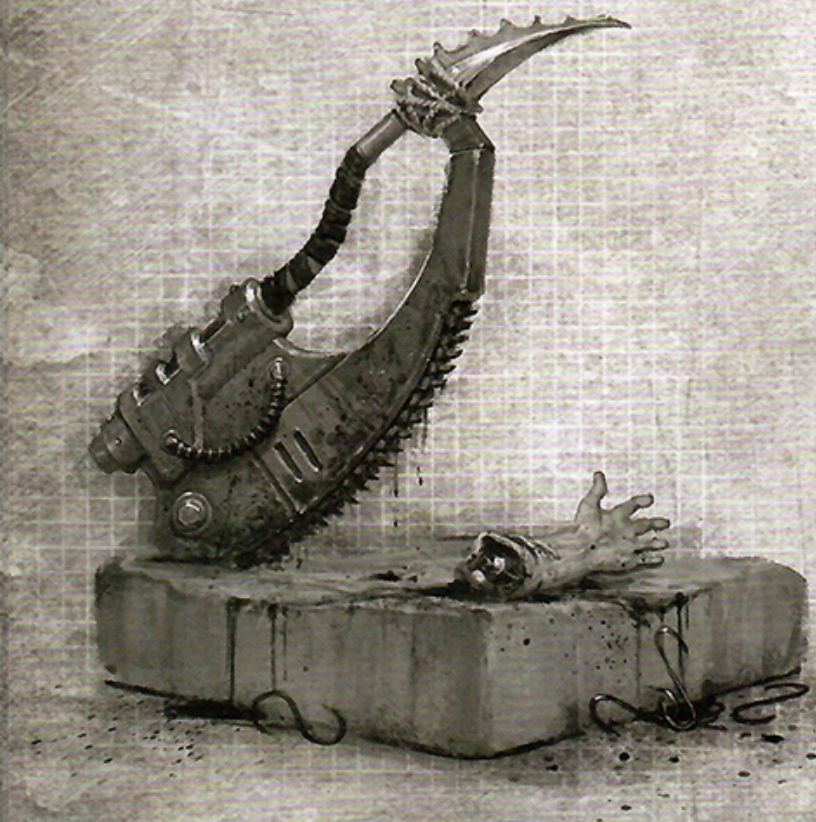


MELTA TRAP GAS TRAP FRAG TRAP

NECROMUNDA: DARK UPRISING

Rebellion is a poison that runs deep within Necromunda. Each time it bubbles to the surface, industries wither and populations perish, corrupted by false promises of freedom and power. Only the iron will of the Imperial House maintains a semblance of order, its chains of duty wrapped tightly around the throats of the other Houses and their peons, lest they forget their place. It is an ancient system that has preserved order for millennia, for as brutal as the rule of the Imperium might be, it is far better to live beneath the master's lash than become food for the horrors that stalk the wastes beyond the hive's armoured shell.

Necromunda: Dark Uprising follows the fall of Hive Arcos and its descent into madness and cannibalism. It is a dark fate that could happen to any of Necromunda's hives, even the mighty Hive Primus. Each great city is but a ganger's death rattle away from starvation, suffocation and anarchy. The death of a hive, of course, is never an easy thing. Millions of hivers, Guilders, gangers and nobles together make up the teeming population of each great city, and none are willing to give up their lives easily. So it was with Hive Arcos, the war to save it stretching over bloody years, and only ending when its sedition threatened to spill out into the world beyond its walls.



HIVE ARCOS

Under the beneficence of Lord Helmawr, a thousand hives thrive upon the surface of Necromunda. From the grand spires of the Palatine Cluster and its majestic Hive Primus, to the narrow peaks of Gothrul's Needle or the sump-washed coasts surrounding Hive Umbros, billions of citizens toil ceaselessly for the glory of the lords of Necromunda and the God-Emperor to whom it belongs. Each worker crafts their wares knowing that they are but a mote of light in the gleaming constellation of the Imperium, their efforts the price for both the continued sufferance of the Imperial House and the protection it offers. Yet even the most well-cared-for child can grow ungrateful. Lord Helmawr's Palanite Enforcers prowl the streets and domes of his vast kingdom, seeking out dissidents among the populace. Any sedition is swiftly dealt with, be it instigated by a lowly manufactorum worker, moneyed Guilder or upstart noble. Lord Helmawr knows his enemies well – records kept by the Imperial House stretch back across thousands of years, detailing usurpers, rebel kings and even xenos interlopers; all who were intent on claiming a piece of Necromunda for themselves. It is all the more tragic then that when the doom of Hive Arcos came, Lord Helmawr's agents did not see it for what it was until it was far too late.

Hive Arcos stands in the shadow of the Spoil. It is a spike driven into the trans-hemisphere crossroads where the Great Ash Road meets the northern mining highways and the old ration-stop railhead, providing a gateway between the wastes above and the underearth below. Known variously as Lycon's Spear, the Butcher's Tower and the Red Hive, Arcos was also a nexus for the Corpse Grinders: Guilds given over to the production of corpse-starch and proteyn in all its many forms. A steady supply of bodies from the open-cut mines of the Spoil and the depths of the underearth ensured that the cults could produce goods well in excess of the needs of Arcos. When corpse-starch ration supplies in nearby hives failed or grew scarce, the vaults of Arcos would open to them, granting a lifeline of continued existence. Perhaps more importantly, the standing of Arcos in the eyes of the Imperial House was elevated by the

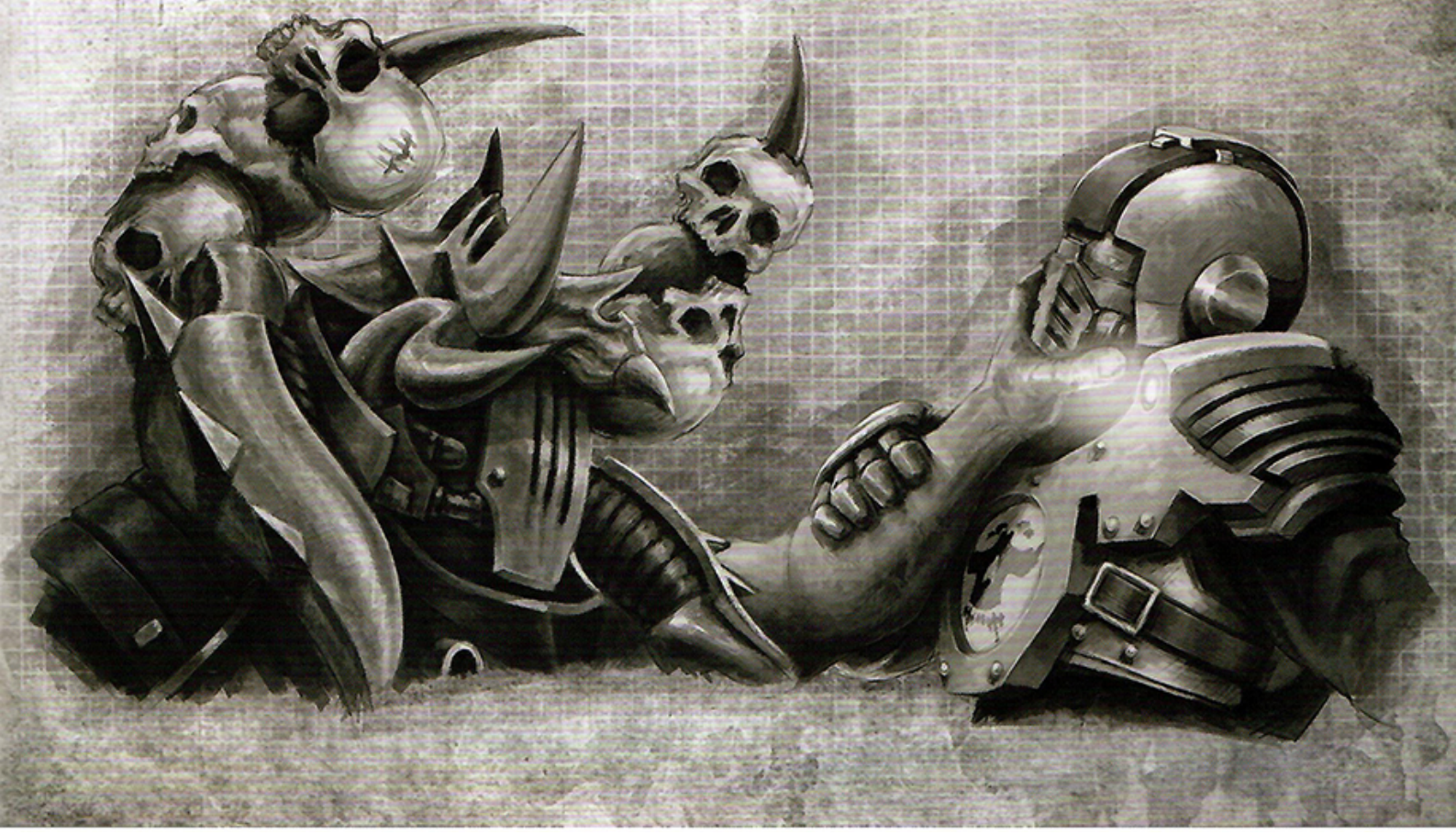
presence of its extensive fleshworks, where Corpse Grinder meat-cultivators vat-grew the most rare and exquisite cuts of flesh. These decadent morsels were conveyed over the roiling cloudways via stratoplane to spires and cloud-borne sky-palaces across the planet, the crossed-cleaver stamp of the Butcher's Tower synonymous with only the finest meats.

It is perhaps unsurprising that Arcos was given some latitude for self-governance by Lord Helmawr. Guilder councils oversaw the control of the mid-hive regions, and within these councils the Corpse Grinders held the greatest sway. When output fell, the Corpse Grinder Cult leaders found ways to make up the shortfall from the local populace, entire settlements sometimes vanishing overnight so that numbers were met and Lord Helmawr's gaze remained averted. Likewise, local Enforcer precinct captains and Guilder bosses enjoyed the Corpse Grinders' coin and frequently allowed them the largesse to do as they pleased below the Wall that divided spire from the hive proper.

Despite the corruption in its heart, the Corpse Grinder Guild was not initially a nest of rebellion or Chaos worship, but merely a vector for its arrival into Arcos. Ultimately, the madness would come from the meat itself, and infect the lowest levels of the cult long before its leaders succumbed, drawing countless citizens into the depths of cannibalism and fury before it was done.

Jova gorged himself on the human thing at his feet. Once, the idea of ripping bloody gobbets of flesh from anything would have filled him with revulsion and fear – his stomach turning at the idea of raw, bleeding muscle sliding down his throat, his heart racing that the God-Emperor might descend from on-high to smite Jova for his sins. Now only hunger ruled his thoughts. When the gasping, struggling thing he was eating tried to crawl away, his only response was to clamp his jaws down harder and dig his fingers deeper into its flesh.

For long, blissful moments, Jova fed, until his face and hands were caked with gore. But already this meal was growing cold, its life leaking out in a rapidly spreading crimson pool, and the joy of murder was fading. Looking up from his kill, Jova could see that the feast was ending, his meat-brothers carving off strips of flesh and hacking off limbs for the journey ahead. Jova took up his blade and did likewise, the human thing no longer protesting as he carved it apart. Through the blood, he could already smell the scent of fresh victims and the hunger, so briefly tamed, was returning in full force to torment him. Like a single beast, the cult brothers moved on, the way uphive before them. Jova followed in their wake, the voice in his head urging him on with promises of blood and slaughter to come.



CORPSE GUILDS

Necromunda is a world of cycles, its days a great wheel that never slows or ceases. As the wheel turns, so too is everything on Necromunda born, killed and born again – as air and water are recycled endlessly, the stuff of the dead finds continued purpose in the stomachs of the living. Paradoxically, the idea of cannibalism is anathema to the citizens of Necromunda, who look with pity and hatred upon those debased creatures that would feed upon the flesh of their own kind. But necessity, and the vast hunger of the planet's population, demands that protein must be taken from the most abundant source available. And so the great lie of the Corpse Guilds is embraced. Bodies carried off by the Guilds are rendered down, ground to dust and meat fragments, and processed into refined protein, before being blessed by the Imperial House as sanctified and fit for consumption. What was once human flesh is now 'corpse-starch', 'proteyn' or 'butcher's paste', and life to the billions who rely upon it.

It is an easy lie to believe... when one is not forced to look behind the curtain and see how the meat is made. For those saw-wielding workers who carve up corpses, rip out slimy gizzards or wriggling organs and throw the pieces in the grinders, it is a different matter. Keen-eyed overseers watch these workers closely for signs of insanity or despair, and it is not uncommon for a worker to turn their saw upon their own throat or step senselessly into the grinder having looked once too often into the cold, dead eyes of their fellow hivers. Of more concern to the overseers than those who add their own flesh to the production line, are those that steal from it. Furtively, these workers snatch pieces of flesh from the gore-spattered edges of their machines, gobbling them up quickly and hoping no one has seen, or surreptitiously lick the ragged edge of their saw blades, enjoying the taste of their own fresh blood mixing with the congealed gore.

For these madmen, the blessing of the grinder is denied, for their masters dare not risk the taint they carry being spread any further. Instead, should they be discovered, their fate is to be slowly dissolved alive in a vat of acidic cleaning solution, sealed in a meat barrel until starvation quiets their ravings or cast naked out of the hive, to choke down their last breaths even as their skin blisters and sloughs from their bones.

Even those who do not succumb to the madness of the meat-works production line find their sanity irrevocably eroded. Thus are the manufactorum workers replaced frequently, lest true insanity take them, and sent to work at more mundane tasks elsewhere in the hive. Despite these precautions, many meat workers speak of hearing voices, or seeing strange, skull-shaped runes in pools of blood, and even those of once placid demeanours become quick to anger. Such is the fate of those who work for the Corpse Guilds.



TAINTED MEAT

The first warning signs of rebellion went unnoticed within Hive Arcos. Stories of monsters prowling the hive depths, domes painted with rust-red icons that crawled and twisted, and entire holesteads vanishing as if the hive itself had swallowed them whole were lost in the miasma of tall tales carried by peddlers and dome runners. Death and madness were as thick as the recycled air down in hive bottom and no one who lived there had any doubt that they shared the dark with any number of horrors. The discovery of crude fanes filled with gnawed human bones was blamed on muties, while the production spikes reported by the Corpse Guild were hailed as a triumph for the nobles of Arcos, even though some within the Guild whispered that the flesh lockers were all but empty. Other signs too went unnoticed, such as the increase in consumption of corpse-starch rations, shift-overseers dolling out larger portions and citizens falling upon them with ever-increasing mania. Had the other Guilds held more power, or the Enforcers of Arcos been more diligent in their duty, something might have been done sooner.

In the end, it was the weakness of one man that revealed the simmering rebellion in Necromunda's midst, and condemned Hive Arcos to the heretic's fate. Lord Acillious Kornous of the noble Kornous line had ruled Arcos for generations, his ancestors having broken away from the Great House Greim centuries ago. Having carved out a place among the upper echelons of Necromundan society and cultivated a reputation as a provider of the finest flesh morsels, Acillious was loath to ask too many questions of the cults that provided him with his power. Even when the skin-vat keepers began experimenting with 'spices', Acillious did not complain, his peers gobbling up the offerings of Arcos readily. In truth, this was the first signs of the Blood God's taint, and in the dark places of the hive, gatherings of Corpse Grinders were chanting prayers over mounds of unprocessed corpses. Through these offerings of corrupted meat, the power of Chaos began worming its way into the souls of those who consumed it. As with all things on Necromunda, it was not the nobles who paid the price for Acillious' ignorance, but rather the drudging masses who toiled beneath his feet.

Eager for anything to break the monotony of their lives, the spiced meat and 'blessed' corpse-starch offerings of the Corpse Grinders were snatched up by the mid-hivers, Guilders, Clan Houses and all their kin. Slowly, the madness crept into Arcos through the meat, the number of atrocities and murder between hive dwellers steadily climbing as neighbours turned upon each other and consumed the weak. Even then, heightened levels of unrest and tales of blood cults, cannibal kings and serial killers were nothing new to Hive Arcos; the Enforcers purging hab levels and executing offenders without bothering to question the ravings of their prisoners.

Meanwhile, a dark transformation was taking place in the underhive. Settlements became the hiding places for Chaos fanes, and where holesteads once stood, charnel pits were dug to hold the Corpse Grinders' gory bounty. As the influence of the cult spread, one by one, outlaws and mutants bowed down before the profane icons of the Lord of Skin and Sinew. When news of rebellion and mass revolt in the lower hive reached Acillious, his first thoughts were not for his people, nor of the role the Corpse Grinders might have played in the uprising, but just what he was going to tell Lord Helmawr…



JUGARNOK
LODGE OF TWISTED HORNS
CORPSE GRINDER CULT



"Hunger and desperation are the bedrock of Necromundan society, and you only have to look down to see both in the faces of the poor wretch just beneath your boots."

Abeern Harden,
Precinct Warden,
Sump-rig City

Enforcers burst out of the tunnels, their shotguns and bolters thundering in the dark. Orlock gangers were cut down by the indiscriminate fire, most thrown to the ground in sprays of blood before they even knew they were under attack. Patrol-sergeant Caine smiled at the carnage he had unleashed, his jagged facial scar distorting the expression into a sneer. Judgement was coming for Arcos, and by the grace of Lord Helmawr and the wisdom of Provost Marshal Hale he would be the one to dispense it.

Striding out into the battle, Caine fired his bolt pistol into the boiling mass of foes. Each booming retort saw another ganger thrown from their feet, gory chunks of flesh torn from limbs, torsos or heads. His Palanite Enforcers cut their targets apart with methodical precision, the tunnel walls painted with blood and the floor piled with bodies. Such rabble could not hope to match the might of the Imperial House, though the gangers fought to the last giving no ground, a desperate fear in their eyes.

All too soon the screams ended, gunsmoke hanging heavy in the air; the only sound the heavy boots of Caine's enforcers as they secured the perimeter. A bubbling gasp caught the patrol-sergeant's attention, his gaze fixing on a ganger drawing their last. Standing over the stricken rebel, Caine levelled his pistol, ready to dispense Lord Helmawr's mercy.

'You should have run,' Caine told the dying man.

'No…' whispered the ganger through a mouthful of blood. 'There is nowhere to run any more…'

Out in the darkness, the sound of meat-saws whirring to life could be heard.

THE LORD OF SKIN AND SINEW

Khorne, the Blood God, is a deity as ancient as killing itself and, it is said, that when the first creature spilled the blood of the second, a new god awoke from the darkness and took form within the Warp. Since his birth, Khorne has revelled in war and murder, things the races of the galaxy excel at, and he has found no shortage of champions to claim skulls in his name. On Necromunda, the Blood God has manifested in many cults and cabals, some knowingly serving him, others spilling blood in his name unwittingly. Khorne feeds on hatred, rage and murder, and the deeper within a hive his followers go, the richer their hunting grounds become.

In Hive Arcos, worshippers saw Khorne as a cannibal god they called the Lord of Skin and Sinew, the Meat Father or the Ravenous One. His cults taught the ways of feasting on the living and devouring the still-warm meat of fallen enemies. In the blood of their victims they believed lay the ultimate domination of their foes and a means by which to steal their power. For the savagery of their practices, the Lord of Skin and Sinew rewarded their beliefs with reality, and those who feasted in his name soon grew strong, their muscles bulging under the bounty of their cannibal banquets, and their souls filled with rage. Such gifts came at a price, of course, and along with strength and power came hunger – for no matter how deeply they gorged themselves, the cultists could not be sated, and forever sought out fresh meat for their sacrificial tables.

FALL OF A HIVE

Time, and the endless ash wind, scours Necromunda clean of its mistakes. After a hive falls to ruin, rebellion or madness, the Imperial House, having done its best to save what wealth it can, abandons the unfortunates to their fate. As their agents make their exfiltration, ash gates and tox-seals are blown, exposing the hive's interior to the brutal embrace of Necromunda's atmosphere. Within a cycle, the hive dies, its ancient systems grinding to a halt and with them countless life-sustaining machines. Those left behind freeze, choke or starve, as their already hostile home becomes utterly deadly. Some might survive for a time deep within the hive depths or sealed off in the spire, but cut off from the life-sustaining industries of their world, their days are numbered. In time, even these few survivors will perish. What follows is a long silence, broken only by the scrabbling of ash scavengers and the creak of rusting spire masts. Eventually, the hive will be reclaimed, reborn and restored to life and service for the Imperial House, but not for years – first its sins must be scrubbed away by the passage of time.

This was to be the ultimate fate of Hive Arcos, and from the moment the first Corpse Grinder placed an offering on Khorne's bloody altar, its course was set. Yet in those first cycles of the uprising, Acillious and his cronies still clung to the illusion of their power, believing that they could crush the rebellion and restore order before the gaze of the Imperial House fell upon them. What followed was a string of defeats. Expeditions to the Moaning Deeps, the Sump-rig City Crisis and Last Stand of the Theta Precinct became highlights in Acillious' failures; the ineffective Enforcer cadres of Arcos paying in blood for their centuries of complacency. Only when the downhive fires of the uprising could be seen from the grand concourses of the Commerica Districts of mid-hive, did word at last find its way to Lord Helmawr. As always, the Imperial House's justice was swift and brutal.

Armoured stratoplanes descended on Hive Arcos, their holds filled with Lord Helmawr's elite Palanite Subjugators and their tools of suppression. With them came Provost Marshal Seralos Hale, one of Helmawr's most trusted agents and a veteran of a dozen insurrections and purges. She had little patience for Acillious' underlings and her first task was to deliver Helmawr's punishment to her Hive Arcos counterpart. Local Enforcers were absorbed by Hale and her Palanites, and order was swiftly restored to the upper hive, the Wall reinforced and a plan put into place to crush the rebellion. At the same time as the Palanite Subjugators were taking control of the crumbling realm, a blood-soaked leader was rising from among the rebel Corpse Grinder Cults. A meat-saw worker of little note, Xor the Keeper, had become a host to the madness of the Lord of Skin and Sinew. His bulging muscles and mangled flesh constantly leaked crimson streams of gore, driven out of his body by the dark thing that now wore his face. Xor sought only more meat for his followers, and more flesh for his own insatiable appetite. This was the lust that drove Xor and the Corpse Grinders upwards through the hive, each enemy devoured granting them more strength.

Caught between the pitiless will of Provost Marshal Hale and the raving madness of Xor were millions of souls and, perhaps most important of all, thousands of gangs and Guilders yet to pick a side. These men and women would become the foot soldiers in both armies; their timely arrivals, sudden betrayals and enduring self-interest defining the war. And while in the end the result was to be the same, Hive Arcos and its people did not fall without a fight.

Zoerina laughed so hard her eyes watered and she almost dropped her bolter. And she kept on laughing even while her gang sisters – the handful who were still breathing – watched with tired eyes and waited for their leader to finish. Three hundred bloody cycles it had taken the Sump-Rig City Sirens to fight their way up from the hive depths, scavenging for food and ammo all the way. Cannibal crazies had been hunting Zoerina and her girls since they left the underhive and they had put down every one that got in their way. Now she stood on the edge of the Wall, as close to the heavens as a gutter-orphan from Prospector's Rest was ever likely to get.

And they were gone; every sump-sucking one of them was gone. The crumpled evac order in her hand seemed pointless now; its promise of salvation as empty as the landing domes overhead. She should have listened to her second, Vixen – two hundred cycles dead – and taken the Sirens out into the wastes rather than trust to Helmawr's benevolence. Nothing for it now.

Letting her laughter die, Zoerina checked her bolter's magazine and gave a nod to her girls, before turning back toward the tunnel down hive. The sound of saws and screams drifted up from the darkness below. Maybe they could make it… maybe…

THE FALL OF HIVE ARCOS

TIME OF INSURRECTION

The uprising in Hive Arcos begins with a collection of seemingly unrelated events. In its first year, the hive nobles think little of the discontent growing beneath their feet and, by their apathy, the curse of the Corpse Grinders is allowed to flourish.

THE RED TOWER

Lord Acillious turns Hive Arcos into a vast meat-works; House Kornous growing rich off the proteyn trade. To the surrounding wastes and hives, Arcos is known as the Butcher's Tower, a manufactorum for the mass production of meat, and a slaughterhouse into which a constant stream of flesh flows.

MEAT FOR THE MACHINE

During this time, the Corpse Grinder Cults wax strong in the bowels of Hive Arcos, their popularity fuelled by the immense power the meat-works now wields. Slogans like '*Meat is Life!*' and '*Meat for the Machine!*' can be seen scrawled on the walls of hab blocks, citizens offering up whispered thanks to the meat-works as they pass them by.

KILLER OF EIGHT POINTS

A serial killer stalks the streets of Eight Points, the largest district of Arcos Hive City. Despite the efforts of the local Enforcers, the murderer evades capture. More disturbing than the killings are the dark messages that the killer leaves carved into its victims – nonsense rhymes and strange symbols hinting at an impending doom.

SUMP-RIG CITY CRISIS

Meat riots erupt in Sump-rig City when proteyn and corpse-starch deliveries are delayed. Arcosi Enforcer patrols prove woefully ineffective against rioting gangs of hivers, who display a disturbing level of organisation and savagery.

ENTER THE PALANITE

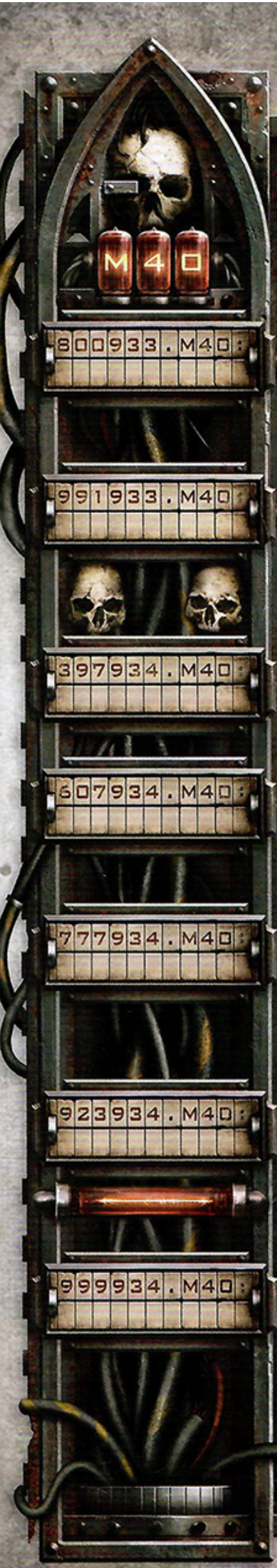
Helmawr dispatches Lord Provost Marshal Hale to Hive Arcos along with a Subjugator Battalion. Despite Lord Acillious' protests, Hale leads her battalion into the lower levels of Arcos Hive City and discovers a lawless realm ruled over by the meat cults, the local Enforcers having retreated to the upper hive and left those below to their fate.

A BLOODY MASTER

During Hale's first expeditions into the blood-soaked depths of Hive Arcos, the leader of the meat cults is revealed. Xor the Keeper, a meat-works drudge, rules over a cannibal empire dedicated to the Lord of Skin and Sinew, with but a single purpose – to turn Hive Arcos into an abattoir.

BATTLE FOR THE CORPSE FARMS

Hale's Subjugators, supplemented by Arcosi Enforcer patrols and gang regiments, move into the meat-works manufactoria levels. The Provost Marshal storms the food stores of the Corpse Grinders in the hopes of starving them out. After a series of savage battles, Xor's followers retreat into the underhive and Lord Acillious declares the uprising crushed.



TIME OF DAMNATION

Despite savage battles to uproot the Corpse Grinders, tainted meat has spread throughout Hive Arcos. Millions of people have embraced the corrupted teachings of the cult, and billions more have been murdered to feed the cult.

A THOUSAND CUTS

Despite her victories, Hale comes to the realisation that the corruption of the Corpse Grinder Cults has infected every part of the hive. Even as her Subjugators chase Xor and his most devoted followers into the underhive, thousands of splinter cults appear in Hive City and the Spire, driving the Butcher's Tower into chaos.

JAWS OF THE MEAT LORD

After over a year of fighting, the Corpse Grinders are at last ready to unleash their full might upon Hive Arcos. Gifted with the blessing of the Lord of Skin and Sinew, Xor launches a massive attack from below, while blood cults throughout the hive drive downwards to meet him – Hale's Subjugators and her allies caught in the middle.

BATTLE OF EIGHT POINTS

Months of fighting see the Subjugators pushed back to Eight Points in Hive City. Despite staggering losses and weeks of brutal fighting, Xor's followers claim victory, and Hale's army is forced to retreat upwards.

TIDE OF GORE

A dozen major battles mark the Subjugator's retreat to the Spire. At each dome, populations are either abandoned or euthanised with flame, lest they provide more meat for the cultists. The few citizens who have not yet chosen a side are given the unenviable task of facing Hale's brutal judgement or Xor's savage hunger.

ON THE WALL

The last great battle for Arcos takes place on the wall between Hive City and the Spire. Thousands of Enforcers, militia and citizen auxilia face millions of Corpse Grinders. In the end, most of the defenders break – realising that they have been abandoned by their leaders and are fighting to protect a hive that has already fallen to Chaos.

BLOOD FOR BLOOD, MEAT FOR THE MEAT LORD

Xor and his faithful rampage through the hive, turning on each other in their hunger for flesh. A manifestation of the Lord of Skin and Sinew bursts forth from Xor's body and, in those last hours, the Daemon feeds ravenously upon all those around it. Those left alive in the hive spend their final moments either consumed by madness or cowering in terror.

ASH AND MEMORIES

Teams of veteran Subjugators set melta charges around the hive's gigantic exhaust ducts, Hale herself fighting up to the crown of the Spire before departing via stratoplane. Within days, the hive has become uninhabitable to all life. Lord Helmawr's scribes make a note of Hive Arcos' fate and quarantine it by Imperial Order, proclaiming it *Perditus Mortis* – a Grave Hive.



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.

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 that follow.

Additionally, this section deals with the types of dice used, measurement, line of sight, and offers an overview of terrain in the underhive.

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

CHARACTERISTICS PROFILES

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

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

"Choose your fights before your fights choose you."

Necromundan underhive saying

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: Dark Uprising 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 (see page 15).
4. The weapons the fighter is carrying.
5. Any skills the fighter may have.
6. Any equipment (including armour) carried by the fighter.

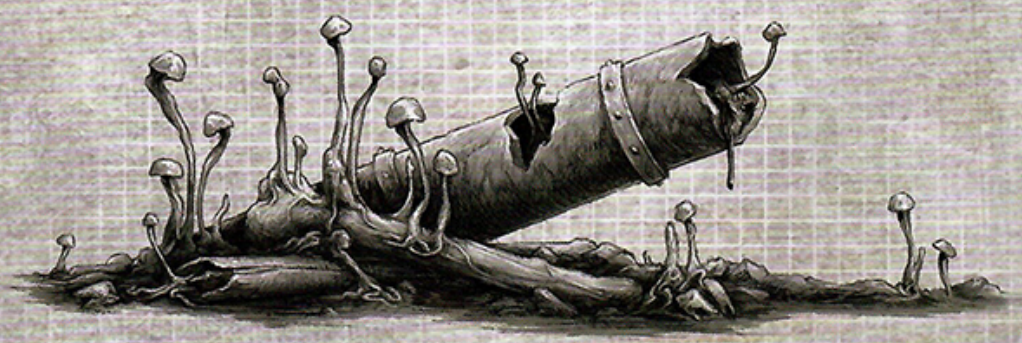
1 GRUOLOK (GANGER) **2 135 CREDITS**

3 M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
5"	3+	5+	3	3	1	4+	1	7+	7+	8+	9+

4 Weapon	Rng S	Rng L	Acc S	Acc L	Str	AP	D	Am	Traits
HEAVY CHAIN CLEAVER	-	E	-	+1	S+2	-2	2	-	MELEE, SEVER
BUTCHER'S CLEAVER	-	E	-	-	S+1	-1	1	-	DISARM, MELEE

SKILLS: 5

WARGEAR: SKINNER'S MASK, PLATE MAIL ARMOUR 6



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, the following is the profile of an Enforcer boltgun:

	Rng		Acc						
Weapon	**S**	**L**	**S**	**L**	**Str**	**AP**	**D**	**Am**	**Traits**
Enforcer boltgun	12"	24"	+1	-	4	-1	2	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 with 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 40. 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 122.

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 45.

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 or 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.

DICE

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

D6 – This is a regular six-sided dice which is 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.



ENFORCER M-913
PATROL ETA-BLUE-M
ETA SECTOR, HIVE TRAZIOR
PALANITE ENFORCERS

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.

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.

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.

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

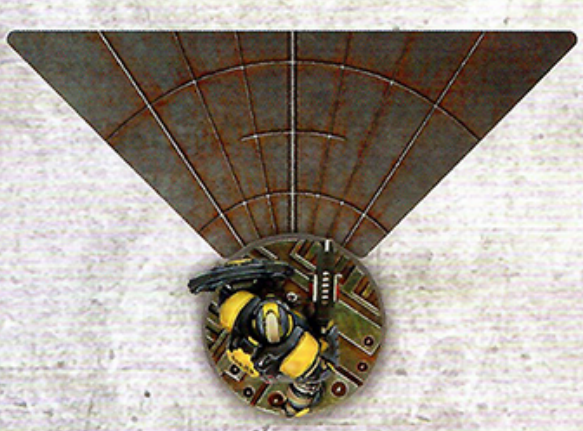
This is a six-sided dice, marked with a Hit symbol on two faces and an arrow on each of the other four. The Hit symbol also incorporates a small arrow. This dice is used to determine random directions, and is most often used when firing weapons that have the Blast (X) trait.

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 shadow-shrouded 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° 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: Dark Uprising boxed set.



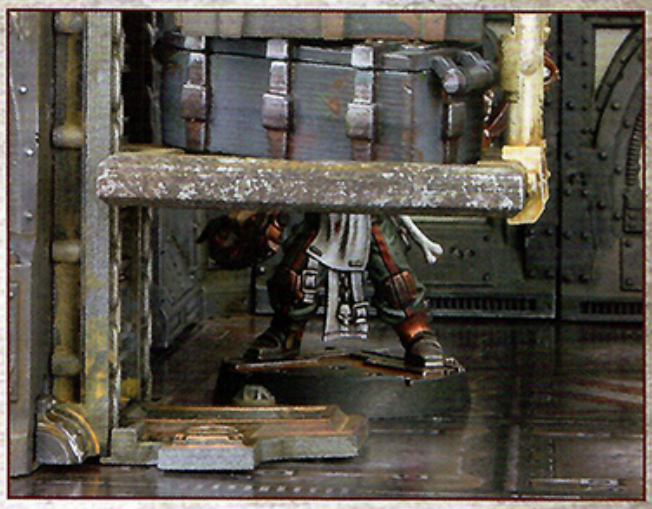
LINE OF SIGHT

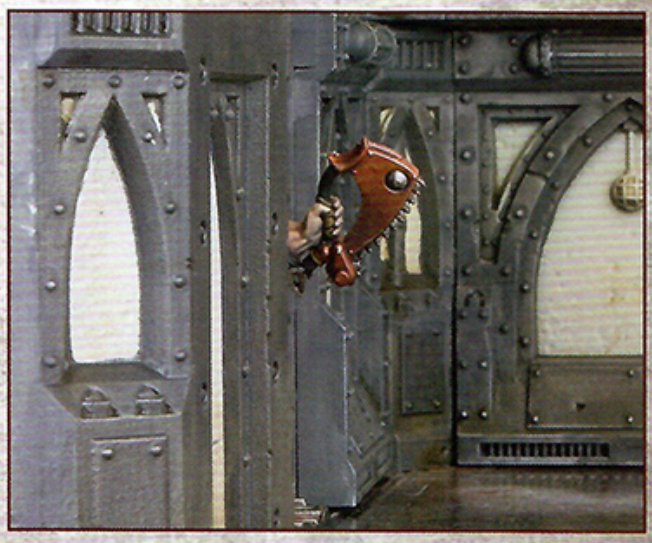
While a fighter's vision arc is determined by their facing, their line of sight (i.e., what they can see) is determined by the presence of terrain and other fighters. Unlike measuring distances, which can only be done when the rules call for it, a fighter's line of sight can be checked at any time.

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.*



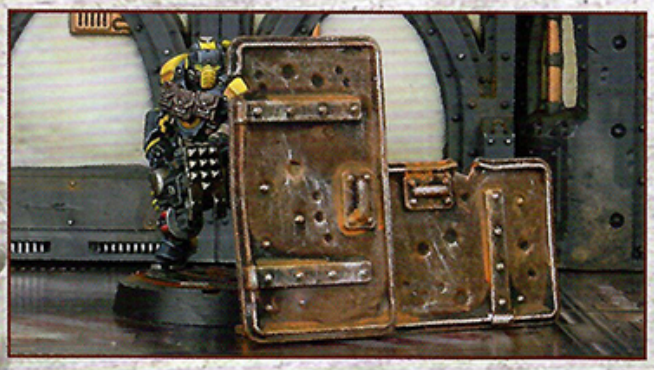
COVER

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 on page 38.







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.

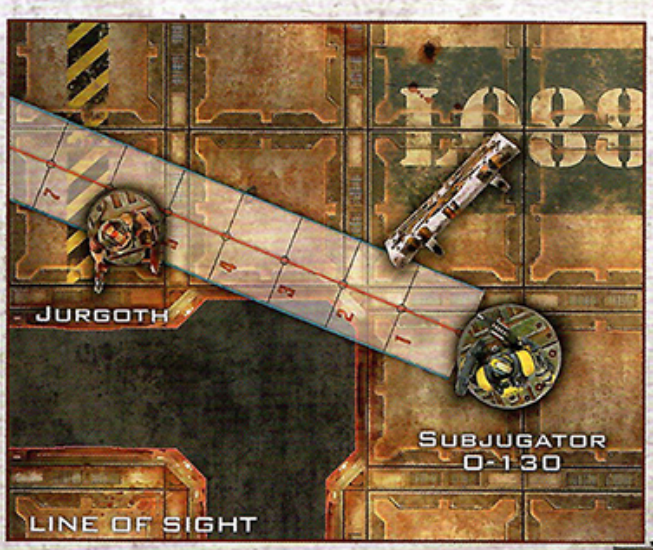
COVER

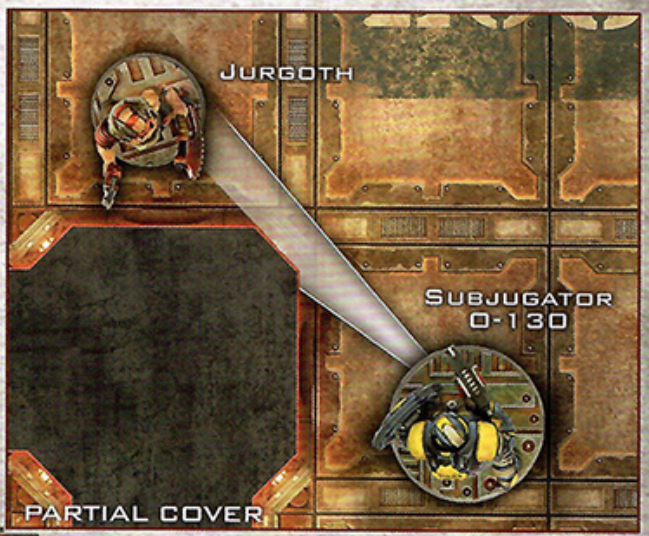
To see if a target is in cover, trace a straight line from the centre of the attacker's base to the base of the target. Ignore friendly fighters in base contact with the attacker and any obstacles within 1" of the attacker.

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.







MEASUREMENT

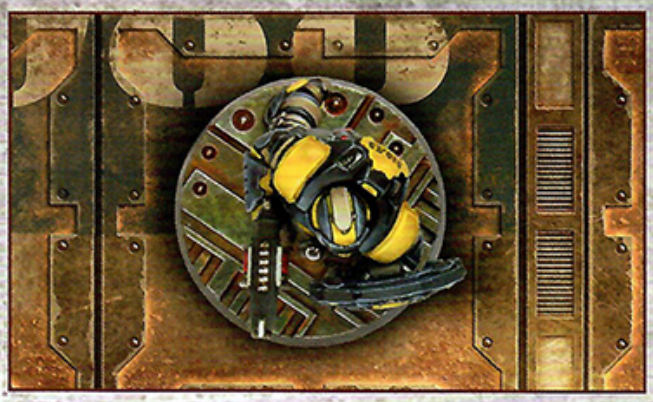
Necromunda is a game that relies greatly on players measuring distances, be it between two fighters when making a ranged attack, or the distance a fighter can move during their activation.

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 (eg, 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 opposite.





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!



ENFORCER 'SIDEWINDER'
PATROL PI-CYAN-U
PI SECTOR, HIVE PRIMUS
PALANITE ENFORCERS

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, 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:

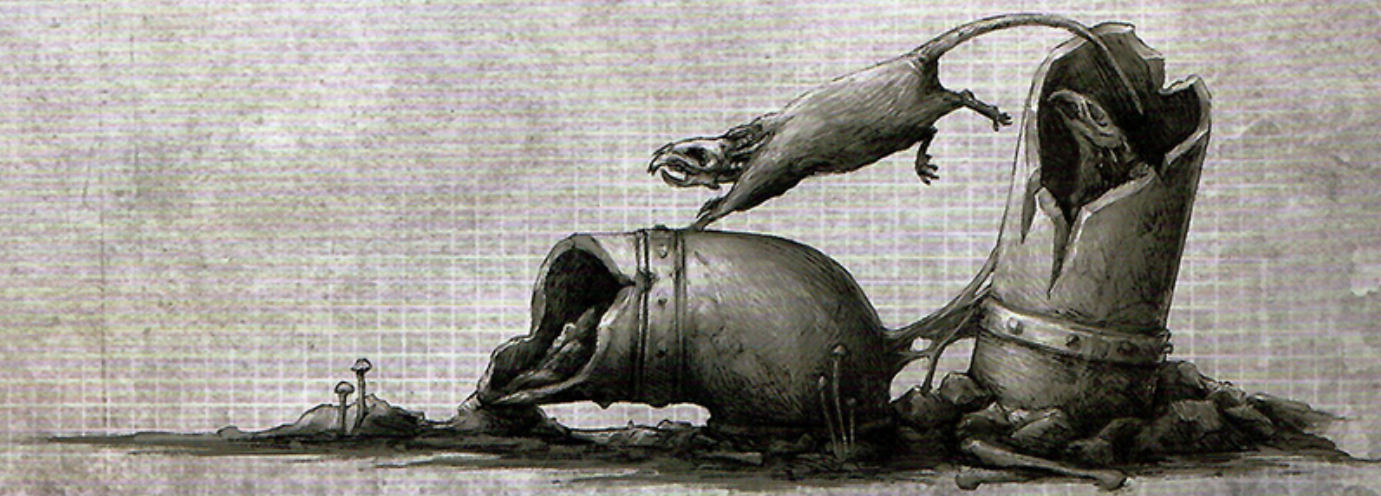
Whilst Prone, a fighter will always be subject to one of two Secondary Statuses as well: Pinned or Seriously Injured. This Secondary Status will affect the actions a Prone fighter may perform and the way in which other fighters may interact with them.

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.



BLUNAZ
LODGE OF THE SEVERED VESSEL
CORPSE GRINDER CULT

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 that follow 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.

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 lend 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 – 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 bottleneck or forced to risk a dash across open terrain. Consequently, battles fought over this type of terrain are often very tense affairs as 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 block both line of sight and measurement as described previously, and can be considered impassable terrain if both players agree. Impassable terrain cannot, as the name suggests, be moved across.

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 68).

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 33).

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 (as follows). Instead, they must perform an Access Door Terminal (Basic) action or a Force Door (Basic) action (see page 33) 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 is 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 massive 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 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.





ENFORCER SERGEANT S-510
PATROL OMICRON-GOLD-S
KAPPA SECTOR, HIVE TRAZIOR
PALANITE ENFORCERS



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 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 who 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.



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: Dark Uprising 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: Dark Uprising boxed set contains 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.



HUZRA
LODGE OF BLISTERING GRISTLE
CORPSE GRINDER CULT

THE ACTION PHASE

The Action phase consists of the following steps:

FLEEING THE BATTLEFIELD
ACTIVATE FIGHTERS

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 34.

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 37.
- 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 37.
- Attempt to jump down to a level below – see page 37.

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 weapons 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 Loot Casket is opened. However, subtract 1 from the roll to determine the Loot Casket's contents, to a minimum of 1.



ENFORCER 'CYCLONE'
PATROL SIGMA-RED-N
SIGMA SECTOR, HIVE MORTIS
PALANITE ENFORCER

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 Loot 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 Loot 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°. 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 24. 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 as follows, 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 24 – 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. 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 (see page 46).

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

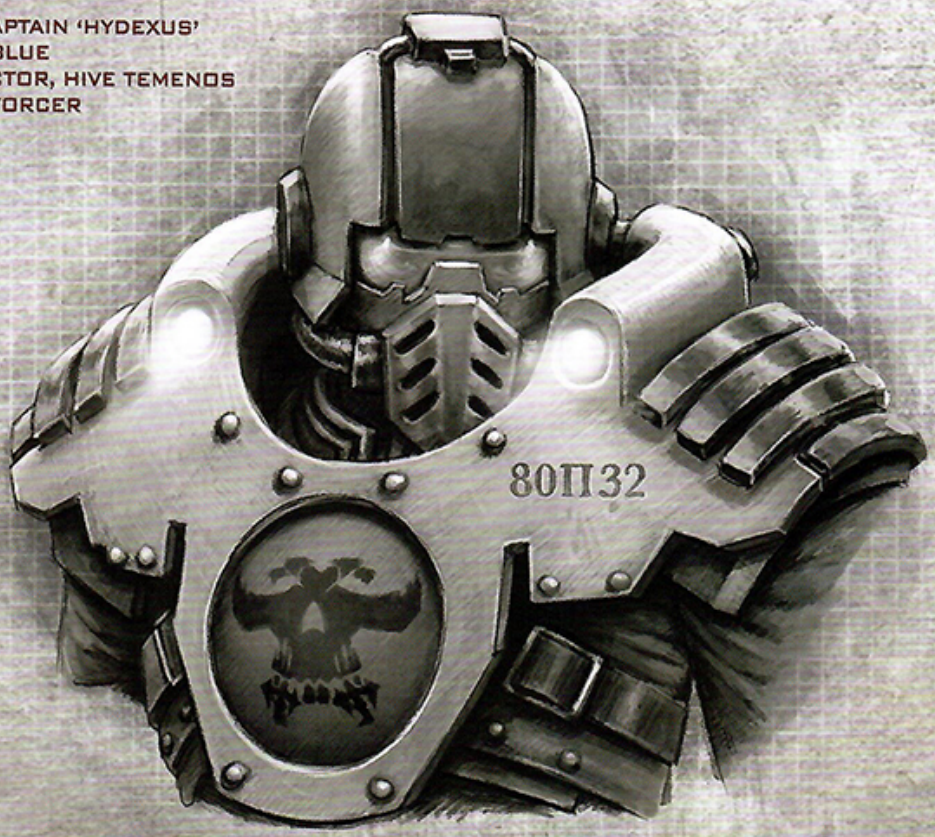
Structures are any terrain feature measuring more than 2" high and more than 2" across, be they free standing or connected to other terrain features in some way. Fighters may climb up and onto structures and between the various levels and platforms of a structure as they move and may end their movement on any level of a structure if there is sufficient space for their base – see Climbing on page 37.

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.

ENFORCER CAPTAIN 'HYDEXUS'
PRECINCT PI-BLUE
OMICRON SECTOR, HIVE TEMENOS
PALANITE ENFORCER



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, as detailed in Falling.

JUMPING DOWN

A fighter may attempt to jump down to a level below them. 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 based on how far they fell, rounded up to the nearest inch, as follows:

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):** If the target is in partial cover (see page 20), apply the modifier.
- **IN FULL COVER (-2):** If the target is in full cover (see page 20), 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.

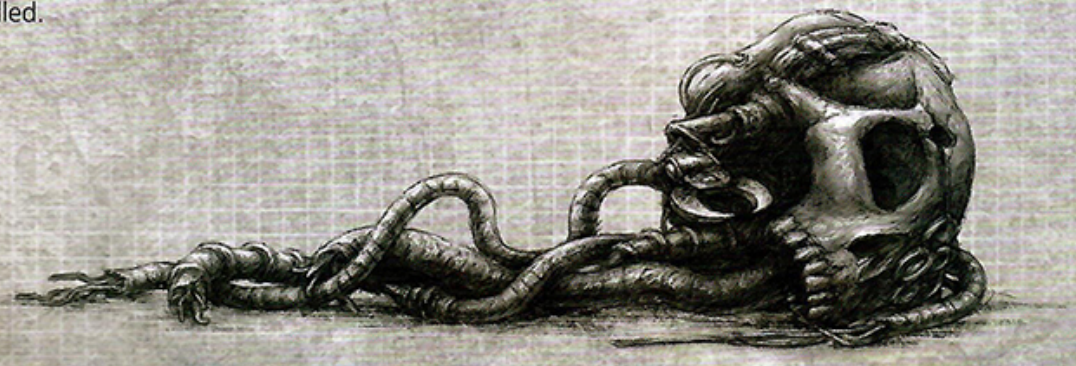
IMPROBABLE SHOTS: If the hit modifiers applied to a ranged attack mean that it is impossible to score a hit, the attack is an Improbable Shot. To make a hit roll for an Improbable Shot, roll a D6. On a 1-5, the attack misses. On a 6, there is a chance that it will hit; make a hit roll as normal, using 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 44.



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 choosing.

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.



ENFORCER H-489
PATROL DELTA-JADE-H
DELTA SECTOR, HIVE PRIMUS
PALANITE ENFORCER

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.

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.



DESPAIR GIVEN FORM
LODGE OF DESTITUTE VOWS
CORPSE GRINDER CULT

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, an Enforcer shotgun may fire both salvo and shredder ammo as standard.

- 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

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 weapon(s) 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 opposite.

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 44.

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+



BREATH LACED WITH BLOOD
LODGE OF SERRATED THOUGHT
CORPSE GRINDER CULT

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 (as follows).
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 43).
- **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

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:

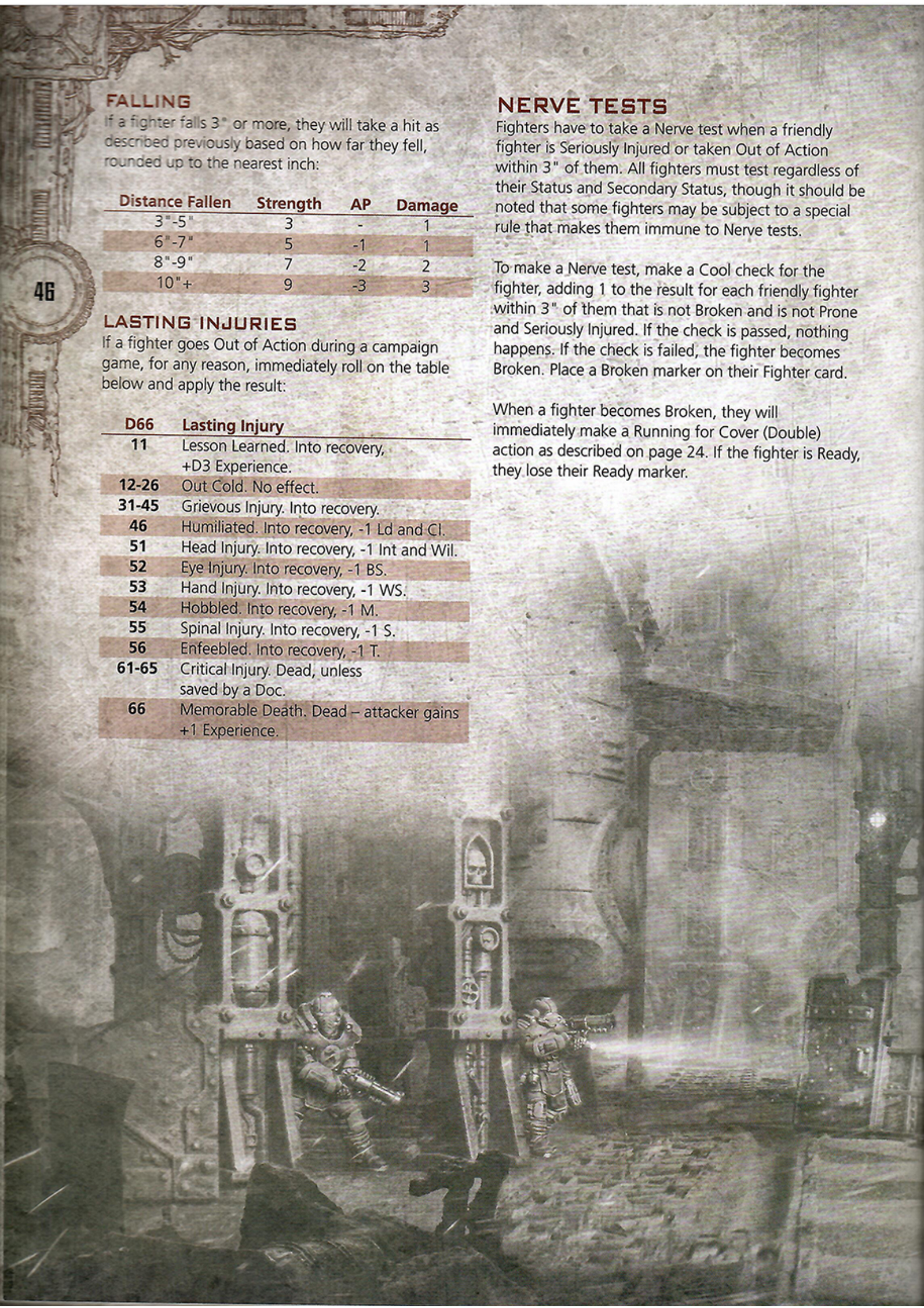
D66	Lasting Injury
11	Lesson Learned. Into recovery, +D3 Experience.
12-26	Out Cold. No effect.
31-45	Grievous Injury. Into recovery.
46	Humiliated. Into recovery, -1 Ld and Cl.
51	Head Injury. Into recovery, -1 Int and Wil.
52	Eye Injury. Into recovery, -1 BS.
53	Hand Injury. Into recovery, -1 WS.
54	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 24. If the fighter is Ready, they lose their Ready marker.



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 68), 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 46.
- 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 45) 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.

THE UPRISING CAMPAIGN

The dark gaze of the Lord of Skin and Sinew has fallen upon Hive Arcos, driving its people to savage hunger and bloody madness. Gangs and gang leaders must choose the role they are to play in the carnage to follow, either clinging to the ideals of the Imperium and the rule of law, or giving in to their basest instincts and surrendering themselves to the whims of the Blood God.

DESIGNER'S NOTE

Whilst the Uprising Campaign is designed to allow players to recreate the events within doomed Hive Arcos, players can use these rules to represent a similar, small scale uprising in almost any hive. Players may even wish to play an Uprising Campaign with gangs they have used in another campaign, representing such dire periods of civil unrest on a more local scale.

USING THE CAMPAIGN

The Uprising Campaign is a complete narrative campaign that can be used alongside the Necromunda rules. It incorporates many of the existing Necromunda campaign rules, adding additional special rules to capture the desperate decline of a hive in the grips of a Chaos uprising and the breakdown of Imperial law.

In the Uprising Campaign, players take on sides, allying themselves with the Imperial authority, offering their allegiance to the Dark Gods, or (at least in the beginning) attempting to remain neutral, looking out solely for their own interests. As the campaign progresses and the cannibal apocalypse unfolds, the power of one side or the other will wane, until a breaking point is reached, and a final battle to determine the fate of the hive is played.



THE ARBITRATOR

The Uprising Campaign requires one of the players to take on the role of an Arbitrator. It is the Arbitrator's job to keep track of victories, offer guidance for the players and control any random events or elements. In the Uprising Campaign, the Arbitrator's responsibilities include:

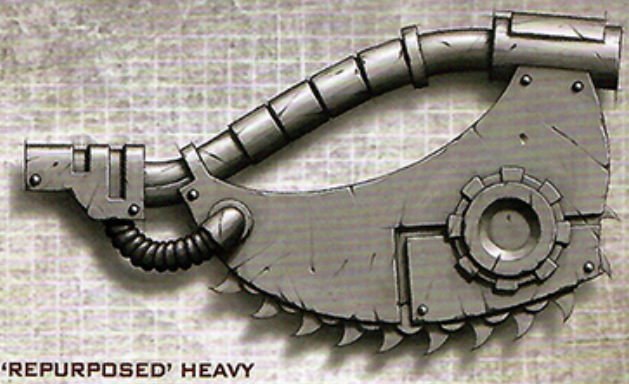
- Organising the players and making a list of all of the gangs involved in the campaign.
- Keeping the players informed as to the progression of the campaign, and whether Chaos or Order are in Ascendancy (see page 55).
- Deciding when each phase of the campaign begins and ends, as well as when the overall campaign begins and ends.

THE GANGS

Hive rebellions and daemonic incursions are notoriously indifferent when it comes to who they affect, and all kinds of local factions can find themselves caught up in the fighting. The Uprising Campaign can be played with any Necromunda gangs and guidelines for including different kinds of gangs are presented in the Setting up the Campaign section on page 50. Players will find a copy of *Necromunda: Gangs of the Underhive* especially helpful. This supplement contains full rules for all six of the Clan Houses, which opens up many options. Alternatively, players may wish to use the Genestealer Cult or Chaos Cult gangs, rules for both of which can be found in *Necromunda: The Book of Ruin*, or Venator gangs, rules for which can be found in *Necromunda: The Book of Peril*.

ALTERNATIVE UPRISINGS

There are many insidious cults operating deep within the underhive. Although this supplement focuses on Corpse Grinder Cult uprisings, players may wish to experiment with other types of insurrection. Genestealer Cult gangs and Chaos Cult gangs both make fine participants in an Uprising Campaign.



'REPURPOSED' HEAVY CHAIN CLEAVER

ENFORCERS AND CORPSE GRINDER CULTS

Palanite Enforcer Patrols and Corpse Grinder Cults are especially appropriate for Uprising campaigns as they represent the opposite ends of the spectrum in the struggle between the authority of the Imperium and the corrupting influence of the Ruinous Powers. While the inclusion of these kinds of gangs is not essential to play an Uprising Campaign, they are certainly very thematic.

UPRISING TERRITORIES

While the focus of the Uprising Campaign is the struggle between Order and Chaos, Territories still play a large part in the conflict. These represent the turf controlled by the gangs and provide them with a steady supply of resources along with various other benefits. Players begin the campaign in control of one or more Territories, and have the opportunity to capture various Territories as the campaign progresses.

In the Uprising Campaign, each Territory can be under the influence of Order, or under the influence of Chaos. When the campaign begins, all Territories are under the influence of Order, but as the campaign progresses they can be Ruined and come under the influence of Chaos, representing the gradual corruption of the hive. The Benefits gangs gain from Territories changes depending upon which influence the Territory is under (see page 73).

WINNING

Victory in the Uprising Campaign goes beyond the final domination of Chaos or Order. At the end of the campaign, the Arbitrator awards various Triumphs (see page 72) based upon such things as the most victories for Order or Chaos, the most people consumed or saved, or which gang has the highest Reputation.

SETTING UP THE CAMPAIGN

Setting up an Uprising Campaign is a task that falls to the Arbitrator. To set up the campaign, the Arbitrator must make sure that all of the players have founded their gang and chosen their Allegiance (or decided to begin the campaign unaligned). This is best done in a single evening or session where everyone playing in the campaign meets and goes through all the steps of setting up the campaign together and generally gets excited about the fun ahead.

SET START AND END DATES

The Uprising Campaign is divided into six Campaign Weeks, separated by a single Campaign Week of Downtime after the first three Campaign Weeks, meaning that the campaign will last a total of seven Campaign Weeks. For ease, each Campaign Week is set as a week, as this is usually how often gaming groups or groups of friends get together to play. However, if the players choose, a Campaign Week can represent a longer or shorter period of real time. The first step in setting up the campaign is for the Arbitrator to determine the start date, the end date and when the Downtime Campaign Week will fall. They then share this information with the players.

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 an Uprising 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.

ALLEGIANCE

In an Uprising Campaign, a gang's Allegiance to Order or Chaos, or its lack of Allegiance (unaligned to either) is an important factor.

REPUTATION

Reputation is the measure of a gang's standing and power. 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.



ANGREK
LODGE OF FORGOTTEN GLORIES
CORPSE GRINDER CULT

FIGHTER CAMPAIGN ATTRIBUTES

In an Uprising 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/MUTATIONS

Leaders and Champions start with one Advancement (a skill), which should be noted on the gang roster. Otherwise, fighters will pick up Advancements and/or Mutations as the campaign progresses.

STARVATION

As an Uprising Campaign approaches its climax, gangs may not be able to feed all of their fighters.

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 Uprising Campaign-related information, such as Territories held, Gang Rating, Reputation and so on, as well as each fighter's Experience and Advancements.

The gang roster is made up of a number of elements, as shown on page 52: the gang's name and Allegiance (1) and House (2), its Gang Rating (3), Reputation (4) and Meat (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 and/or Mutations gained (12), and whether they are currently In Recovery (13), are Starving (14) or have suffered any injuries or been Captured (15).

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.



GANG NAME, ALLEGIANCE

1

HOUSE

2

GANG RATING	REPUTATION	MEAT
3	4	5

TERRITORIES HELD

6

STASH

7

FIGHTER NAME	TYPE	COST	XP	ADV	REC	STARVING	CAPTURED BY/LASTING INJURIES, MUTATION
8	9	10	11	12	13	14	15, 12

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CHOOSING SIDES

When a hive collapses into anarchy, gangs swiftly find themselves either defending the status quo, or putting a torch to everything in sight. In the Uprising Campaign, two opposed forces are battling for the fate of the hive – the instruments of Lord Helmawr's authority representing the agents or Order, and those aligned with the rebellion representing the servants of Chaos in all its many forms. When creating a gang for an Uprising Campaign, each player must decide if they represent Order, Chaos or wish to begin the campaign unaligned. Each comes with its own benefits as detailed below, though be warned, no gang can stand on the sidelines forever and eventually unaligned players will need to choose between one side or the other.

Some gangs can only be part of either Order or Chaos, their nature deciding their fate when they are created, and players fielding these gangs must join the faction indicated:

- Corpse Grinder and Chaos Cult Gangs are always part of the Chaos side.
- Palanite Enforcer gangs and Genestealer Cults* are always part of the Order side.
- All other gangs may choose to be either Order, Chaos or Unaligned at the start of the campaign.

**Players should note that Genestealer Cults have their own insidious agendas and often hide in plain sight, masquerading as loyal Imperial subjects. The machinations of Chaos are anathema to such alien plans, and so Genestealer Cults will readily take up arms to help quell such an uprising, strengthening their own power in doing so…*

BALANCING ORDER AND CHAOS

The Uprising Campaign has been designed to work with any mix of Chaos, Order or Unaligned gangs, and it is as possible to find the agents of Order fighting amongst themselves to control the hive as it is for the servants of Chaos to squabble over its ruins. However, as a guideline, an Uprising Campaign should include at least one Chaos aligned gang and one Order aligned gang at the start, with any number of Unaligned gangs. This allows for sides to form naturally over the course of the campaign, with gangs either choosing to fight to save their hive or succumb to the madness of Chaos.

Other alternatives include starting the campaign with all gangs but one aligned with either Order or Chaos – representing a lone beacon of light struggling to hold back the night, or the seeds of corruption planted in the heart of the hive's hierarchy.



ENFORCER Y-973
PATROL KAPPA-GOLD-Y
KAPPA SECTOR, HIVE TRAZIOR
PALANITE ENFORCERS

CHANGING SIDES

By default, gangs cannot switch between Order and Chaos during the course of the campaign, as this keeps things simple and ensures that there will always be at least one gang fighting for either side of the rebellion. If the Arbitrator chooses, gangs can be allowed to change sides if certain conditions are met – representing the corrupting influence of the Ruinous Powers or the ruthless cunning of Lord Helmawr's servants in pitting enemies against one another. Order gangs will fall to Chaos if at least three of their fighters become Chaos Spawn as a result of Festering Injuries (see page 61). Chaos gangs will find themselves unwittingly aiding the forces of Order if at least three of their fighters are Captured, then returned to them willingly by their Captors (i.e., not recovered by the gang as part of the Public Execution scenario). Once a gang has changed sides it may not change back – both the Imperial House and the Dark Gods have little sympathy for traitors to their cause.

BENEFITS OF ORDER

Gangs aligned with the agencies of Order gain the following benefits:

- **Lord Helmawr's Coffers:** The gang may re-roll any dice when determining the amount of credits gained as part of a scenario.
- **Pax Imperium:** If the gang is the defender in a battle, they may add one more fighter to their crew than normally allowed by the scenario.

BENEFITS OF UNALIGNED

Gangs who have yet to choose their Allegiance gain the following benefits:

- **Hard as Nails:** When the gang gains Reputation as part of a scenario, it gains 1 more Reputation than normal.
- **No Gods or Masters:** If the gang's Leader participated in a battle and did not go Out of Action, they gain an extra D3 Experience points in addition to any other Experience gains.

BENEFITS OF CHAOS

Gangs aligned with the servants of Chaos gain the following benefits:

- **Bloody Harvest:** When the gang gains Meat as part of a scenario, it gains one more portion of Meat than normal.
- **Tear it all Down:** If the gang is the attacker in a battle, they may add one more fighter to their crew than normally allowed by the scenario.



ENFORCER 'HAULER'
PATROL KAPPA-GOLD-C
KAPPA SECTOR, GOTHRUL'S NEEDLE
PALANITE ENFORCER

RUNNING THE CAMPAIGN

The Uprising Campaign is divided into three phases, all of which run for a fixed length of real time. It is important for the Arbitrator and players alike to pay careful attention to the passing Campaign Weeks during an Uprising Campaign as, at the start of each Campaign Week, gangs have the opportunity to 'work' their Territories for much-needed resources:

1.	**Insurrection phase**	Three Campaign Weeks
2.	**Downtime**	One Campaign Week
3.	**Damnation phase**	Three Campaign Weeks

Each phase is broken down as follows:

1. INSURRECTION PHASE (3 CAMPAIGN WEEKS)

The first part of the Uprising Campaign charts the rise of the rebellion and the destruction of reason and law within the hive.

- At the beginning of each Campaign Week, gangs receive the benefits from their Territories.
- At the end of each Campaign Week in which Chaos gains Ascendancy (see below), each player must choose one of their Territories to become Ruined.

ASCENDANCY

A key part of the Uprising Campaign is the struggle between the Ruinous Powers and the iron authority of the Imperium. As each side waxes and wanes in strength, entire regions of the hive are turned into war zones, and piece by piece the great city descends deeper into unrestrained mayhem.

At the start of the first Campaign Week, Order will automatically have the Ascendancy.

At the end of each Campaign Week, the Arbitrator tallies up the number of scenarios won by Chaos and the number won by Order. The side with the most victories gains, or retains, Ascendancy for the following Campaign Week. In the case of a tie, whichever side has Ascendancy retains it.

ASCENDANCY EFFECTS

Ascendancy has an effect on every battle, reflecting the ebb and flow of the Uprising. When fighting a battle, during the pre-battle sequence (see page 68), one of the players should roll a D6. If Chaos has Ascendancy then apply the result from the Hand of Chaos table. If Order has Ascendancy, then apply the result from the Bonds of Order table.



"There's nothing more dangerous than a hiver with an empty belly."

Hive City Proverb



"Blessed are those who partake of his bounty, for they share in his strength!"

Graffiti found on fane wall, Sector Epsilon Protein Reclamation Plant

HAND OF CHAOS

D6	Result
1	**Manufactorum Shortages:** During the post-battle sequence of this battle, both players must add 10 credits to the cost of any items purchased should they wish to Re-equip. If this battle is being fought during the Damnation phase then both players reduce their number of Scavenging rolls by 1.
2	**Dark Dreams:** During the battle, fighters that become Broken must make a Willpower check before testing to Rally in the End phase. If they fail then they are no longer Broken but become subject to Insanity (see page 34) for the rest of the game.
3	**Rotting Meat:** At the end of the battle, Seriously Injured fighters succumb to their injuries on a D6 roll of 1, 2 or 3, rather than just a 1 or 2. If the rules for Festering Injuries are in effect then fighters at risk of suffering a Festering Injury must roll two D6 and choose the highest result.
4	**Abundant Dead:** At the end of the battle, any fighters killed (as indicated by a result on the Lasting Injuries table) are worth D6x10 credits to their gang. If the rules for Starvation are in effect, then each dead fighter is worth one additional portion of Meat.
5	**Blood for the Blood God:** When a fighter takes an enemy Out of Action with a weapon with the Melee trait, they earn 1 XP in addition to any other Experience point gains from taking an enemy Out of Action.
6	**Gnawing Hunger:** After selecting crews, both players should randomly select one fighter. For the duration of the battle, the selected fighter reduces their Strength characteristic by 1. If the rules for Starvation are in effect then instead each player should roll a D3 and randomly select that many fighters. These fighters gain the Starving condition.

BONDS OF ORDER

D6	Result
1	**Price of Victory:** At the end of the scenario, in addition to any other rewards, the victorious gang receives an additional D6x10 credits. If the rules for Scavenging are in effect then the victorious gang receives 1 extra Scavenging roll instead.
2	**Head Hunters:** For the duration of the battle, Leaders and Champions are worth 1 XP when taken Out of Action, in addition to any other XP gained from taking an enemy Leader or Champion Out of Action.
3	**Crack down:** In the End phase, if the victorious player successfully rolls to Capture an enemy fighter, they may select two fighters to Capture rather than one from those taken Out of Action during the battle.
4	**Suppression Orders:** When a fighter takes an enemy Out of Action with a ranged weapon, they earn 1 XP in addition to any other XP gained from taking an enemy Out of Action.
5	**Good Medicine:** The credit cost for taking a Seriously Wounded fighter to the Doc is D6x10, rather than 2D6x10. If the Festering Injury rules are in effect then Docs do not charge for their services in the post-battle sequence.
6	**Call to Arms:** Gangers, Patrolmen and Skinners chosen during the Hire a Fighter sub-step of the post-battle sequence are half their normal fee to hire (rounded up).

2. DOWNTIME (1 CAMPAIGN WEEK)

During Downtime, gangs have a chance to recover and regroup, taking the opportunity to Re-equip, fixing up wounded fighters and moving their hideout to a safer location. Exceptionally bold and active players might put their gangs through a special side battle (as follows) if they just can't be away from the roar of guns and chainblades for that long.

THE EFFECTS OF DOWNTIME

After their last battle of the Insurrection 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 any gang contains any Juves that have 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 spend on new equipment from their House Equipment List or to recruit new fighters and/or Hangers-on (rules for Hangers-on can be found in *Necromunda: Gangs of the Underhive*, and if players wish, these additions will work perfectly within an Uprising Campaign). 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 Damnation 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 campaign as a whole. They are a great opportunity for the Arbitrator to design a custom scenario, to use the Arbitrator tools from the *Necromunda Rulebook*, 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 chem, or a custom Tactics card.



NIGHTMARE OF A THOUSAND WIDOWS
LODGE OF DECAYING FLESH
CORPSE GRINDER CULT

3. DAMNATION PHASE (3 CAMPAIGN WEEKS)

The third phase of the Uprising Campaign charts the hive's descent into madness and horror. During this phase the following rules apply:

- At the beginning of this phase, all Territories become Ruined if they are not already.
- At the beginning of each week, gangs receive the Benefits from their Territories.
- The rules for Scavenging, Festering Injuries and Starvation come into effect (see below).
- Chaos begins this phase in Ascendancy.

END OF DAYS

During the Insurrection phase, the rule of law remains mostly intact and the ancient mechanisms of Imperium authority ensure a semblance of order. In the Damnation phase, these systems begin to break down and true anarchy takes the hive within its grasp. This rise of lawlessness, open warfare and rampant corruption are represented by a number of special conditions coming into effect for this final phase of campaign.

Gangs may no longer Re-equip from their House Equipment Lists during the post-battle sequence. In addition, gangs cannot recruit new fighters, Hired Guns and Hangers-on.

Docs no longer accept credits when gangs visit them as part of the Medical Escort action. Instead, the cost of visiting the Doc becomes D3 portions of Meat.

Captured fighters cannot be sold to the Guilders. Captured fighters can instead be turned into one portion of Meat (as follows) after their gang has had a chance to rescue them as normal.

In addition to these changes to the post-battle sequence, three new rules are introduced: Scavenging, Starvation and Festering Injuries.



SCAVENGING

As the Guilds succumb to Chaos, fragment or go into hiding, and entire regions within the hive become impassable, gangs are forced to forage among the ruins for equipment and allies. Gangs can gain Scavenging rolls from their Territories and as rewards for playing some scenarios. Each Scavenging roll can be used to roll once on the Scavenging table. When a gang earns a Scavenging roll, the player makes a note of it on their gang roster, and may then use it in the post-battle sequence of any battle when they would normally be able to Re-equip.

Scavenging is a dangerous business, for the hive wilderness is filled with cannibal cults and starving wildlife. Results on the Scavenging table range from encounters with monsters that will savage the gang's fighters and leave them empty handed, to discovering bands of survivors offering fresh recruits and precious weaponry. Because of these perils, players do not have to roll on the Scavenging table if they don't want to, and during the post-battle sequence may use any, all or none of their stashed Scavenging rolls.

SCAVENGING

2D6	Result
2-3	**Unfortunate Encounter:** Randomly select one of the gang's fighters and make a roll on the Lasting Injury table for them.
4-5	**Paid in Blood:** Roll 3D6 and add that many credits worth of items from the gang's House Equipment List to their Stash. Then, randomly select one of the gang's fighters and make a roll on the Lasting Injury table for them.
6-7	**Useful Scrap:** Roll D6x10 and choose a single item from their House Equipment List up to this value in credits.
8-9	**Hidden Cache:** Roll D6x10 and add that many credits' worth of items from the gang's House Equipment List to their Stash.
10-11	**Band of Survivors:** Add a Ganger to the gang's roster. This fighter may be equipped for free with 2D6x10 credits of weapons and Wargear chosen from the House Equipment List.
12	**Lost Holestead:** Roll a D6. On a 1-5, add a Ganger to the gang's roster. On a 6, add a Champion to the gang's roster. This fighter may be equipped for free with 4D6x10 credits of weapons and Wargear chosen from the House Equipment List.

STARVATION

Hunger gnaws at the heart of the hive, making people savage with gluttonous madness. As the power of the Corpse Grinder Cults grow, the influence of their dark master spreads, bringing with it an unnatural hunger for human flesh. With the breakdown of order and the cessation of corpse-starch production, food rapidly becomes more important than coin for the inhabitants of the hive.

When the Starvation rules come into effect, players are required to feed their gang during the pre-battle sequence of each battle before selecting their crew. Each fighter requires a portion of Meat to stave off hunger. Meat can be gained from Territories, earned as part of scenarios, 'acquired' from captive fighters or by 'retiring' fighters. Each fighter 'retired' from the gang in this way is worth one portion of Meat. Survivors acquired as part of Scavenging can also be turned into portions of Meat in the same way on a one-for-one basis. In either case, any weapons and Wargear that the fighter was equipped with are added to the gang's Stash.

If the player cannot feed a fighter, or chooses not to, the fighter gains the Starving condition (the player noting it on the gang's roster and placing a token on the fighter's card during battles as a reminder). Starving fighters retain the Starving condition until they either eat a portion of Meat in the pre-battle sequence or cannibalise a downed opponent (as follows). The Starvation condition has the following effects on a fighter:

The fighter counts their Strength characteristic as 1 lower when making Strength checks, unarmed attacks and when working out the strength of weapons with the Melee trait.

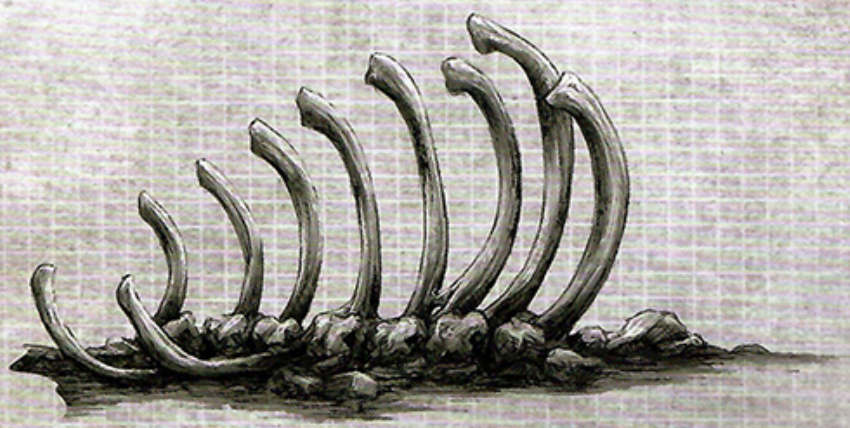
The fighter gains access to the Cannibalise (Basic) action and can use it during their activations as they would other actions.

Starving fighters must make a Willpower check when they activate if there is a Seriously Injured fighter (friend or foe) within their maximum Charge range. If they fail this check, they must Charge the downed fighter and perform a Cannibalise (Basic) action. If for any reason they cannot reach their intended victim, such as if there are other models in the way or impassable terrain then they must use their activation to move as close to the downed fighter as possible.

If the fighter has an opportunity to perform a Coup de Grace action (such as against an opponent that has been Seriously Injured in close combat), they instead make a Cannibalise action.

Cannibalise (Basic) Action: The fighter feeds on the flesh of a wounded adversary. This action can be performed in place of a Fight action or a Coup de Grace action. It can only be made against fighters who are Prone and Seriously Injured. Immediately roll on the Lasting Injuries table (see page 65) for the fighter being fed upon and apply the result, counting results of Lesson Learned (11) as Out Cold (12-26). Note, the Seriously Injured fighter remains on the battlefield, and may be fed upon again, unless they roll a Critical Injury (61-65) or Memorable Death (66) result, in which case they are removed from the battlefield and considered to have been taken Out of Action.

A fighter who has successfully fed using the Cannibalise action loses the Starving condition.



"The shadows are our domain and at times we must eradicate vermin. Find their food source and poison it and let their hunger destroy them. Should that fail then shine a light and watch them burn."

Phase, Shadow Walkers, House Delaque

FESTERING INJURIES

Open wounds are a gateway for more than just disease and rot. The Blood God exalts in torn flesh and severed muscle, bestowing his blessings on those that spill gore in his sight. In addition to the ever-present risk of infection and death, gangers fighting beneath the gaze of the Lord of Skin and Sinew risk more unnatural dangers.

When the Festering Injuries rules are in effect and a fighter gains a Lasting Injury (regardless of the cause), there is a chance that it will become a mutation. If the result was Lesson Learned, Out Cold, Grievous Injury, Critical Injury or Memorable Death, apply the Lasting Injury as normal. Otherwise, roll a D6 with the following modifiers:

- Add 1 if the Lasting Injury was inflicted by a fighter aligned to Chaos.
- Add 1 if the Lasting Injury was sustained during a Campaign Week in which Chaos was in Ascendancy.
- Add 1 if the fighter who suffered the Lasting Injury has the Starving condition.

If the result of the roll is 6 or more then the Lasting Injury becomes a mutation. Do not apply the effects of the Lasting Injury to the fighter and instead make a note on their Fighter card of the corresponding mutation (see the Festering Injuries table opposite). The same mutation cannot be gained more than once. If a fighter would gain a duplicate mutation, the player may choose another mutation from the Festering Injuries table instead.

The boons of the Dark Gods always come with a price, and no one suffers their blessings for long without succumbing to madness and corruption. As soon as a fighter gains a number of mutations equal to their Toughness characteristic, they are transformed into Chaos Spawnand removed from the gang roster. Alternatively, if you have access to *Necromunda: The Book of Ruin*, a Chaos Cult, Corpse Grinder Cult or Chaos-corrupted gang may instead replace the lost fighter with a Chaos Spawn (see *Necromunda: The Book of Ruin*).



SLOKORGAMUL
LODGE OF THE SAWING HAND
CORPSE GRINDER CULTS

FESTERING INJURIES

Lasting Injury	Mutation
Humiliated	**Hungering Pride:** The fighter must activate before any other fighters in their crew. If there is more than one fighter in the crew with this mutation, the controlling player may choose which one to activate first. Fighters with this mutation gain 1 additional Experience point if they take an enemy Leader or Champion Out of Action.
Head Injury	**Dark Madness:** The fighter must make an Intelligence check when they activate. If the test is failed, roll a D6 to determine their first action this activation: 1-2 Move action, 3-4 Shoot or Fight action, 5-6 No action.
Eye Injury	**Bestial Senses:** The fighter cannot be included as part of a group activation, nor can they initiate a group activation if they are a Leader or Champion. The fighter counts as always being equipped with a bio-scanner.
Hand Injury	**Disturbing Appendage:** The fighter always counts as being equipped with a fighting knife which cannot be disarmed or destroyed. When using weapons with the Unwieldy trait, the fighter suffers a -1 modifier to their Weapon Skill or Ballistic Skill rolls.
Hobbled	**Warped Limbs:** Reduce the fighter's Move characteristic by 1. When the fighter makes a Charge action, roll three D3, instead of one, and choose the highest to determine the distance they move.
Spinal Injury	**Crooked Body:** Ranged attacks made against the fighter suffer a -1 modifier to hit while within the attacking weapon's Long range. The fighter cannot wear armour of any kind – any armour they are currently equipped with may be returned to the gang's Stash.
Enfeebled	**Twisted Flesh:** When the fighter activates, they may remove one Flesh Wound from their Fighter card. The fighter cannot benefit from bio-boosters, medicae kits or assistance from other fighters when making Recovery tests.

DESIGNER'S NOTE: MODELLING MUTATIONS

While mutations can simply be recorded on a fighter's card (after all, it is easy to imagine the members of a gang being a little circumspect about displaying their mutations openly), modelling mutations onto fighters can also be a fun way to represent them on the tabletop and as a reminder of who among a player's gang has succumbed to the taint of Chaos.

Kits such as the Warhammer: Age of Sigmar Chaos Spawn can provide a wealth of warped appendages, heads and other bits to create mutated fighters with.



"Do not fear, brothers and sisters. What you feel is nought but the glory those above have denied you."

Felkormog, Harvest Lord of the Lodge of Tearing Hands

GAINING EXPERIENCE

During a battle, 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 battle 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 (see page 47) 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 opposite) for the basic XP cost shown each time.

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



GANGERS

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 6 XP, 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.	-
3-4	Improve the fighter's Weapon Skill or Ballistic Skill characteristic by 1.	+5 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.	+20 credits
10-11	Improve the fighter's Leadership or Cool characteristic by 1.	+10 credits
12	The fighter becomes a Specialist.	-

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 regard to the weapons 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:

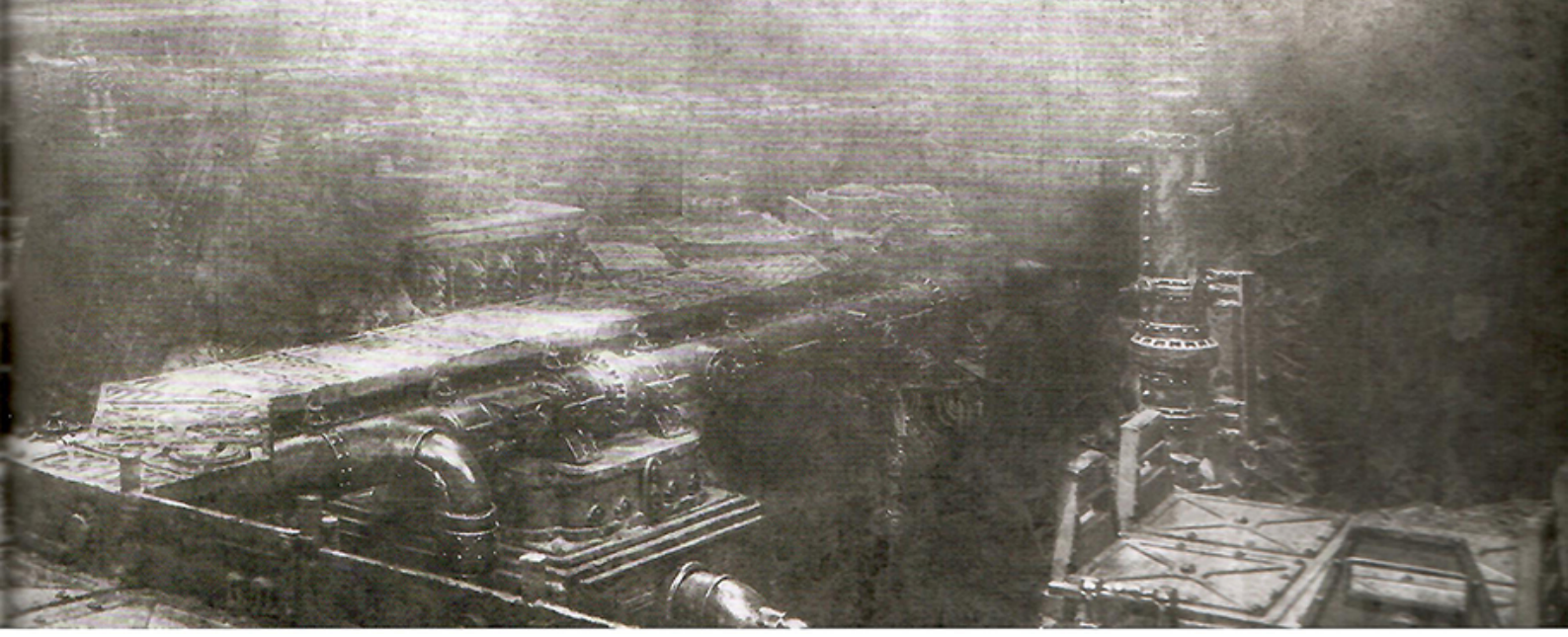
- Weapon Skill, Ballistic Skill and Initiative cannot be improved beyond 2+.
- Leadership, Cool, Willpower and Intelligence cannot be improved beyond 3+.
- Movement, Strength and Toughness cannot be improved by more than 2 (compared to the basic profile for the fighter's current Type).
- Wounds and Attacks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

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 several sets: Agility, Brawn, Combat, Cunning, Ferocity, Leadership, Palanite Drill, Savagery, Shooting, and Savant.

Each gang 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 gang and their type. Some skill groups are also unique to gangs, such as the Palanite Drill skill group used by the Enforcers or the Savagery skill group used by the Corpse Grinders. Certain fighters can access skills from other sets, but to do so is more expensive in terms of XP.

Regardless of gang, 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
1	Catfall	Bull Charge	Combat Master	Backstab	Berserker
2	Clamber	Bulging Biceps	Counter-attack	Escape Artist	Fearsome
3	Dodge	Crushing Blow	Disarm	Evade	Impetuous
4	Mighty Leap	Headbutt	Parry	Infiltrate	Nerves of Steel
5	Spring Up	Hurl	Rain of Blows	Lie Low	True Grit
6	Sprint	Iron Jaw	Step Aside	Overwatch	Unstoppable

D6	Leadership	Palanite Drill	Savagery	Shooting	Savant
1	Commanding Presence	Got Your Six	Avatar of Blood	Fast Shot	Ballistics Expert
2	Inspirational	Helmawr's Justice	Bloodlust	Gunfighter	Scavenger's Instincts
3	Iron Will	Non-verbal Communication	Crimson Haze	Hip Shooting	Fixer
4	Mentor	Restraint Protocols	Frenzy	Marksman	Medicae
5	Overseer	Team Work	Killing Blow	Precision Shot	Munitioneer
6	Regroup	Threat Response	Slaughterborn	Trick Shot	Savvy Scavenger



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 battle 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 battle rather than multiple battles.

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 page 69) 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.



"If ya like your limbs, you'll be runnin' when you hear a chainsword whirlin'"

'Honest' Garth, Slumpden Doc

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 Lasting Injury/Captured By 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.



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 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 hold Captive.

CAPTURED FIGHTERS

Once a fighter has been Captured, their gang has one chance to attempt to free them. The next time the same two gangs face each other, the Captured fighter's controlling player may declare that they will be attempting to rescue the Captured fighter during a Public Execution. This supersedes the Determine Scenario step of the pre-battle sequence (see page 68) – instead, the Public Execution scenario is played.

If the gang does not wish to attempt to rescue the fighter in this way and a different scenario is played, the gang holding the Captive may can choose to execute* them 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 Public Execution scenario will be played.

**Players should note that, whilst in other types of campaign prisoners can be sold to the Guilders for profit, that option isn't available during an Uprising Campaign. Most Guilders will have left the area at the first sign of insurrection, and any who remain are not interested in buying slaves!*

FLEEING THE BATTLEFIELD

In an Uprising 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 Active and Pinned fighters immediately flee the battlefield, as described on page 47. 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 Seriously Injured fighters remaining on the battlefield, the battle ends. Roll to see if Seriously Injured fighters succumb to their injuries during the Wrap-up as usual.



ENFORCER CAPTAIN 'AZARAL'
PRECINCT UPSILON-SILVER
UPSILON SECTOR, HIVE PRIMUS
PALANITE ENFORCER

THE PRE-BATTLE SEQUENCE

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

The pre-battle sequence has eight steps:

1. Make a Challenge
2. Determine Ascendancy Effects
3. Buy Advancements and Recruit Hired Guns
4. Determine Scenario
5. Set up the Battlefield
6. Choose Crews
7. Tactics Cards
8. Deployment

1. MAKE A CHALLENGE

For a battle to be fought, one player must challenge another player to play a game. The challenger nominates another gang taking part in the campaign and issues a challenge. The challenged player must then either accept or refuse the challenge.

2. DETERMINE ASCENDANCY EFFECTS

As mentioned previously, Ascendancy has an effect on every game played, as it reflects the ebb and flow of the uprising. One of the players rolls a D6. This roll should be made by the player whose side has Ascendancy.

If Chaos has Ascendancy then apply the result from the Hand of Chaos table, if Order has Ascendancy then apply the result from the Bonds of Order table (see pages 55-56).

3. BUY ADVANCEMENTS AND RECRUIT HIRED GUNS

Each player can spend Experience to purchase Advancements for their fighters (see page 62). 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 recruit Hired Guns, either by spending credits from their Stash or as a benefit granted by a Territory they control. Again, if both players wish to do so, the player with the lower Gang Rating goes first.

4. DETERMINE SCENARIO

To determine which scenario will be used, roll 2D6 and consult the table on page 81.

5. 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 82.

6. CHOOSE CREWS

After the battlefield has been set up, but 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 pages 82-83.

7. TACTICS CARDS

Each player prepares their deck of Tactics cards as described on page 83. The scenario being played will detail how many cards each player gets and how they are selected.

8. DEPLOYMENT

Many scenarios detail the size and location of deployment zones. For those that do not, the standard deployment rules can be found on page 83.



THE POST-BATTLE SEQUENCE

As with the pre-battle sequence, in an Uprising Campaign there are several steps that take place after a battle, as listed below. They must be followed in the order shown, and must be done while both players are present.

The post-battle sequence has six steps:

1. Wrap-up
2. Reassign Captured Territory
3. Receive Rewards
4. Post-battle Actions
5. Update Roster
6. Report Results

1. WRAP-UP

Each player checks to see whether any of their Seriously Injured fighters succumb to their injuries (see page 66), and whether they Capture any enemy fighters (see page 66). 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 that 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. REASSIGN CAPTURED TERRITORY

If at the end of the battle the winning gang inflicted three times as many Out of Action results on their opponent as they themselves suffered (not counting models that left the battlefield voluntarily or fled because of a failed Bottle test) then they Capture one of their opponent's Territories (see page 81).

3. RECEIVE REWARDS

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

GAINING AND LOSING REPUTATION

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

4. POST-BATTLE ACTIONS

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

SCAVENGE

This action may only be performed during the Damnation phase of the campaign. The fighter uses one of the gang's Scavenge rolls (see page 58).

EXECUTE

The fighter can execute any number of Captive fighters – as long as the Captive's gang has had a chance to rescue them (see page 66). During the Insurrection phase, each executed Captive is worth D6x10 credits – this many credits are added to this gang's Stash. During the Damnation phase, each executed Captive is worth two portions of Meat or two Scavenging rolls – chosen by the player performing this action and immediately 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 roll of a D66, 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.

5. UPDATE ROSTER

These steps are carried out in order:

A. Delete Dead or Retiring Fighters
B. Re-equip
C. Distribute Equipment
D. 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, the eligible fighter with the best Leadership must be selected as the new Leader. If more than one eligible fighter is drawn for best Leadership, use Advancements as a tie-breaker; if there is still a tie, the controlling player can decide.

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

B. RE-EQUIP

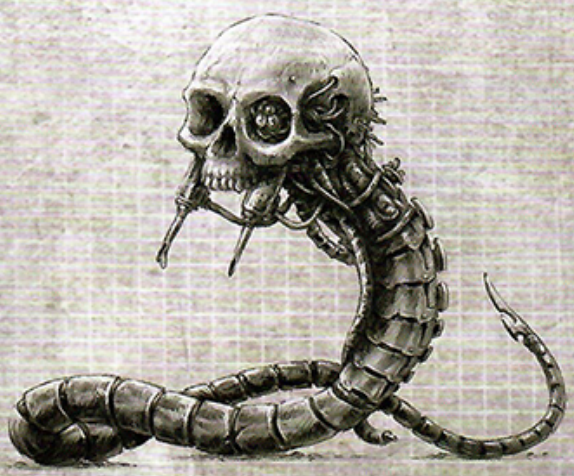
During the Insurrection phase of an Uprising Campaign, gangs will seek to re-equip themselves regularly. However, due to the emergency conditions and increased peril of the unfolding events, they will find many of the usual black market amenities available to underhivers have ceased to operate, forcing gangs to make do with more readily available equipment.

A gang can make any of the 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.

THE TRADING POST

Experienced Necromunda players will notice that the Trading Post is absent from these campaign rules. This is because, as mentioned previously, during times of dire peril the vast majority of Guilders and black marketeers will be among the first to vacate dangerous domes before the Enforcers close them off and impose martial law to quell the uprising.

However, should players wish, there is nothing to prevent them from using the Trading Post rules as presented in the Dominion Campaign rules found in the *Necromunda Rulebook*, especially during the first phase of the campaign – the Insurrection phase. The full Trading Post itself can be found in *Necromunda: Gangs of the Underhive*, and post-battle actions for using it during the Insurrection phase should be identical to those presented in the Dominion Campaign.



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. The Gang Composition section of the House List must be honoured when hiring new fighters.

Sell Unwanted Equipment: During the Insurrection phase, any equipment in the gang's Stash can be sold. The item is deleted from the Stash, and the gang gains its value in credits, minus D6x10 (to a minimum of 5 credits).

Purchase Equipment: During the Insurrection phase, the gang can purchase new equipment from their House Equipment List at the price shown, adding it to their Stash.

C. DISTRIBUTE EQUIPMENT

Any equipment in the gang's Stash, or gained as a Territory Benefit, 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 up the space of two.

Once any equipment has been added to a Fighter card, the card's Credits value should be 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 it has been added to their Fighter card(s). Fighters can, however, have multiple equipment sets as described as follows.

HEAVY CHAIN CLEAVER
'TOOTH OF INFINITE HUNGER'



EQUIPMENT SETS

During times of crisis in the hive, gangers will increase the amount of equipment they keep to hand, maintaining a cache of weapons that allows them to equip themselves appropriately for each battle. As such, any fighter in an Uprising Campaign 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 fighter 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 fighter's cards, and can even be moved to more than one.

D. 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.

6. REPORT RESULTS

The players should report the outcome of the battle to the Arbitrator, who will update the campaign stats accordingly. The report should contain: which gangs fought, the outcome of the battle (i.e., who won), if the victor gained control of any of their opponent's Territories or if any Territories became Ruined, how many enemies each gang took Out of Action and the final Gang Rating of both gangs.

"Gnasher was the first. Locked in, we had to scavenge what food we could and Gnasher wasn't objecting. After that it was normal. Helped when it was a prisoner though."

'Surehands' Dylon,
Ash Chains,
House Orlock

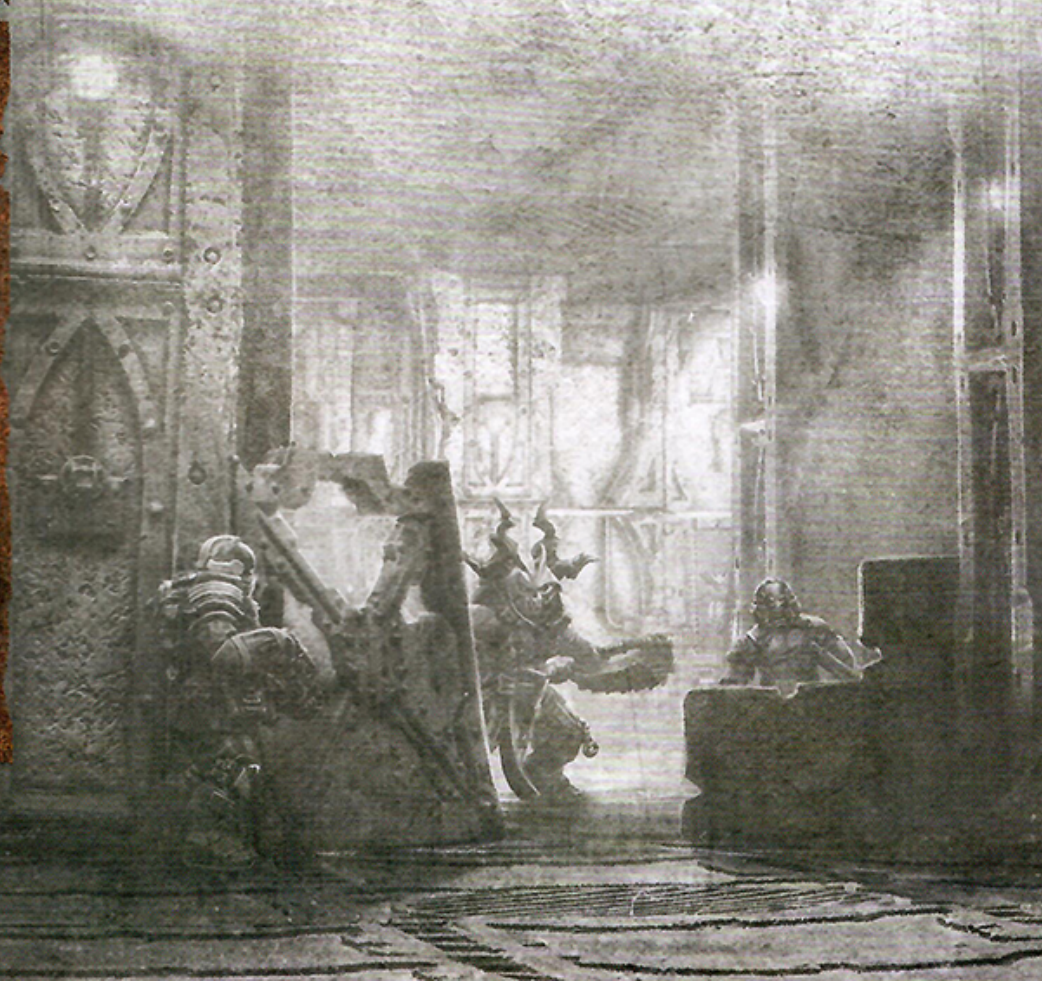
WINNING

Victory in the Uprising Campaign can be measured in many ways, although simply surviving the effects of starvation, societal collapse and the brutal madness of the Blood God is an achievement in itself. At the end of the campaign, the Arbitrator awards Triumphs to the players depending on how their gangs have performed during the uprising. Some of these reflect the final fate of the hive and the ascension of Chaos or the restoration of Imperial rule, while others are more personal and reward gangs who have earned the most impressive reputation or outlived the competition.

The Arbitrator should have a look at the Triumphs at the start of the Uprising Campaign as some of them require keeping track of how many battles each gang has won, and of which kind, as these will need to be recorded. Likewise, the Arbitrator might like to make the players aware of the different Triumphs at the beginning of the campaign so that each player can decide if there is one or more they wish to try to achieve. Below is a list of the Uprising Campaign Triumphs:

TRIUMPHS

Triumph	Condition
Champion of the Dark Gods	The player's gang has won the most scenarios for Chaos.
Scion of the Imperium	The player's gang has won the most scenarios for Order.
Flesh Harvester	The player's gang accumulated the most portions of Meat.
Icon of Salvation	The player's gang had the most fighters on its gang roster at the end of the campaign.
Legendary Status	The player's gang had the highest Reputation score at the end of the campaign.
Survivor	The player who suffers the fewest deaths amongst their fighters.



UPRISING TERRITORIES

As the insidious threat of Chaos spreads, the hive districts are reduced to cannibal-haunted wastelands, and locals are driven into madness and depravity. This inevitable societal decay is reflected in the Territories controlled by the gangs. At the start of the campaign, gangs might have dominion over bustling underhive settlements or lucrative crossroads, reaping the benefits of trade and a large populace to draw recruits from. As the campaign wears on, these same settlements and byways can be reduced to ruins, inhabited by haunted survivors and ravenous beasts, from which the gang must scavenge equipment and food.

STARTING TERRITORIES

At the start of the Uprising Campaign, each player's gang begins in control of three Territories. One of these is determined by the type of gang they are playing as detailed below. This represents the gang's home base or hideout and can never be lost, even if it is the only Territory the gang controls. The two remaining Territories are generated randomly.

To determine these Territories, the Arbitrator can either have the players roll on the Uprising Territories table that follows, or each player draws two cards at random from the Uprising Territories card deck. Gangs may have the same Territory multiple times, though only Palanite Enforcer gangs may have a Precinct Fortress, and only Corpse Grinder Cult and Chaos Cult gangs may have a Chaos Fane.

GANG STARTING TERRITORY

Palanite Enforcer Gangs: Precinct Fortress

Corpse Grinder Cult Gangs and Chaos Cult Gangs: Chaos Fane

Clan House Gangs (Goliath, Escher, Cawdor, etc), Genestealer Cult Gangs and Venator Gangs: Settlement

UPRISING TERRITORIES TABLE

D66	Territory
11-13	Hab Level
14-16	Reclamation Zones
21-23	Underhive Shrine
24-26	Manufactorum Level
31-33	Guilder Stronghold
34-36	Slave Pits
41-43	Settlement
44-46	Ash Gate
51-53	Fungal Sprawl
54-56	Thermal Vent
61-63	Wastelands
64-66	Wall Outpost

USING UPRISING TERRITORIES

Each Territory provides benefits to the gang who controls it. At the beginning of each Campaign Week, each player generates any Benefits listed on their Territories, such as Income and Recruits. In the case of variable rolls or other random results, these dice rolls can be made during the pre-battle sequence of the first game of the Campaign Week with their results taking effect immediately – i.e., recruited fighters can be used right away.

Territories provide two sets of Benefits: a standard one, reflecting the Territory as it is under the influence of Order, and a Ruined one, representing the Territory once it has fallen under the influence of Chaos. Only one of these sets of Benefits applies at any time depending on the state of the Territory, and Benefits that apply to rules that are not in effect – such as portions of Meat gained while the Starvation rules are not being used – are ignored. Once a Territory has been Ruined and fallen under the influence of Chaos, it remains Ruined for the remainder of the campaign.



"Seven proto-recidivists located. Weapons ready. Maximum lethality authorised."

Enforcer vox log during raid of Factorum Eta-135-Gamma

PRECINCT FORTRESS

Each hive zone operates under the watchful eye of an Enforcer Precinct Fortress – each one an impressive fortification and symbol of Lord Helmawr's authority.

BENEFITS

This Territory grants the following benefits:

Recruit: On a D6 roll of 3 or higher, the gang can add a Palanite Patrolman to their roster without having to spend any credits. 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.

Income: Roll D6x10 and add this many credits to the gang's Stash.

BENEFITS WHEN RUINED

This Territory grants the following benefits when Ruined:

Recruit: On a D6 roll of 4 or higher, the gang can add a Palanite Rookie Patrolman to their roster without having to spend any credits. 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.

Starvation: Roll a D6 and add this many portions of Meat to the gang's Stash.

CHAOS FANE

Chaos fanes are focal points for the worship of the Dark Gods; each gore-spattered temple a place for heretics to muster their forces and practice their profane rituals.

BENEFITS

This Territory grants the following benefits:

Recruit: On a D6 roll of 4 or higher, the gang can add a Skinner or Helot Cultist to their roster without having to spend any credits. 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.

Income: Roll D3x10 and add this many credits to the gang's Stash.

BENEFITS WHEN RUINED

This Territory grants the following benefits when Ruined:

Recruit: On a D6 roll of 3 or higher, the gang can add an Initiate or Helot Cultist to their roster without having to spend any credits. 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.

Starvation: Roll 2D6 and add this many portions of Meat to the gang's Stash.



ENFORCER SNIPER RIFLE
UNSANCTIONED MUZZLE BRAKE MODIFICATION

SETTLEMENT

Hive settlements come in all shapes and sizes, from tiny scrapper holesteads and remote prospector outposts to sprawling walled towns and gateway cities.

BENEFITS

This Territory grants the following benefits:

Recruit: On a D6 roll of 3 or higher, the gang can add a Palanite Rookie Patrolman, an Initiate, a Juve or equivalent (as appropriate to your gang) to their roster without having to spend any credits. Fighters gained in this way come equipped with 25 credits of equipment purchased from their House Equipment List at no additional cost.

Income: Roll D6x10 and add this many credits to the gang's Stash.

BENEFITS WHEN RUINED

This Territory grants the following benefits when Ruined:

Recruit: On a D6 roll of 3 or higher, the gang can add a Palanite Rookie Patrolman, an Initiate, or a Juve or equivalent (as appropriate to your gang) to their roster without having to spend any credits. 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.

Starvation: Roll a D6 and add this many portions of Meat to the gang's Stash.

WASTELANDS

Wastelands offer isolation and protection from the watchful eye of both Enforcer patrols and Chaos renegades, and are also good places to lay ambushes.

BENEFITS

This Territory grants the following benefits:

Ambush: Once during this Campaign Week, after the roll to determine the scenario has been made, roll a D6. On a 3 or more, the gang with this Territory may decide who the attacker is and who the defender is for the scenario.

Income: Roll D3x10 and add this many credits to the gang's Stash.

BENEFITS WHEN RUINED

This Territory grants the following benefits when Ruined:

Ambush: Once during this Campaign Week, after the roll to determine the scenario has been made, roll a D6. On a 2 or more, the gang with this Territory may decide who the attacker is and who the defender is for the scenario.

Starvation: Add 1 portion of Meat to the gang's Stash.

HAB LEVEL

Huge sections of the hive are given over to residential habitation, blocks of tiny living spaces and coffin quarters where workers might rest briefly between cycles.

BENEFITS

This Territory grants the following benefits:

Reputation: Roll a D6 and increase the gang's Reputation by the amount rolled.

Income: Roll D6x10 and add this many credits to the gang's Stash.

BENEFITS WHEN RUINED

This Territory grants the following benefits when Ruined:

Starvation: Roll a D6 and add this many portions of Meat to the gang's Stash.

Scavenging: Roll a D3 and add this many Scavenging rolls to the gang's Stash.



"What was truly haunting was how they'd taken their time to redecorate the settlement. Drapes of skin. Walls painted with blood. Streamers of guts strung between lumenposts. Depraved fiends!"

Mission report from retaking of Sawrig City, as given by Conscript I-Th-K0559, known as 'Duster'



"Enforcers are bad for business. Subjugators are a sure-fire way to get your business pounded into rubble."

Hydul 'Littlehand',
Rogue Factoria Overseer

RECLAMATION ZONES

Scrapyards, vapour sinks and corpse farms are all vital to the continued existence of a hive city, and can provide great bounty to those who control them.

BENEFITS

This Territory grants the following benefits:
Equipment: Reduce the cost of items on the gang's House Equipment List by 10 credits, to a minimum of 5 credits.
Income: Roll D6x10 and add this many credits to the gang's Stash.

BENEFITS WHEN RUINED

This Territory grants the following benefits when Ruined:
Starvation: Roll a D3 and add this many portions of Meat to the gang's Stash.
Scavenging: Roll 2D3 and add this many Scavenging rolls to the gang's Stash.

UNDERHIVE SHRINE

Hives are filled with places holy to their inhabitants, where they might offer up prayers to the God-Emperor or the spirits of the hive itself.

BENEFITS

This Territory grants the following benefits:
Blessings: At the start of the Campaign Week, roll a D6 for each fighter in the gang. On a 6, the fighter gains the Blessed condition for the Campaign Week. Fighters with the Blessed condition gain a 6+ save if they do not already have an armour save, and can never have their armour save reduced to less than 6+ by Armour Piercing.
Income: Roll D3x10 and add this many credits to the gang's Stash.

BENEFITS WHEN RUINED

This Territory grants the following benefits when Ruined:
Blessings: At the start of the Campaign Week, roll a D6 for each fighter in the gang. On a 5 or 6, the fighter gains the Blessed condition for the Campaign Week. Fighters with the Blessed condition gain a 6+ save if they do not already have an armour save, and can never have their armour save reduced to less than 6+ by Armour Piercing.
Starvation: Roll a D3 and add this many portions of Meat to the gang's Stash.

MANUFACTORUM LEVEL

Heavy industry is the heart and soul of Necromunda, the hives churning out vast amounts of weapons and wargear for its people and the greater Imperium.

BENEFITS

This Territory grants the following benefits:
Equipment: The gang can add up to 30 credits worth of weapons or Wargear from its House Equipment List to its Stash for free.
Income: Roll D6x10 and add this many credits to the gang's Stash.

BENEFITS WHEN RUINED

This Territory grants the following benefits when Ruined:
Starvation: Roll a D3 and add this many portions of Meat to the gang's Stash.
Scavenging: Roll a D3 and add this many Scavenging rolls to the gang's Stash.

GUILDER STRONGHOLD

The Merchant Guilds manage the exchanges between Houses, and are centres for commerce and control in every hive.

BENEFITS

This Territory grants the following benefits:

Recruit: On a D6 roll of 3 or higher, the gang can add a Palanite Patrolman, a Skinner, a Ganger or equivalent (as appropriate to your gang) to their roster without having to spend any credits. Fighters gained in this way come equipped with 40 credits of equipment purchased from their House Equipment List at no additional cost.

Income: Roll D6x10 and add this many credits to the gang's Stash.

BENEFITS WHEN RUINED

This Territory grants the following benefits when Ruined:

Recruit: On a D6 roll of 3 or higher, the gang can add a Palanite Rookie Patrolman, an Initiate, a Juve or equivalent (as appropriate to your gang) to their roster without having to spend any credits. 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.

Scavenging: Add a Scavenging roll to the gang's Stash.

SLAVE PITS

Pit fighting is a common pastime throughout the underhive, offering both a venue for gangs to place wagers as well as hone the fighting skills of their gangers.

BENEFITS

This Territory grants the following benefits:

Training: Roll a D6 for each fighter in the gang. On a 6, the fighter gains D3 Experience points.

Income: Roll D6x10 and add this many credits to the gang's Stash.

BENEFITS WHEN RUINED

This Territory grants the following benefits when Ruined:

Training: Roll a D6 for each fighter in the gang. On a 6, the fighter gains D3 Experience points.

Starvation: Roll a D3 and add this many portions of Meat to the gang's Stash.

WALL OUTPOST

The Wall separates the Spire, and its nobles, from the rest of the hive. It is heavily fortified and those living within its shadows benefit from the trade that passes through it.

BENEFITS

This Territory grants the following benefits:

Finest Things: When purchasing weapons and Wargear, the gang reduces the cost of equipment of 100 credits or more by 25 credits.

Income: Roll D6x10 and add this many credits to the gang's Stash.

BENEFITS WHEN RUINED

This Territory grants the following benefits Ruined:

Finest Things: The gang may re-roll one Scavenging roll in each post-battle sequence.

Scavenging: Add one Scavenging roll to the gang's Stash.



"They'll level an entire dome, or even a hive, to rid themselves of a serious bunch of crazy. There's a tipping point though that once you've gone past, there's no hope of coming back from."

Steelteeth, Downtown Dashers, House Orlock



EAT AND CHEW. HACK AND HEW. BLOOD WILL FLOW. THEN THEY'LL KNOW

Message carved into murder victim in Eight Point

THERMAL VENT

Heat and light are vital commodities in a hive, and controlling them provides a powerful resource to trade for a gang as well as significantly better living conditions.

BENEFITS

This Territory grants the following benefits:

Better Living: The gang is able to find a competent cook. At the end of Step 2 of the pre-battle sequence, roll a D6 for each of the gang's fighters that is In Recovery. On a 6, a constant supply of good food has helped them recover more quickly – their In Recovery box on the gang roster is cleared, and they are now available for this battle.

Income: Roll 2D6x10 and add this many credits to the gang's Stash.

BENEFITS WHEN RUINED

This Territory grants the following benefits when Ruined:

Starvation: Roll a D3 and add this many portions of Meat to the gang's Stash.

Scavenging: Add a Scavenging roll to the gang's Stash.

FUNGAL SPRAWL

Fungal growths can dominate entire hive levels, and are both dangerous and profitable in equal measure; there being much wealth a gang can find among their wilds.

BENEFITS

This Territory grants the following benefits:

Equipment: Roll a D6 for each fighter in the gang. On a 6, the player can choose to have one of the fighter's Melee weapons gain the Toxin trait for the duration of the Campaign Week. Weapons with the Toxin trait have a Strength characteristic of '-'.

Income: Roll D6x10 and add this many credits to the gang's Stash.

BENEFITS WHEN RUINED

This Territory grants the following benefits when Ruined:

Equipment: Roll a D6 for each fighter in the gang. On a 6, the player can choose to have one of the fighter's Melee weapons gain the Toxin trait for the duration of the Campaign Week. Weapons with the Toxin trait have a Strength characteristic of '-'.

Starvation: Roll a D6 and add this many portions of Meat to the gang's Stash.

ASH GATE

The great ash gates that connect a hive to the wastes and other regions of Necromunda are loci of trade and contact with the outside world.

BENEFITS

This Territory grants the following benefits:

Recruit: On a D6 roll of 4 or higher, the gang can add a Palanite Rookie Patrolman, an Initiate, a Juve or equivalent (as appropriate to your gang) to their roster without having to spend any credits. 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.

Income: Roll 2D6x10 and add this many credits to the gang's Stash.

BENEFITS WHEN RUINED

This Territory grants the following benefits when Ruined:

Starvation: Roll a D6 and add this many portions of Meat to the gang's Stash.

Scavenging: Roll 2D3 and add this many Scavenging rolls to the gang's Stash.

"Four hundred and thirty-one cycles we held out against the crazies. When relief came, the Enforcers were a welcome sight for once. That was until they 'conscripted' us and threw us into the depths of madness once more."

Diektrik Galotar,
Plasma Devils,
House Van Saar

BAKRUZ
LODGE OF INFINITE RAGE
CORPSE GRINDER CULT





NECROMUNDA: DARK UPRISING SCENARIOS

Necromunda: Dark Uprising is a struggle between the brutal rule of the Imperium and the subversive cults that seek to tear it down. At the beginning of the campaign, Imperial law firmly holds the denizens of the hive in their place, and the rebels must use stealth, sedition and guerrilla warfare to erode the control of their enemies. For the Enforcers of Lord Helmawr's rule, their task is to hunt down and burn out the cancerous elements of the uprising... before it is too late.

To capture the feel of a hive descending into lawlessness, the Uprising Campaign uses a collection of unique scenarios. Whenever gangs meet to fight for the fate of the hive, they use one of the scenarios detailed in this section, the outcome of which determines whether or not the iron fist of the Imperium retains its grip, or the servants of the Dark Gods advance their schemes.

ORDER OR CHAOS

In a Necromunda: Dark Uprising scenario, one side will take on the role of Order, fighting to preserve the hive, and the other Chaos, seeking to bring it to ruin. Even in games between gangs of the same Allegiance (see page 53), one side will represent Order and the other Chaos, as during the mayhem of a hive-wide rebellion, sides may find themselves unwittingly aiding their enemies or turning on their allies out of fear. Before generating a scenario, players will need to work out who is fighting for which side using the guidelines below:

Gangs fight for their Allegiance, so a Chaos gang represents Chaos and an Order gang represents Order.

Unaligned gangs (see page 54) represent the opposing Allegiance, so if an Unaligned gang is fighting a Chaos gang then the Unaligned gang is fighting for Order.

If both gangs have the same Allegiance, or are both Unaligned, then the players should roll a D6, re-rolling any ties. The player who rolled highest uses their gang's Allegiance (or may choose if their gang is Unaligned) and their opponent fights for the opposing Allegiance. For example, if two Chaos gangs fight each other, the winner of the roll-off represents Chaos, while their opponent represents Order.

DETERMINE SCENARIO

Once players have determined who their gangs are fighting for, they should roll on the Uprising Scenarios table below to determine which scenario they will play. In some cases, there will be a choice as to which scenario is played. In these cases, the player whose gang is fighting for the side with Ascendancy (see page 55) may choose.

UPRISING SCENARIOS TABLE

2D6	Result
2-3	Choose any scenario
4-5	Play Meat Harvest
6-7	Play Hit and Run or Show of Force
8-9	Play Search and Destroy
10-12	Choose any scenario

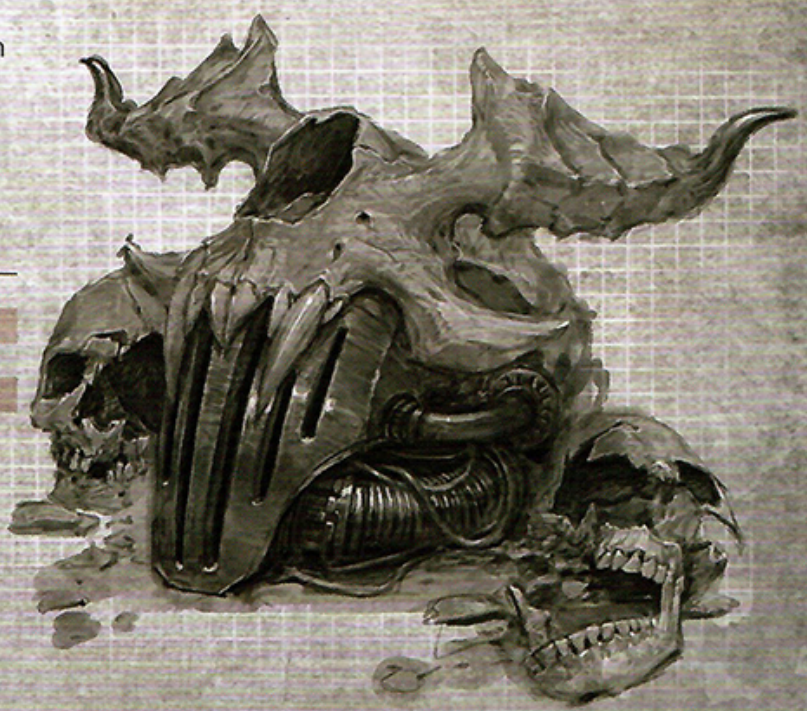
SCENARIO REWARDS

Each scenario provides rewards, such as Experience, credits or Meat for the gangs playing it. At the end of the game, players should consult the scenario and see if they qualify for any of its rewards, adding them to their gang rosters if they do. Some rewards only apply depending on the phase of the campaign – Insurrection or Damnation – and are noted in the scenario descriptions.

CAPTURING TERRITORIES

During an Uprising Campaign, war rages throughout the hive, with settlements, strongholds and entire districts changing hands in the aftermath of bloody battles. Each time two gangs fight each other, there is a chance that the victor might take a Territory from their opponent. At the end of the game, if the winning gang inflicted three times as many Out of Action results on their opponent as they themselves suffered (not counting models that left the battlefield voluntarily or fled because of a failed Bottle test) then they capture one of their opponent's Territories.

Randomly select one of the losing gang's Territories for the victor to claim; remembering that a gang's home base or hideout can never be captured. If a gang's only Territory is their home base or hideout then no Territories change hands. See page 73 for more details on Uprising Territories.



BATTLEFIELD SET-UP

Some scenarios have special instructions for terrain. The default methods are as follows:

ZONE MORTALIS (SEE PAGE 25)

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 and some 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.



ENFORCER U-209
PATROL PSI-VIOLET-U
PSI SECTOR, HIVE TRAZIOR
PALANITE ENFORCERS

SECTOR MECHANICUS (SEE PAGE 26)

The battlefield should measure roughly 4'x4' – although 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 structures 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 any fighters 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.

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:

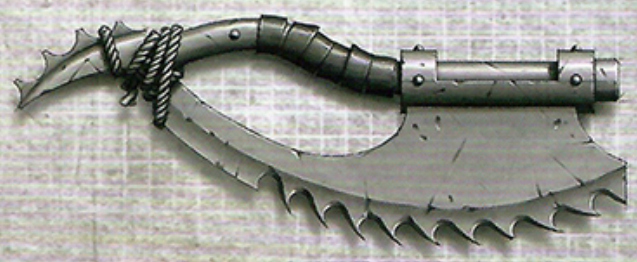
- The player chooses their crew, selecting the Fighter cards of the fighters they wish to use, equal to the number shown in brackets.
- Where no number is shown in brackets, the entire gang may be used, should the player wish.
- If any fighters have multiple Fighter cards, the player chooses which equipment 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).



BUTCHER'S CLEAVER
REGISTERED TO GUILD FARVAU

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 the 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.

"Scum always rises to the top."

Common underhive saying

SNEAK ATTACKS

In some scenarios, the defender may not initially be aware of the attacker's presence. 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's 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, all sentries immediately gain Ready markers, 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 two D6 and discard the highest.
- Fighters add 1 to the result of any Rally tests.

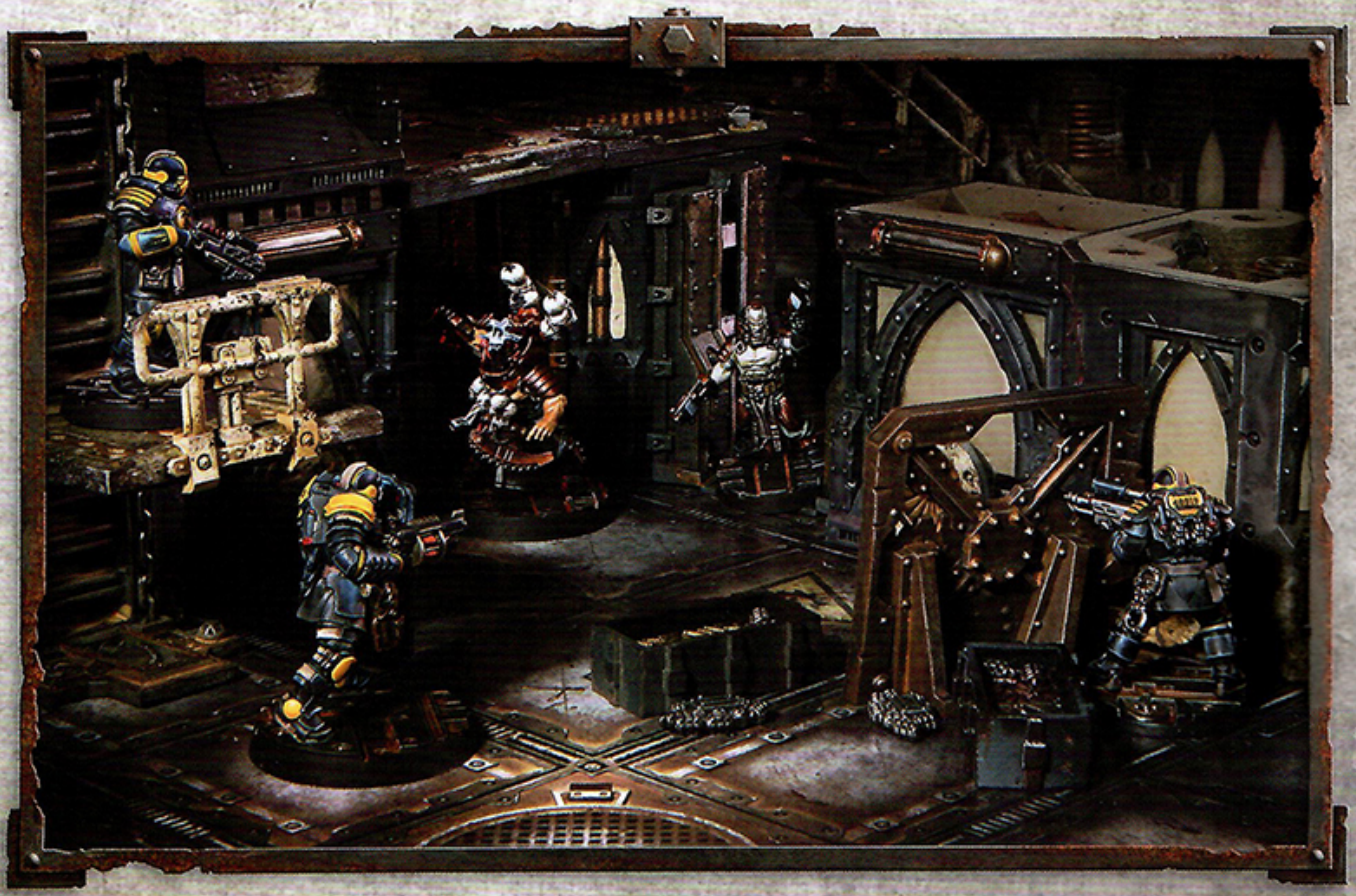
PITCH BLACK

Some battles may be fought across areas 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 using a photo-lumen, 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 using a photo-lumen. Fighters using photo-lumens or infra-sights 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 the Hidden condition from them and replace it with the Revealed condition. In the End phase of each turn, Revealed fighters become Hidden again unless they are also subject to the Blaze condition.





"I'm intrigued by what they spice their meats with. Drives all the boys crazy. Could use something that potent in my mixes."

Gwendalin 'Breathtaker', Toxic Alleycats, House Escher

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: Dark Uprising 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 Beast's Lair is reduced to 0 Wounds, it is removed from play.

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 33.

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 114).
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.



CUT THEM. SLICE THEM. BOIL THEM. DICE THEM. BREAK YOUR CHAINS AND THEN WE BITE THEM.

Message carved into murder victim in Eight Points

SHOW OF FORCE

The enemy gang must be crushed without mercy.

BATTLEFIELD
This scenario uses the Battlefield Set-up rules, as described on page 82.

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.

CREWS
This scenario uses the standard rules for choosing a crew, as described on page 82. The attacker uses the Custom Selection (D3+7) method to choose their crew. The defender uses the Random Selection (D3+5) method to determine their crew. The remaining fighters in the attacker's gang are held off the table as Reinforcements as described on page 83.

DEPLOYMENT
This scenario uses the standard rules for deployment from page 83.

SHOCK AND AWE
The attacker is seeking to make an example of their enemies and the best way to do that is with a substantial body count – ideally where their comrades can witness the price of heresy. Every defender taken Out of Action is worth 1 Victory point or 2 Victory points if they were taken Out of Action within 6" of another member of the defender's crew.

BACK INTO THE SHADOWS
The defender has been brought to battle before they are ready and must escape before they are all wiped out – hopefully taking some of their foes down in the process. The edge of the battlefield opposite the defender's deployment zone (see above) is their escape area. In the End phase, if a defender is within 2" of the escape area, and they are not Engaged then they may be removed from the battlefield. Fighters removed in this way do not count as having been taken Out of Action, though are also not counted as part of the crew when making Bottle tests.

Each fighter who escapes the battlefield is worth 1 Victory point for the defender. In addition, every fighter taken Out of Action is worth 1 Victory point.

REINFORCEMENTS
The attacker can use Reinforcements (see page 83). At the end of the second round, and each round thereafter, one random fighter will arrive in the End phase.

TACTICS CARDS
Each player may choose two Tactics cards from their Tactics deck.

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

VICTORY
The side who scored the most Victory points is the winner. In the case of a tie, the side whose Allegiance currently has Ascendancy is the winner.

REWARDS
CREDITS (INSURRECTION PHASE ONLY)
The attacker adds D6x10 credits to their Stash for each defender taken Out of Action.

STARVATION (DAMNATION PHASE ONLY)
A gang adds one portion of Meat to their Stash for each enemy fighter taken Out of Action.

SCAVENGE (DAMNATION PHASE ONLY)
The victorious gang may add one Scavenging roll to their Stash.

EXPERIENCE
Each fighter who took part in the battle earns 1 Experience point.

Each defender who escapes the battlefield earns 1 Experience point.

REPUTATION
The victorious gang gains D3 Reputation.

If either gang bottled out, they lose 1 Reputation.

SCAVENGE

Desperate for supplies, gangs loot the battlefield.

BATTLEFIELD
This scenario uses the Battlefield Set-up rules, as described on page 82.

CREWS
This scenario uses the standard rules for choosing a crew, as described on page 82. Both gangs use the Custom Selection (D3+7) method to choose their crew.

DEPLOYMENT
This scenario uses the standard rules for deployment from page 83.

LOOTING THE BATTLEFIELD
Gangs are out for loot and will steal anything that's not nailed down – and some things that are! Players should roll 2D6 to determine the number of lootable objects. These can be loot caskets, barrels, consoles or any other small pieces of terrain. Players then take turns placing these objects on the battlefield, starting with the player who has Priority. Loot objects must be at least 6" from a board edge, and at least 3" from a battlefield object. .

A fighter within 1" of a loot object can make a Loot (Double) action to see if it contains anything useful. Roll a D6. On a 4, 5 or 6, the fighter finds something useful and their gang gains 1 point of loot. On a 1, the fighter has discovered a booby trap and the loot object explodes like a frag trap (see page 114). Regardless of the result of the roll, once a loot object has been interacted with, remove it from the battlefield.

TACTICS CARDS
Each player may choose two Tactics cards from their Tactics deck.

ENDING THE BATTLE
The battle ends when there are no more loot objects on the table or only one gang has fighters remaining on the battlefield.

VICTORY
The side who gathered the most Loot points is the winner. In the case of a tie, the side whose Allegiance currently has Ascendancy is the winner.

REWARDS
CREDITS (INSURRECTION PHASE ONLY)
Gangs add D3x10 credits to their Stash for each point of loot they have.

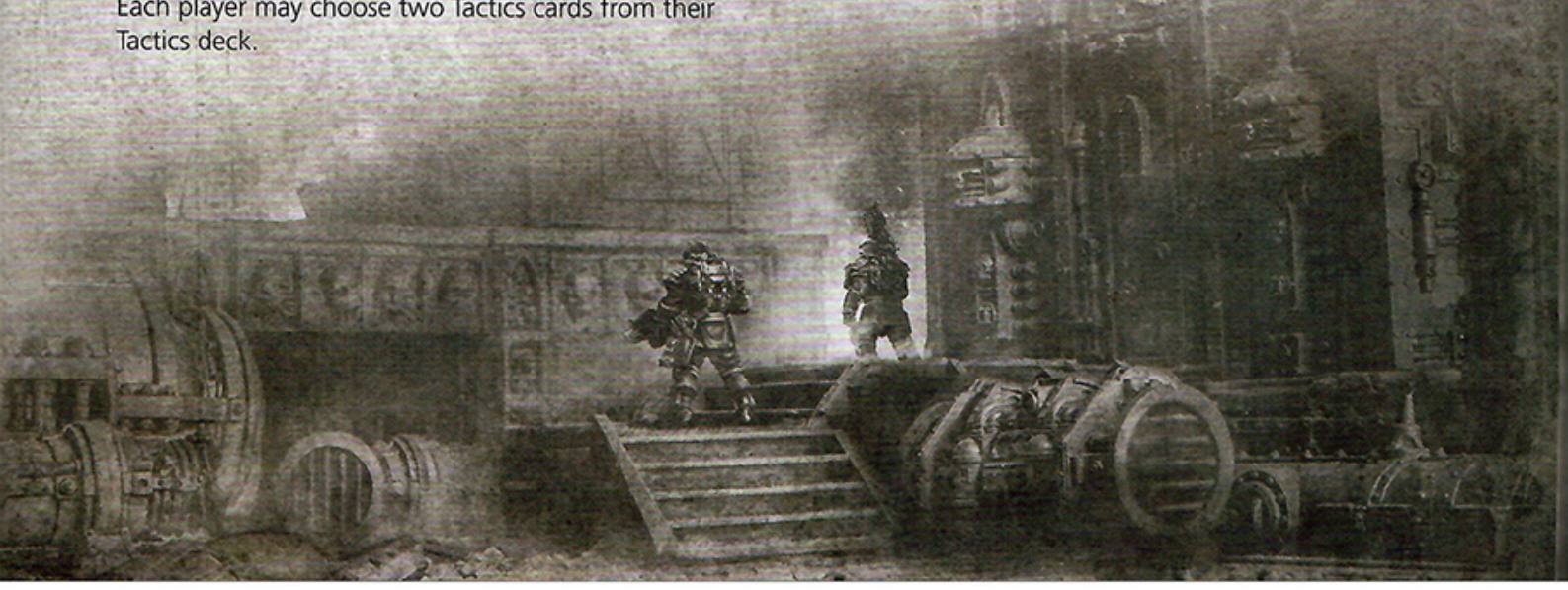
STARVATION (DAMNATION PHASE ONLY)
A gang adds one portion of Meat to their Stash for each enemy fighter taken Out of Action.

SCAVENGE (DAMNATION PHASE ONLY)
Gangs add one Scavenging roll to their Stash for each point of loot they have.

EXPERIENCE
Each fighter that took part in the battle earns 1 Experience point.

REPUTATION
The victorious gang gains D3 Reputation.

If either gang bottled out, they lose 1 Reputation.



HIT AND RUN

A gang strikes from the shadows, hoping to take down a powerful foe.

BATTLEFIELD

This scenario uses the Battlefield Set-up rules, as described on page 82.

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.

CREWS

This scenario uses the standard rules for choosing a crew, as described on page 82. The defender uses the Random Selection (D3+7) method to choose their crew. The attacker uses the Custom Selection (D3+7) method to determine their crew.

DEPLOYMENT

The defender deploys their entire crew within 6" of the centre of the battlefield. After the defending crew has been set up, the attacker sets up their fighters anywhere on the battlefield at least 8" from any enemy models.

MAKE THEM PAY

Both sides are looking to cut down as many enemies as possible. A gang scores 1 Victory point for each enemy fighter taken Out of Action, and an additional 2 Victory points if the enemy gang's Leader is taken Out of Action.

I HAVE A SENSE OF FOREBODING...

Only a fool wanders the hive wilderness without being on the lookout for danger. After both crews have been deployed, the defender checks to see if any of their fighters have line of sight to any attacking fighters. If a defending fighter can see an enemy model, make a Spotting check for them by rolling equal to or higher than the fighter's Intelligence with the following modifiers applied to the dice roll:

SPOTTING CHECK

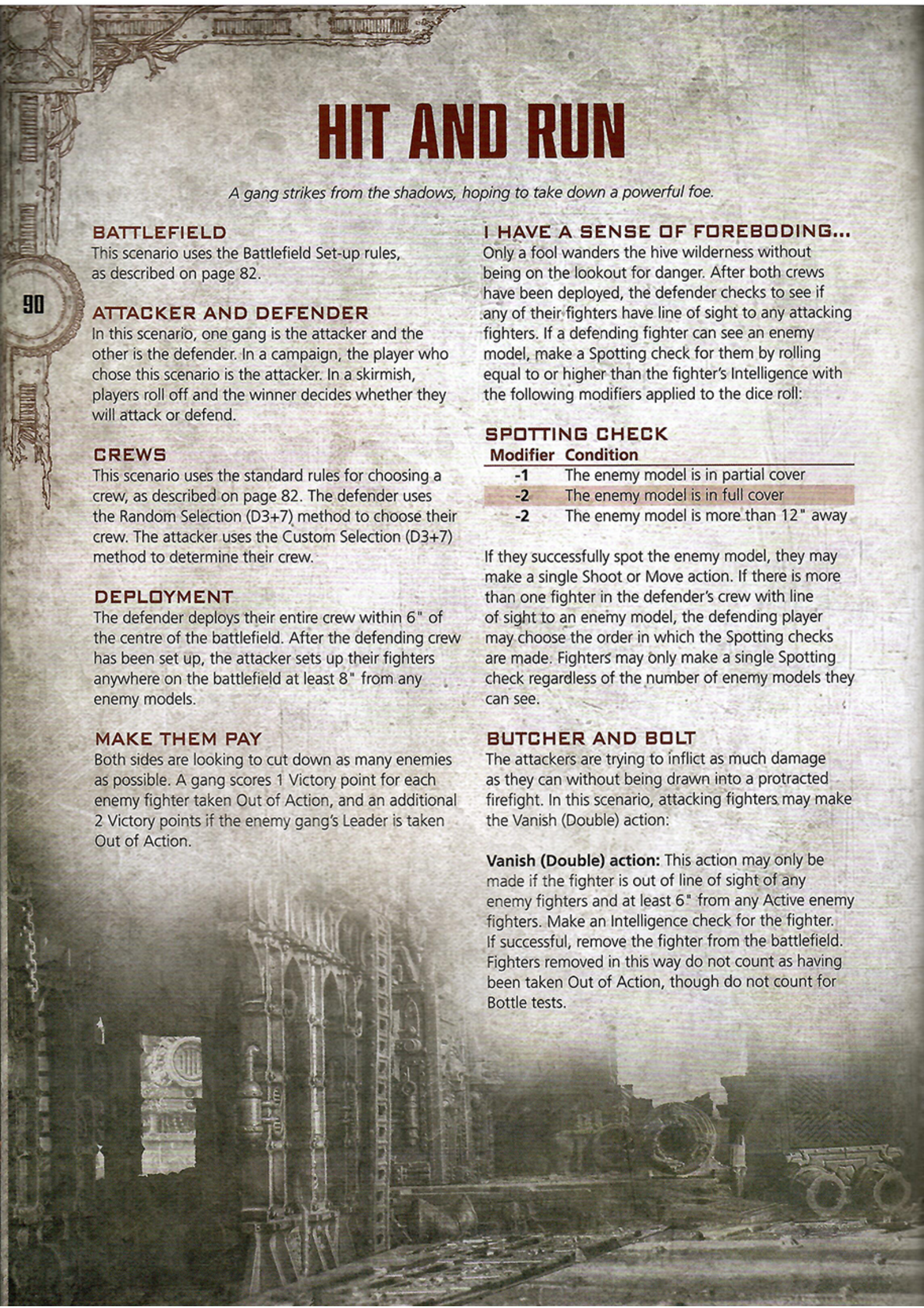
Modifier	Condition
-1	The enemy model is in partial cover
-2	The enemy model is in full cover
-2	The enemy model is more than 12" away

If they successfully spot the enemy model, they may make a single Shoot or Move action. If there is more than one fighter in the defender's crew with line of sight to an enemy model, the defending player may choose the order in which the Spotting checks are made. Fighters may only make a single Spotting check regardless of the number of enemy models they can see.

BUTCHER AND BOLT

The attackers are trying to inflict as much damage as they can without being drawn into a protracted firefight. In this scenario, attacking fighters may make the Vanish (Double) action:

Vanish (Double) action: This action may only be made if the fighter is out of line of sight of any enemy fighters and at least 6" from any Active enemy fighters. Make an Intelligence check for the fighter. If successful, remove the fighter from the battlefield. Fighters removed in this way do not count as having been taken Out of Action, though do not count for Bottle tests.



TACTICS CARDS
Each player may choose two Tactics cards from their Tactics deck.

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

VICTORY
The side who scored the most Victory points is the winner. In the case of a tie, the side whose Allegiance currently has Ascendancy is the winner.

REWARDS
CREDITS (INSURRECTION PHASE ONLY)
The attacker adds D6x10 credits to their Stash for each enemy fighter taken Out of Action.

STARVATION (DAMNATION PHASE ONLY)
A gang adds one portion of Meat to their Stash for each enemy fighter taken Out of Action.

SCAVENGE (DAMNATION PHASE ONLY)
The victorious gang may add a Scavenging roll to their Stash.

EXPERIENCE
Each fighter that took part in the battle earns 1 Experience point.

A fighter who takes an enemy Leader Out of Action earns 1 additional Experience point.

REPUTATION
The victorious gang gains D3 Reputation.

If either gang bottled out, they lose 1 Reputation.



KORYUKNARTUR
LODGE OF EIGHT THOUSAND BLOWS
CORPSE GRINDER CULT

SEARCH AND DESTROY

Gangs seek to clear an area of their enemies.

BATTLEFIELD

This scenario uses the Battlefield Set-up rules, as described on page 82.

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.

CREWS

This scenario uses the standard rules for choosing a crew, as described on page 82. The attacker uses the Custom Selection (10) method to choose their crew. The defender uses the Random Selection (D3+3) method to determine their crew. The remaining fighters in the defender's gang are held off the table as Reinforcements, as described on page 83.

DEPLOYMENT

This scenario uses the standard rules for deployment from page 83.

SWEEP AND CLEAR

Divide the battlefield into four equal-sized areas. A weapon cache has been hidden in each area and must be discovered and either destroyed by the attacker or recovered by the defender. At the start of each round, a player may declare that one or more of their fighters are searching one or more areas. For a fighter to be eligible to search an area, they must be in the area to be searched, Standing and Active, and more than 6" from any board edge. Fighters selected to search lose their Ready status and may not be activated this round.

In the End phase, a player rolls for each area their fighters are searching to see if they have found something. If both the attacker and defender are searching the same area then the gang with Priority searches first. Roll a D6 for each searching fighter in an area being searched, provided the fighter is still Standing and Active. On a 5 or 6, the cache has been found. When a weapon cache is revealed, place a loot casket on the battlefield next to the fighter who found it.

WEAPON CACHES

Once a weapon cache has been found, it must either be carried off the battlefield by the defender or safely destroyed by the attacker. A defender who moves a cache into their deployment zone may remove it from the battlefield in the End phase, provided that they are Active. Caches moved off the battlefield are worth 2 Victory points to the defender.

An attacking fighter may attempt to destroy any one cache they are in base contact with as a Double action. Make an Intelligence check for the fighter, adding 1 to the dice result for each friendly fighter within 2". If successful, the cache is destroyed and the attacker earns 1 Victory point.

In addition to the rules above, weapon caches also count as loot caskets (see page 87).

REINFORCEMENTS

The defender can use Reinforcements (see page 83). At the end of the second round, and each round thereafter, a random fighter will arrive in the End phase.

TACTICS CARDS

Each player may choose two Tactics cards from their Tactics deck.

ENDING THE BATTLE

The battle ends when all the weapon caches have been moved off the battlefield or have been destroyed, or if only one gang has fighters remaining on the battlefield.

VICTORY

The side who scored the most Victory points is the winner. In the case of a tie, the side whose Allegiance currently has Ascendancy is the winner.

REWARDS

CREDITS (INSURRECTION PHASE ONLY)

The attacker adds D3x10 credits to their Stash for each weapon cache they successfully destroy.

The defender adds D6x10 credits to their Stash for each weapon cache they successfully remove from the battlefield.

STARVATION (DAMNATION PHASE ONLY)

A gang adds one portion of Meat to their Stash for each enemy fighter taken Out of Action.

SCAVENGE (DAMNATION PHASE ONLY)

The attacker adds one Scavenging roll to their Stash for each weapon cache they successfully destroy.

The defender adds two Scavenging rolls to their Stash for each weapon cache they successfully remove from the battlefield.

EXPERIENCE

Each fighter that took part in the battle earns 1 Experience point.

Each attacker who destroys a weapon cache earns 1 Experience point.

Each defender who removes a weapon cache from the battlefield earns D3 Experience points.

REPUTATION

The victorious gang gains D3 Reputation.

If either gang bottled out, they lose 1 Reputation.



ENFORCER 'SHUTDOWN'
PATROL IOTA-GREEN-G
IOTA SECTOR, HIVE CERES
PALANITE ENFORCERS

MEAT HARVEST

Meat for the grinder!

BATTLEFIELD

This scenario uses the Battlefield Set-up rules, as described on page 82.

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.

CREWS

This scenario uses the standard rules for choosing a crew, as described on page 82. Both attacker and defender use the Random Selection (D3+2) method to choose their crew. The remaining fighters in both gangs are held off the table as Reinforcements as described on page 83.

DEPLOYMENT

This scenario uses the standard rules for deployment from page 83.

A BLOODY HARVEST

The attacker is out on the search for fresh meat. After both crews have deployed, place 12 hive dwellers (see opposite) on the battlefield. Starting with the attacker, both players take turns placing the hivers anywhere on the battlefield more than 8" away from a board edge. Hivers do not have a profile – as they are unarmed shell-shocked survivors of the uprising merely trying to get to safety – but they can be affected by some weapons.

If a Blast marker or a template touches a hiver, roll a D6. On a 5 or 6, remove the hiver from the battlefield, otherwise they are unharmed.

If a hiver is hit by a ranged attack, roll a D6. On a 5 or 6, remove the hiver from the battlefield, otherwise they are unharmed.

If a hiver is hit by a Melee attack, roll a D6. On a 3, 4, 5 or 6, remove the hiver from the battlefield, otherwise they are unharmed and are moved D6" directly away from the attacker. Hivers removed from the battlefield in this way by an attacking fighter count as being harvested.

In each End phase, roll a Scatter dice for each hiver who is more than 2" from any defenders. Move the hiver 2D6" in the direction indicated by the dice, coming to a halt if they contact impassable terrain or come within 1" of a fighter.

Each hiver who is harvested is worth 1 Victory point to the attacker's gang.

SALVATION FOR THE WORTHY

The defender is attempting to guide the hivers to safety before the attacker's gang harvests them for Meat. In this scenario, the defender's fighters can use the Shepherd (Basic) action.

Shepherd (Basic) action: Make a Leadership check for the fighter. If successful, any hivers within 8" immediately move 2D6" directly toward the fighter.

In the End phase, any hivers in the defender's deployment zone and also within 2" of a defending fighter may be removed from the battlefield. Each hiver removed from the battlefield is worth 2 Victory points to the defender.

DESIGNER'S NOTE: HIVE DWELLERS

Hive dwellers represent the common populace of the hive who have been thrown together by the uprising and are desperately trying to survive. The scenario has been designed so that these survivors can be represented by tokens, dice or other markers depending on what the players have to hand. However, players might also choose to use appropriate models from their miniatures collections to represent these disparate souls, or even convert their own from the large range of Citadel miniatures.

REINFORCEMENTS

Both the attacker and defender can use Reinforcements (see page 83). At the end of the second round, and each round thereafter, a random fighter for each gang will arrive in the End phase.

TACTICS CARDS

Each player may choose two Tactics cards from their Tactics deck.

ENDING THE BATTLE

The battle ends when all the hivers have been removed from the battlefield or only one gang has fighters remaining on the battlefield.

VICTORY

The side who scored the most Victory points is the winner. In the case of a tie, the side whose Allegiance currently has Ascendancy is the winner.

REWARDS

CREDITS (INSURRECTION PHASE ONLY)

The attacker adds D3x10 credits to their Stash for each hive dweller harvested.

The defender adds D6x10 credits to their Stash for each hive dweller guided to safety.

STARVATION (DAMNATION PHASE ONLY)

A gang adds one portion of Meat to their Stash for each enemy fighter taken Out of Action.

The attacker adds one portion of Meat to their Stash for each hive dweller harvested.

SCAVENGE (DAMNATION PHASE ONLY)

The victorious gang may add one Scavenging roll to their Stash.

The defender adds one Scavenging roll to their Stash for each hive dweller guided to safety.

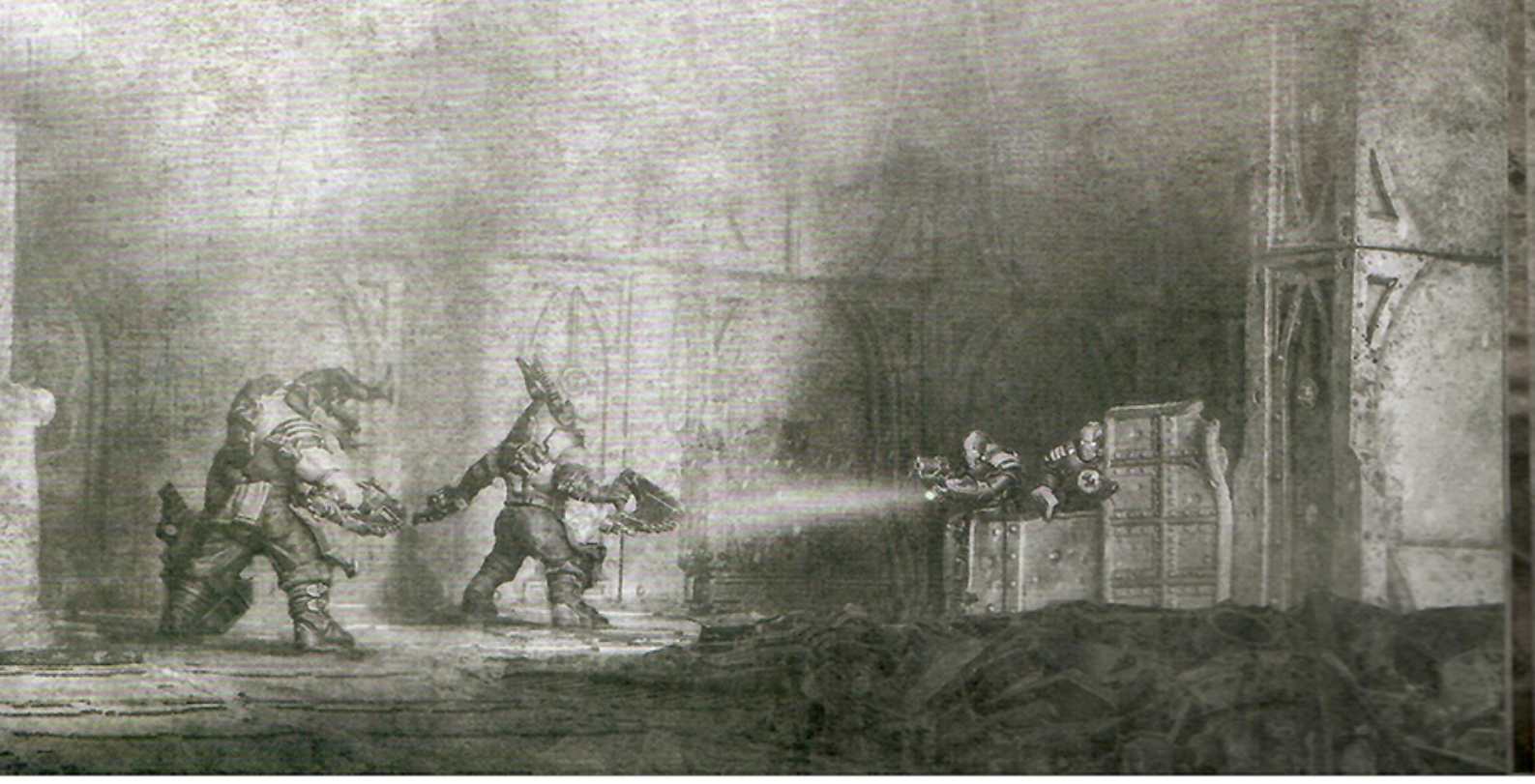
EXPERIENCE

Each fighter that took part in the battle earns 1 Experience point.

REPUTATION

The victorious gang gains D3 Reputation.

If either gang bottled out, they lose 1 Reputation.



PUBLIC EXECUTION

The gang must save one of their own before time runs out.

BATTLEFIELD

This scenario uses the Battlefield Set-up guidelines, as described on page 82.

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.

CREWS

This scenario uses the standard rules for choosing a crew, as described on page 82. The attacker uses the Custom Selection (D3+7) method to choose their crew. The defender uses the Random Selection (D3+5) method to determine their crew. The remaining fighters in the defender's gang are held off the table as Reinforcements as described on page 83.

DEPLOYMENT

The defender deploys their crew first, starting by placing the prisoner (as follows) in the centre of the battlefield, and then their fighters within 6" of the prisoner. The attacker then deploys their crew within 2" of any battlefield edge.

EXECUTION CLOCK

Place a six-sided dice next to the prisoner or on the edge of the battlefield with the number six face up. This dice represents the Execution Clock and counts down the prisoner's last moments.

In the End phase of any round, the clock is temporarily halted until the next End phase if:

- The attacker has at least one Standing and Active fighter within 3" of the prisoner.
- No fighter in the defending gang can draw a line of sight to any fighters in the attacker's gang.
- One of the attacking fighters is in possession of and able to use a chrono crystal.

In the End phase of a round in which the clock was not temporarily halted, turn the dice to reduce the number shown by one for each of the following:

- If the defender has at least one Active fighter within 3" of the prisoner.
- If one or more defenders were taken Out of Action this round.
- If the defending gang's Leader was taken Out of Action.

When the dice would count down to 0 or less, roll an Injury dice for the prisoner. On any result other than a Flesh Wound, they are removed from the battlefield and the execution is successful. On a result of a Flesh Wound, they are taking their time to die. Roll for them again in the following End phase, adding another Injury dice to the roll for each round they have been dying.



THE PRISONER

The prisoner is well restrained and consigned to their fate. A prisoner can be represented by a token or any appropriate model in either players' collection. Until freed by the attacker, the prisoner takes no part in the battle, cannot be targeted by attacks and is unaffected by area effect attacks such as Blast makers. An attacking fighter may free the prisoner as a Double action if they begin their activation within 1" of them. Once freed, the prisoner will attempt to flee the battlefield. Once the prisoner has been freed, the Execution Clock rules no longer apply – the prisoner has slipped the noose!

In the End phase, the attacker moves the prisoner 3D6" toward the nearest board edge, remaining at least 1" away from enemy fighters. The fleeing prisoner counts as a fighter for all purposes and can be targeted by the defending gang (use the Ganger, or equivalent, profile from your gang's House List). The prisoner never gains a Ready marker and will flee again in each End phase as detailed above. As soon as the prisoner reaches the board edge, remove them from the table.

REINFORCEMENTS

The defender can use Reinforcements (see page 83). At the end of the second round, and each round thereafter, a random fighter will arrive in the End phase.

DESIGNER'S NOTE: RESCUING GANGERS

If the attacker chooses, this scenario can be played in place of the Rescue scenario (see page 134 of the *Necromunda Rulebook*) to recover a fighter who has been Captured. The prisoner is replaced with the Captured fighter. If they are freed, they do not automatically flee the battlefield; instead they become Ready and join the attacker's crew armed with the weapons on their Fighter card (it can be assumed the attackers brought some extra guns with them).

If the attacker does not manage to save the Captive fighter, however, they are removed from the attacker's gang roster just as if they had been Sold to the Guilders (see page 92 of the *Necromunda Rulebook*).

TACTICS CARDS

Each player may choose two Tactics cards from their Tactics deck.

ENDING THE BATTLE

The battle ends when the prisoner is removed from the battlefield or only one gang has fighters remaining on the battlefield.

VICTORY

If the prisoner was executed then the defender wins, otherwise the attacker is victorious. If the prisoner was still on the battlefield at the end of the game, the side whose Allegiance currently has Ascendancy is the winner.

REWARDS

CREDITS (INSURRECTION PHASE ONLY)

The attacker adds 2D6x10 credits to their gang's Stash if they successfully save the prisoner.

The defender adds D6x10 credits to their gang's Stash if they successfully execute the prisoner.

STARVATION (DAMNATION PHASE ONLY)

A gang adds one portion of Meat to their Stash for each enemy fighter taken Out of Action.

SCAVENGE (DAMNATION PHASE ONLY)

The victorious gang may add one Scavenging roll to their Stash.

EXPERIENCE

Each fighter that took part in the battle earns 1 Experience point.

The fighter who frees the prisoner earns 1 Experience point.

REPUTATION

The victorious gang gains D3 Reputation.

If either gang bottled out, they lose 1 Reputation.



ENFORCER PATROLS

The Pax Helmawr strictly prohibits military intervention in matters of civil unrest. This is not because of any concern for the well-being of Necromunda's citizens, and only partly because excessive damage to a hive from heavy ordnance might impact production. Rather, this ancient law exists simply to keep the gaze of the Adeptus Terra averted from Lord Helmawr's domain. Rebellion is bad for business, but it gets even worse should the Imperium decide to turn a hive into a war zone. Part of Helmawr's relationship with the Adeptus Terra involves constantly assuring them that Necromunda is a loyal member of the Emperor's domain and completely under control. This is, of course, only partially true.

Necromunda exists in a permanent state of controlled conflict. Gang violence is endemic in the hive cities, as commonplace as industrial quotas and recycled water. Criminals, cults and renegades are also an unavoidable side effect of cramming so many souls into such a small space, and these individuals too rail against the society that spawned them. For the most part, gang wars are policed by the Clan Houses themselves, under fear of retribution from Lord Helmawr, while the Palanite Enforcers handle the rest. Sometimes though, crime turns into rebellion, and in instances of extreme societal upheaval, when local agents are overwhelmed, the Imperial House opens its armouries to the Enforcers, granting them the tools of war. Swiftly, the organisation of the Enforcer Precincts changes to meet a militarised or powerful enemy, and Palanite Subjugator battalions are formed. These troops are heavily armed and armoured, led by hardened veterans and given special dispensation to operate outside their usual districts. In all but name, the Palanite Subjugators are an army, despite how Lord Helmawr might present their existence to the wider Imperium.

Enforcers on a war footing are unmistakable as they march through the hive. Where regular Enforcer patrols are always alert for danger and quick to mete out justice, Subjugators treat all citizens in a compromised sector as enemies of Necromunda. The only concession to the innocent is the use of shock and concussion weapons. These are employed indiscriminately on crowds if they show that they are not resisting the Enforcers' advance. Palanite M.O.N.I.T.O.R.s on hissing robotic limbs then haul away these helpless souls for processing. All other

adversaries are met with deadly force, for the job of the Subjugators is not to judge, investigate or question, but simply to pacify the hive population and smash apart any form of resistance that stands in their way.

The weapons employed by Subjugators still adhere to the Palanite Enforcer ethos of suppression with minimal damage to hive infrastructure. In addition to layered flak armour and assault shields to protect them from the worst the hive citizenry can throw at them, they carry a variety of concussive and stun weaponry. Amongst these, the SLHG pattern assault ram 'Sledge hammer' is perhaps the most distinctive; a devastating man-portable hydraulic fist capable of smashing a door clean off its hinges or caving in a man's chest, with the added bonus of an inbuilt grenade launcher to dispense justice at range. Of course, not all Subjugator weapons are 'non-lethal'. Enforcer boltguns are a staple of the Subjugators, just as they are with the rank and file Palanite, though perhaps seen in larger numbers among the more militarised Subjugators. These weapons are not the battered knock-offs used by most gangs, but rather exceptional tools of war produced by Lord Helmawr's Palanite armourers and issued with special penetrator bolt rounds for heavier targets.

Over Necromunda's long and bloody history, the Subjugator battalions have enforced the will of House Helmawr. During this time, the Imperial House has awarded various honours to the great Precinct Fortresses where some of these battalions are based, places such as Hive Mynerva's Iron Gateway, the Ash Waste Crawler, the Juggernaut of Judgement, and Koingstown's Obsidian Tower in Hive Primus. The Obsidian Tower especially holds a lauded position among the Subjugators, boasting no fewer than seven battalions. Among these, the 783rd 'Dustwall Devils' and 117th 'Black Hoods' can trace their history back to the first great House Wars. Most high ranking Enforcers will belong to one of these elite formations, holding a dual rank between Enforcers and Subjugators. Provost Marshal Gormach Sagan, overall commander of the Palanite forces in Hive Primus, served in the Black Hoods and wears their mark as a gene-tattoo upon his chest. In times when the hive is in peril from an organised or militarised foe, Marshal Sagan dons the mantle of the Primus Subjugator General and mobilises the Subjugator battalions from within the ranks of the Enforcers. Other battalions are then raised in turn by their commanders, while the majority of Enforcers remain as support troops to their better equipped and trained brethren.

Admittance into the Subjugator battalions is reserved for those who have proved themselves to be both utterly loyal to House Helmawr and pitiless in the execution of their duties. An Enforcer is given little choice in the receipt of this honour once they have been singled out by their superiors. The induction into this inner circle of the Palanites involves the taking of an oath to their battalion commander and gene-marking. From this point on, the Enforcer is part of an organisation within an organisation, and can expect better access to resources and more favourable missions. When their commander calls, however, they are expected to forsake their patrol in favour of the battalion, and follow wherever it leads.

Subjugator battalions are responsible for some of the most vicious policing actions on Necromunda. During the Helot Cult uprising of Hive Janus, it was the Subjugators that cleared out the rebel manufactorum strongholds and stood judgement over the captive cultists, feeding the prisoners to the machines they once served as punishment for their crimes. In the midst of the Ash Gate Wars between House Orlock and its rivals, Lord Helmawr sent in the Subjugators to restore the peace – some say at the urging of the Clan House, whose own forces were flagging. Other excesses attributed to the Subjugators include Helmawr's Red Walk, the Decimation of Girdercity and the ill-omened Purge of Hive Hindsk, a shattered ruin that now stands like a grave marker in the northern-most reaches of the Stormlands. All of these actions live on in the memories of Necromundans, handed down from one generation to the next as cautionary tales, often by the Enforcers themselves to further their terrifying reputation.

In the underhive, Subjugator battalions have an almost mythical status among criminals and outcasts. Drinking hole tales constantly circulate about Helmawr's pitiless armoured giants, while crude Badzone dome paintings depict hulking red-eyed devils belching fire and plasma from their fists and driving scavvies and mutants before them. As part of their training, Subjugators will routinely venture into the depths of the hive to purge mutie uprisings and seditionist elements that might think to claim the depths of Hive Primus as their own. To the criminal syndicates of the Palatine Cluster, the Subjugators are the final sanction of Lord Helmawr against their excesses, while to the scum and scavvies of the outlands they are nothing less than death given form.

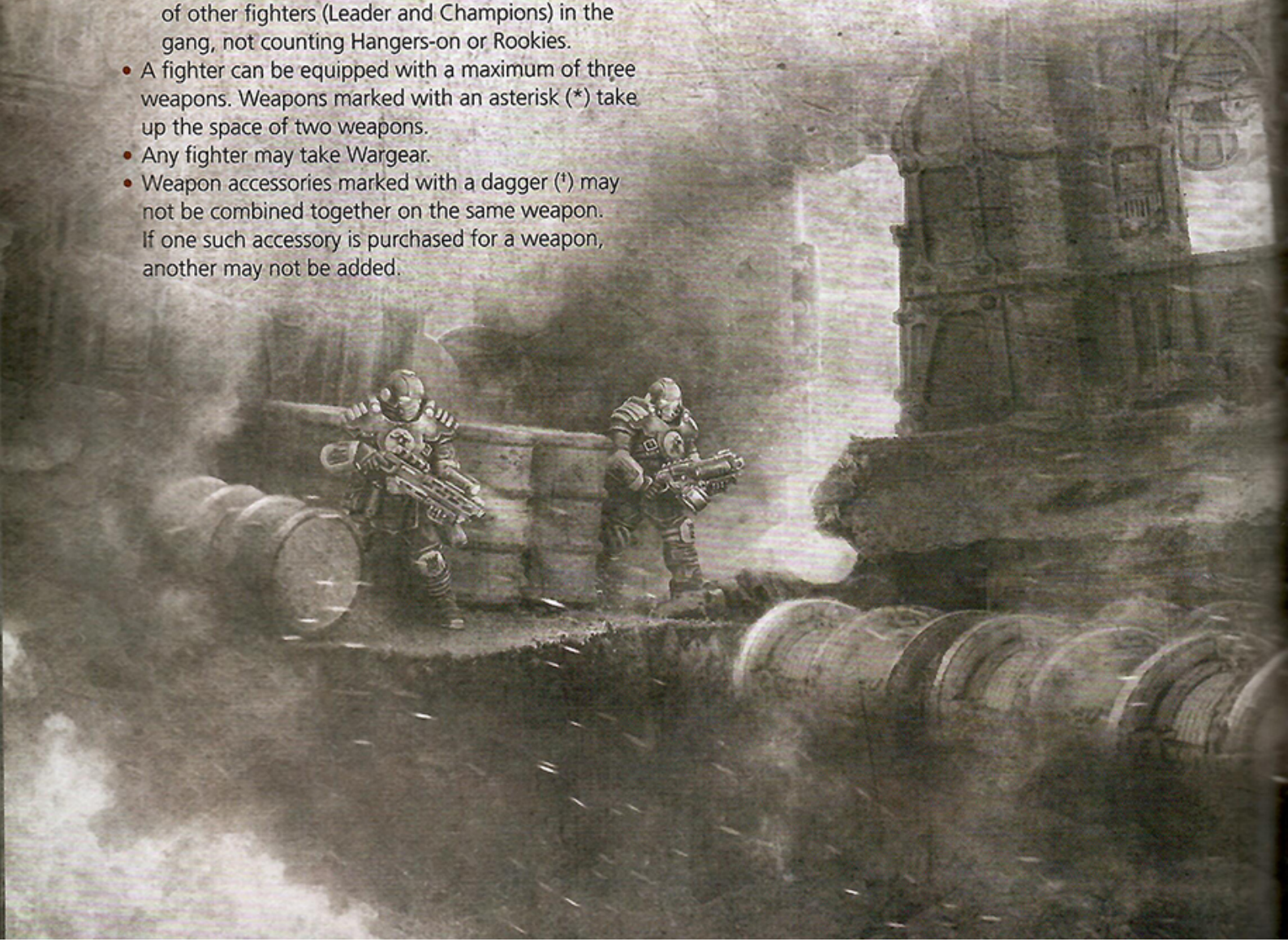
GANG COMPOSITION

The composition of an Enforcer Patrol gang is somewhat more restricted than that of other gangs in the underhive. This is due to the hierarchy within each precinct and the strict militaristic structure of the Enforcers in general. An Enforcer Patrol gang must follow these rules when it is founded and when new fighters are added to the gang.

- The gang must contain one Leader, chosen when the gang is first founded (Palanite Captain). The Leader may be upgraded to a Subjugator Captain for the cost shown.
- The gang must contain a compulsory minimum of two Gangers (Palanite Patrolmen) when founded:
  - If the Leader is a Palanite Captain, the gang must contain at least two standard Palanite Patrolmen.
  - If the Leader has been upgraded to a Subjugator Captain, the gang must contain at least two Palanite Patrolmen that have also been upgraded to Subjugator Patrolmen.
  - Additionally, the gang may include 0-2 Champions (Palanite Sergeants).
  - The total number of Gangers (Palanite and Subjugator Patrolmen) in the gang must always be equal to, or higher than, the total number of other fighters (Leader and Champions) in the gang, not counting Hangers-on or Rookies.
- A fighter can be equipped with a maximum of three weapons. Weapons marked with an asterisk (*) take up the space of two weapons.
- Any fighter may take Wargear.
- Weapon accessories marked with a dagger (†) may not be combined together on the same weapon. If one such accessory is purchased for a weapon, another may not be added.

During an Uprising Campaign, gangs continue to follow these rules as new fighters are added to the gang. Additionally, the following rules apply:

- During the course of an Uprising Campaign, any fresh recruits added to the gang may be equipped with items currently held in the gang's Stash, rather than purchasing new equipment.
- During the course of the campaign, gangs may gain new equipment, either by purchasing it from the gang's House Equipment List or as a result of Scavenging. These items are added to the gang's Stash and may be distributed among fighters during any post-battle sequence:
  - A fighter cannot be given a new weapon of a type not allowed by their entry within their House List.
  - Any fighter can be given additional weapons, but if they have more than three weapons, they will have to fill out multiple Fighter cards, each representing a different 'set' of equipment, as described on page 16.
  - A fighter may discard any Wargear carried when given new Wargear. Discarded Wargear is placed in the gang's Stash.



PALANITE ENFORCERS IN DOMINION CAMPAIGNS

An Enforcer Patrol can be fielded in a Dominion Campaign if players wish (see the *Necromunda Rulebook*), but due to their nature will function differently to other gangs in a few important ways.

TERRITORIES AND CAMPAIGN PHASES

Enforcers cannot occupy and control Territories like other gangs. Instead, they start the campaign in control of a single Territory unique to them – the Palanite Precinct Territory.

Occupation Phase: During the Occupation phase, Enforcers may challenge another gang for a nominated unoccupied Territory as normal. Similarly, another gang may challenge the Enforcers to fight for a nominated unoccupied Territory as normal. If the Enforcers win, rather than take control of the Territory, they must perform either a Police Territory or Grant Territory action (as follows).

Takeover Phase: During the Takeover phase, the Enforcers may challenge any gang for a Territory that gang controls. If the Enforcers win, they must perform either a Police Territory or Grant Territory action (as follows).

If, however, another gang challenges the Enforcers during the Takeover phase then the gang is assumed to be launching a bold assault against the Enforcers' Palanite Precinct Territory (as follows). The challenger cannot gain control of the Palanite Precinct, but will gain the benefits of a successful assault should they win. The Enforcers cannot lose the Palanite Precinct, but can suffer the negative effects associated with it being successfully assaulted.

TERRITORY ACTIONS

If the Enforcers win control of an unoccupied or enemy held Territory, they must perform one of the following actions during the Wrap-up:

Police Territory: The Enforcers clear up the Territory. In a series of shock assaults and raids, they shut down criminal enterprises and flush out troublemakers:

- The Enforcers gain control of the Territory, but they gain no Boons from it.
- Immediately after taking control of the Territory and after every successful defence of the Territory, the Enforcers gain D3+1 Reputation for purging the Territory of crime.

Grant Territory: The Enforcer player chooses another gang taking part in the campaign. That gang gains control of the Territory and any Criminal Enterprises associated with it.

TRIUMPHS

Players of Palanite Enforcers may not be awarded the Dominator Triumph. Instead they have a unique Peacemaker Triumph to reach for:

Peacemaker: If none of the players can be awarded the Dominator Triumph – because two or more players hold the same number of Territories – the Enforcer is awarded the Peacemaker Triumph.

UNIQUE TERRITORY – PALANITE PRECINCT

Fortress, gaol, and place of execution, a Palanite Precinct is the authority of Lord Helmwar stamped boldly into the very structure of the underhive in rockcrete and plasteel for all to see.

HOMEGROUND

If challenged in the Takeover phase, the ensuing battle will automatically take place within the Palanite Precinct, representing a bold gang assaulting the Precinct:

- When the Palanite Precinct is assaulted, the battle will automatically be fought using Zone Mortalis terrain.
- The player that controls the Enforcers sets up all of the tiles, doors, barricades and any other terrain features. They also can decide if any of the doors are locked. The player who controls the Enforcers treats all doors as unlocked, and can relock any door.
- The player who controls the Enforcers automatically has the Home Turf Advantage when the Palanite Precinct is assaulted.

TERRITORY BOON

Income: The gang earns D6x10 credits from this Territory when collecting income.

Gang Assault: A gang can never take control of a Palanite Precinct. If, however, a gang should assault the Palanite Precinct and win the ensuing battle, that gang will gain +5 Reputation.

FIGHTERS

A starting Enforcer Patrol gang is made up of the following fighters:

PALANITE CAPTAIN (LEADER) ..... 140 CREDITS

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

EQUIPMENT

A Palanite Captain is equipped with a stub gun, flak armour and an armoured undersuit. They may only choose weapons from the Palanite Weapons List, but otherwise they have no weapon restrictions.

STARTING SKILL

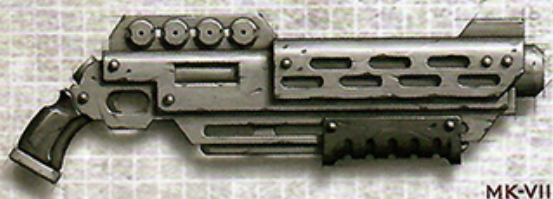
Palanite Captains start with one free skill chosen from their Primary skill sets.

Subjugator: A Palanite Captain may be upgraded to a Subjugator Captain for +10 credits:

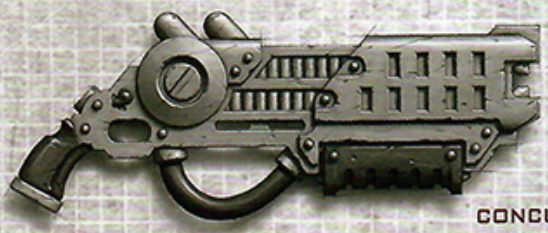
- A Subjugator Captain is equipped with a stub gun, layered flak armour and an armoured undersuit. They may only choose weapons from the Subjugator Weapons List, but otherwise they have no weapon restrictions.



ENFORCER STUB GUN



MK-VII 'BREACHER-PATTERN' ENFORCER SHOTGUN



CONCUSSION CARBINE, SANCTIONED ENHANCED CAPACITY MODIFICATION



MK-I 'TRAZIOR PATTERN' SHOCK BATON

NAMING YOUR OWN ENFORCERS

Enforcer names are designations consisting of a patrol letter designator, followed by the individual Enforcer's code which are usually non-sequential. In absence of real names, Enforcers sometimes give each other nicknames, often referencing events or experiences from years of service. Hives often use their own conventions to help hide the total strength of their Enforcer complement. Below are some names that can be used, adapted or combined when creating your own Enforcer patrol.

- K-096
- P-874
- Z-084
- A-329
- Lucky
- Scorch
- Kroc
- Blackout

PALANITE SERGEANT (CHAMPION)..... 100 CREDITS

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

EQUIPMENT

A Palanite Sergeant is equipped with a stub gun, flak armour and an armoured undersuit. They may only choose weapons from the Palanite Weapons List, but otherwise they have no weapon restrictions.

STARTING SKILL

Palanite Sergeants start with one free skill chosen from their Primary skill sets.

Subjugator: A Palanite Sergeant may be upgraded to a Subjugator Sergeant for +10 credits:

- A Subjugator Sergeant is equipped with a stub gun, layered flak armour and an armoured undersuit. They may only choose weapons from the Subjugator Weapons List, but otherwise they have no weapon restrictions.

PALANITE PATROLMAN (GANGER).....70 CREDITS

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

EQUIPMENT

A Palanite Patrolman is equipped with a stub gun, flak armour and an armoured undersuit. They may only choose weapons from the Palanite Weapons List, but otherwise they have no weapon restrictions.

SPECIAL RULES

Subjugator: A Palanite Patrolman may be upgraded to a Subjugator Patrolman for +10 credits:

- A Subjugator Patrolman is equipped with a stub gun, layered flak armour and an armoured undersuit. They may only choose weapons from the Subjugator Weapons List, but otherwise they have no weapon restrictions.

PALANITE ROOKIE PATROLMAN (JUVE) ..... 0 CREDITS EACH*

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

EQUIPMENT

A Palanite Rookie Patrolman is equipped with a stub gun, flak armour and an armoured undersuit. They may only choose weapons from the Palanite Weapons List, and can only be armed with Pistols, Basic and Close Combat weapons.

SPECIAL RULES

***Fresh From the Academy:** If the Enforcer Patrol gang deletes one or more Dead or retiring fighters during step 6A of the post-battle sequence, they may recruit a single Palanite Rookie Watchman during step 6B. This fresh-faced recruit is added to the gang for free. Equipment that is not listed in this fighter's starting profile must be purchased at the normal cost, or supplied from the gang's Stash.



ACCEPT CORPSE-STARCH RATIONS FROM HIVE AUTHORITIES ONLY. THOSE FOUND IN POSSESSION OF UNSANCTIONED RATIONS WILL SUFFER THE EMPEROR'S JUDGEMENT. STARVATION IS PREFERABLE TO DAMNATION.

Publicly broadcasted message in Hive Arcos


ENFORCER D-030
AUGATIVE DETAIL ALPHA-GOLD
ALPHA SECTOR, HIVE PRIMUS
PALANITE SUBJUGATORS
030Ø·2
030Ø·



CORPSE GRINDER CULTS

A cannibal sickness lurks at the heart of Necromunda, like a festering wound that will never heal. It is the great cycle of existence that rules over all who serve the Imperial House, the denizens of the hives either feeding on their predecessors, or feeding the living with their own dead flesh. Corpse Grinder Cults are a by-product of this brutal necessity, charged with the grim task of recycling their fellow hivers into corpse-starch. The Great Houses of Necromunda are intimately familiar with the Corpse Grinder Cults, for they are a plague that rises from within the mortuary combines and Corpse Guilds with regular frequency. Even in the unrelenting horror of the hive, those forced to recycle corpses sometimes rebel against reality, losing their sanity among the whirr of the meat-saw and wet crunch of the bone-grinders. Where once a creature of reason and temperance stood, now a hollow shell consumed by hunger remains – the perfect vessel for the corrupting touch of Chaos to infect.

Corpse Grinder Cults often start within the hallowed ranks of the Corpse Guilds. From among the toiling workers a leader will arise. Whether these deranged individuals draw the gaze of the Blood God with their cannibal madness or if it is the influence of the Dark God who turns honest men to feast upon the cutting floor is unclear. The result, however, is the same. Over time, a cult leader will become stronger and more ravenous, the growling voice of Khorne driving them to murder so that they might feast upon warm and bloody flesh. Around these debased leaders, deviant cults are formed. Prospective followers might be drawn from within the mortuary manufactorums, or from the greater hive populace. At first trusted members are inducted, and offered a taste of the gory bounty smuggled out of production lines. Thus are entire families and hab communities corrupted, most knowing only that the meat gives them strength and endurance like nothing they have known, unaware of the dark blessing surrounding the cult leader.

Under the nose of Guild overseers, the cult grows, knowing full well that should it be discovered, it will be purged without mercy. Hungry for the power the cult offers, others join, gathering in secret meetings and donning butchers' garb – masks, robes and jewellery made from the remains of their meals. In these hidden places, the cultists worship the Lord of Meat, the head butcher feeding their followers with chunks of weeping flesh drawn from mounds of still-warm corpses. As the cult is fed on meat so too

does the head butcher feed the faithful on promises of freedom and power, echoing the whispered voice in their own head. Slowly, the cult begins to gather weapons and fresh recruits – a single word upon their lips: *uprising*.

When at last the Corpse Grinders are ready to rise up, they emerge from their hidden fanes in their thousands. Their bodies grown hard and muscular upon a diet of forbidden flesh, they are hivers no more. Their former workers and clan-mates fall beneath their blades, adding more meat to the feasting tables and causing the power of the Blood God to wax ever stronger. As their rebellion spreads out into the hive, open warfare takes hold and the fragile order of the Imperium breaks down. All citizens of the hive are then faced with a choice – join the Corpse Grinders' uprising and partake of their forsaken bounty, or become their next meal.

At the heart of every Corpse Grinder Cult stands the Harvest Lord, a blood-soaked demagogue of prodigious power. Should the cult be successful in its cannibalisation of the hive then the Harvest Lord will become a vessel for one of the Blood God's Daemons, a living embodiment of the Lord of Skin and Sinew. Under the thrall of this insane individual are scores of Butchers, talented murderers and savage fighters. Touched by the power of the Dark Gods, each of these gang leaders has a connection to the Harvest Lord by profane ritual.

Below these Chaos-tainted madmen the teeming masses of the cult begin, some unaware of the true power behind their rebellion. Cutters are the lieutenants to the Butchers, keeping the lower ranks in line. Garbed in fearsome panoply, they carry the best looted weapons or largest blades. Then there are the Skinners, initiates and acolytes who have partaken of their first feast and grown stronger as a result. Among the Skinners sometimes there will be the bloodied and unbloodied, a distinction made between those within the cult who have eaten the living flesh of a defeated foe and those that have yet to earn this honour. Regardless of rank, however, all Corpse Grinder Cultists are bound together by madness and devotion to the Lord of Meat once they have fed on the unprocessed flesh of their fellow hivers.

Corpse Grinder Cults fight as a rebel army, their weapons scavenged from Imperial authorities, House gangs or forged in secret workshops. These can range from simple stub pistols to heavy ordnance, depending on what each cult can get its hands on. Supplementing this arsenal, the cult retains many of the tools of the corpse trade – powered meat-saws, amputators and flensing knives, all repurposed as deadly weapons. These serrated and spinning blades also allow the cult members to quickly turn a felled foe into a meal, greedily ripping off bloody strips of muscle and skin before jamming it in their mouths.

Over the centuries, countless Corpse Grinder Cults have plagued the hives of Necromunda. Lord Helmawr has gone to great lengths to conceal their presence from the greater Imperium, scrubbing them from history just as his Enforcers expunge them from existence. While hives and settlements can be cut off and starved into silence, rumours seem to be carried by the ash winds on Necromunda and are much harder to suppress.

The first Corpse Grinder Cult ever recorded, or so the legend goes, was during the Great Road War, when many hives were still to be brought under the unified control of the Imperial House. Out among the wastes, grave robbers picked over the remains of battles, repurposing the fallen to feed their cannibal clans. Their leader was an ash-rider by the name of Waz Bonepicker, a savage blessed by the Lord of Meat. Even centuries later, Corpse Grinder Cults are raised in the name of the Bonepicker, their icon a bladed wheel mimicking the great machines of the ancient ash-rider clans – and the tools of their grim trade.

Since the days of the Bonepicker, countless cults have risen and fallen. During the Hive Mynerva famine, many hivers turned to cannibalism and the Corpse Grinder Cults gained a foothold within the hive's walls. Some say Lady Helmawr's refusal to relieve the hive's torment by allowing orbital craft to ferry in supplies had less to do with maintaining her monopoly on off-world trade and more on starving out the cults she secretly knew existed. There are those that whisper that the Corpse Grinders are not merely another subversive cult – that they worship a single malign entity of ancient and terrible origin. They believe that the Lord of Skin and Sinew, so recently emerged in Hive Arcos, has walked the wastes of Necromunda before. Spattered icons and ancient texts speak to this truth, hinting that the true power behind the cult is a powerful Daemon somehow tied to Necromunda, perhaps eternally seeking escape, or to transform the world into its own personal realm of blood and hunger.

GANG COMPOSITION

A Corpse Grinder Cult gang must follow these rules when it is founded and when new fighters are added to the gang:

- There must be one Leader (Butcher) chosen when the gang is first founded.
- The total number of Initiates in the gang must always be equal to, or higher than, the number of other Skinners in the gang.
- The gang may only ever include a maximum of 0-3 Champions (Cutters) at any time.
- A fighter can be equipped with a maximum of three weapons. Weapons marked with an asterisk (*) take up the space of two weapons.
- Any fighter may take Wargear.
- Weapon accessories marked with a dagger (†) may not be combined together on the same weapon. If one such accessory is purchased for a weapon, another may not be added.

During an Uprising Campaign, gangs continue to follow the above rules as new fighters are added to the gang. Additionally, the following rules apply:

- During the course of an Uprising Campaign, any fresh recruits added to the gang may be equipped with items currently held in the gang's Stash, rather than purchasing new equipment.
- During the course of the campaign, gangs may gain new equipment, either by purchasing it from the gang's House Equipment List or as a result of Scavenging. These items are added to the gang's Stash and may be distributed among fighters during any post-battle sequence:
  - A fighter cannot be given a new weapon of a type not allowed by their entry within their House List.
  - Any fighter can be given additional weapons, but if they have more than three weapons, they will have to fill out multiple Fighter cards, each representing a different 'set' of equipment, as described on page 16.
  - A fighter may discard any Wargear carried when given new Wargear. Discarded Wargear is placed in the gang's Stash.

CORPSE GRINDER CULTS IN CAMPAIGNS

In a Dominion Campaign, Corpse Grinder Cult gangs are treated just like any other; they begin the campaign with a Settlement Territory which they cannot lose, representing their base of operations. They can take control of unoccupied Territories during the Occupation phase and they can seize control of Territories from other gangs during the Takeover phase. Settlement Territories do not generate Juves; instead, each D6 roll of a 6 generates a free Initiate. If both of the D6s roll a 6, this becomes a single Skinner.

Despite their secret agenda, a Corpse Grinder Cult gang is seen as just another gang by most of the locals. They claim Territory Boons just like any other gang. Additionally, a Corpse Grinder Cult gang gains Enhanced Boons for a Corpse Farm Territory as if they were a Cawdor gang and from a Fighting Pit Territory as if they were a Goliath gang.



SKRIKOGRATH
LODGE OF EMERGENT BLOOD
CORPSE GRINDER CULT

FIGHTERS

A starting Corpse Grinder Cult gang is made up of the following fighters:

BUTCHER (LEADER) ..... 130 CREDITS

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

EQUIPMENT

A Butcher is equipped with a Butcher's mask and plate mail armour. They may only be armed with Close Combat Weapons.

STARTING SKILL

Butchers start with one free skill chosen from their Primary skill sets.

SPECIAL RULES

First to the Fray: When this fighter makes a Charge (Double) action, they may add D6" to the distance they can move, rather than the usual D3".

CUTTER (CHAMPION) ..... 90 CREDITS EACH

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

EQUIPMENT

A Cutter is equipped with a Cutter's mask and plate mail armour. They may only be armed with Close Combat Weapons.

STARTING SKILL

Cutters start with one free skill chosen from their Primary skill sets.

SPECIAL RULES

Dervish: When this fighter makes a Fight (Basic) action using a weapon with the Versatile trait, their vision arc extends 360°.

SKINNER (GANGER) ..... 40 CREDITS EACH

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

EQUIPMENT

A Skinner is equipped with a Skinner's mask and plate mail armour. They may only be armed with Close Combat Weapons.

SPECIAL RULES

Berserk Charge: Skinners are berserk fighters, eager to prove their worth to the leaders of their cult and advance through the ranks. All Skinners have the Berserker Ferocity skill:

- **Berserker:** When this fighter makes close combat attacks as part of a Charge (Double) action, they roll one additional Attack dice.

Specialists: During an Uprising Campaign, Skinners are treated as Specialists and may spend XP accordingly, as described on page 63.



NAMING YOUR OWN CORPSE GRINDERS

Corpse Grinder names are ritualistic, devoid of meaning to those outside. The greater the status within a lodge the longer the name, with some up to a dozen syllables long. Infamous Corpse Grinders often adopt poetically depraved monikers in Low Gothic. Below are some names that can be used, adapted or combined when creating your own Corpse Grinder Lodge.

- Yiur
- Akor
- Zazite
- Korgon
- Xugand
- Gornite
- Morkor
- Jugang
- Rongorangoth
- Xarnoalthungon
- Skarothangkorath
- The Waiting Crimson
- Flenser of Skulls
- The Song of Sinew

INITIATE (JUVE) ..... 25 CREDITS EACH

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

EQUIPMENT

An Initiate is equipped with an Initiate's mask and flak armour. They have no weapon restrictions.

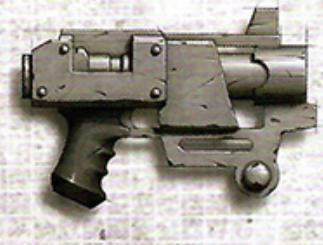
SPECIAL RULES

Infiltration: Corpse Grinder Cult Initiates are adept at hiding in plain sight, making them a great threat to unwary foes. All Initiates have the Infiltrate Cunning skill:

- **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.

"Throw down your arms! Resist the Lord of Skin and Sinew no longer! Topple the bloated edifice you serve and feast on its innards! Our Lord blesses those who revel in his bountiful offerings!"

Speech given to the defenders of Precinct Omicron-Red, shortly before they were overrun



CORPSE GRINDER AUTOPISTOL



BUTCHER'S CLEAVER, REGISTERED TO GUILD MALDARTO



BUTCHER'S CHAIN CLEAVER, 'SCREAMING DEATH'



BONING SWORD, REGISTERED TO GUILD UNDINTAR

SKILL ACCESS

Corpse Grinder Cult fighters have access to the following skills.

	Agility	Brawn	Combat	Cunning	Ferocity
Butcher	-	Primary	Primary	-	Secondary
Cutter	-	Primary	Primary	Secondary	Secondary
Skinner	-	Secondary	Primary	-	Secondary
Initiate	-	Secondary	Primary	-	Secondary

	Leadership	Palanite Drill	Savagery	Shooting	Savant
Butcher	Primary	-	Secondary	-	Secondary
Cutter	Secondary	-	Primary	-	-
Skinner	-	-	Primary	-	-
Initiate	-	-	Secondary	-	-

CORPSE GRINDER CULT HOUSE EQUIPMENT LIST

WEAPONS

CLOSE COMBAT WEAPONS

- Boning sword ..... 20 credits
- Butcher's chain cleaver ..... 45 credits
- Butcher's cleaver ..... 25 credits
- Chain glaive ..... 60 credits
- Fighting knife ..... 15 credits
- Flensing knife ..... 15 credits
- Heavy chain cleaver ..... 70 credits
- Heavy rock cutter* ..... 135 credits
- Paired butcher's chain cleavers* ..... 80 credits
- Paired heavy chain cleavers* ..... 130 credits
- Rotary flensing saw* ..... 55 credits
- Two-handed axe* ..... 25 credits

PISTOLS

- Autopistol ..... 10 credits
- Hand flamer ..... 75 credits
- Stub gun ..... 5 credits

SPECIAL WEAPONS

- Flamer ..... 140 credits

HEAVY WEAPONS

- Harpoon launcher* ..... 110 credits
- Heavy flamer ..... 195 credits

WARGEAR

GRENADES

- Frag grenades ..... 30 credits
- Incendiary charges ..... 40 credits
- Krak grenades ..... 45 credits
- Smoke grenades ..... 15 credits

ARMOUR

- Hazard suit ..... 10 credits
- Mesh armour ..... 15 credits
- Plate mail ..... 15 credits

GANG EQUIPMENT

- Booby traps
  - Frag trap ..... 20 credits
  - Gas trap ..... 40 credits
  - Melta trap ..... 50 credits

PERSONAL EQUIPMENT

- Armoured undersuit ..... 25 credits
- Bio-booster ..... 35 credits
- Corpse Grinder cult icon ..... 40 credits
- Cult icon ..... 40 credits
- Dumdum rounds for stubgun ..... 5 credits
- Fragmentation rounds for autopistol ..... 10 credits
- Manstopper rounds for autopistol ..... 10 credits
- Photo-lumens ..... 35 credits
- Respirator ..... 15 credits
- Skinblade ..... 10 credits
- Stimm-slug stash ..... 30 credits


DEATH ENCROACHING ON IGNORANT MINDS
LODGE OF SINEW'S FAITH
CORPSE GRINDER CULT

WEAPON AND WARGEAR REFERENCE CHART

This reference section contains rules for all of the weapons and Wargear available to gangs and fighters through their House Equipment Lists.

This section also includes a full list of Wargear rules and Weapon Traits.

WEAPONS

BASIC WEAPONS

	Rng		Acc						
Weapon	**S**	**L**	**S**	**L**	**S**	**AP**	**D**	**Am**	**Traits**
Enforcer boltgun	12"	24"	+1	-	4	-1	2	4+	Rapid Fire (1)
- with penetrator rounds	12"	24"	+1	-	4	-2	2	4+	Rapid Fire (1), Rending, Unstable
Enforcer shotgun									
- with salvo rounds	4"	12"	+1	-	4	-	2	4+	Knockback, Rapid Fire (1)
- with shredder rounds	-	T	-	-	2	-	1	4+	Scattershot, Template
Subjugation pattern grenade launcher									
- with choke gas grenades	6"	24"	-1	-	-	-	-	5+	Blast (3"), Gas, Limited
- with frag grenades	6"	24"	-1	-	3	-	1	6+	Blast (3"), Knockback
- with krak grenades	6"	24"	-1	-	6	-2	2	6+	-
- with photon flash grenades	6"	24"	-	-	-	-	-	5+	Blast (5"), Flash
- with scare gas grenades	6"	24"	-1	-	-	-	-	6+	Blast (3"), Fear, Gas, Limited
- with smoke grenades	6"	24"	-1	-	-	-	-	4+	Smoke
- with stun grenades	6"	24"	-	-	2	-1	1	4+	Concussion, Grenade

CLOSE COMBAT WEAPONS

	Rng		Acc						
Weapon	**S**	**L**	**S**	**L**	**S**	**AP**	**D**	**Am**	**Traits**
Boning sword	-	E	-	-	S	-2	2	-	Melee, Parry, Rending
Butcher's chain cleaver	-	E	-	-	S+1	-2	2	-	Melee, Shred
Butcher's cleaver	-	E	-	-	S+1	-1	1	-	Disarm, Melee
Chain glaive	E	2"	-1	-	S+2	-2	2	-	Melee, Unwieldy, Versatile
Fighting knife	-	E	-	-	S	-1	1	-	Backstab, Melee
Flensing knife	-	E	-	-	S	-1	1	-	Melee, Rending
Heavy chain cleaver	-	E	-	+1	S+2	-2	2	-	Melee, Sever
Heavy rock cutter	-	E	-	-	S+4	-4	3	-	Melee, Unwieldy
Paired butcher's chain cleavers	-	E	-	-	S+1	-2	2	-	Melee, Paired, Shred
Paired heavy chain cleavers	-	E	-	+1	S+2	-2	2	-	Melee, Paired, Sever
Rotary flensing saw	E	4"	-	-1	S+1	-2	2	-	Knockback, Melee, Shred, Versatile
Shock baton	-	E	-	-	S	-	1	-	Melee, Parry, Shock
Shock stave	E	2"	-	-	S+1	-	1	-	Melee, Shock, Versatile
Two-handed axe	-	E	-	-1	S+2	-	2	-	Melee, Unwieldy
Vigilance pattern assault shield	-	E	-	-	S	-	1	-	Assault Shield, Knockback, Melee

PISTOLS

Weapon	Rng S	Rng L	Acc S	Acc L	S	AP	D	Am	Traits
Autopistol	4"	12"	+1	-	3	-	1	4+	Rapid Fire (1), Sidearm
- with manstopper rounds	4"	12"	+1	-	4	-	1	4+	Limited, Rapid Fire (1), Sidearm
- with fragmentation rounds	4"	12"	+1	-	3	-1	1	4+	Limited, Rapid Fire (1), Sidearm
Hand flamer	-	T	-	-	3	-	1	5+	Blaze, Template
Stub gun	6"	12"	+2	-	3	-	1	4+	Pistol, Plentiful
- with dumdum rounds	5"	10"	+1	-	4	-	1	4+	Limited, Pistol

SPECIAL WEAPONS

Weapon	Rng S	Rng L	Acc S	Acc L	S	AP	D	Am	Traits
Concussion carbine	9"	18"	+1	-	3	-1	1	4+	Blast (3"), Concussion, Knockback, Seismic
Flamer	-	T	-	-	4	-1	1	5+	Blaze, Template
Sniper rifle	24"	48"	-	+1	4	-1	1	4+	Knockback, Rending

HEAVY WEAPONS

Weapon	Rng S	Rng L	Acc S	Acc L	S	AP	D	Am	Traits
Harpoon launcher	6"	18"	+2	-	5	-3	1	5+	Drag, Impale, Scarce
Heavy concussion ram	15"	30"	+1	-	4	-1	1	4+	Concussion, Knockback, Seismic
Heavy flamer	-	T	-	-	5	-2	1	5+	Blaze, Template, Unwieldy
SLHG pattern assault ram 'sledge hammer'									
- assault ram	E	2"	-	-	S+2	-1	2	-	Knockback, Melee, Pulverise, Versatile
- auxiliary grenade launcher with choke gas grenades	6"	24"	-1	-	-	-	-	5+	Blast (3"), Gas, Limited
- auxiliary grenade launcher with frag grenades	6"	24"	-1	-	3	-	1	6+	Blast (3"), Knockback

GRENADES

Weapon	Rng S	Rng L	Acc S	Acc L	S	AP	D	Am	Traits
Choke gas grenade	-	Sx3	-	-	-	-	-	5+	Blast (3"), Gas, Grenade
Frag grenade	-	Sx3	-	-	3	-	1	4+	Blast (3"), Grenade, Knockback
Incendiary charge	-	Sx3	-	-	3	-	1	5+	Blast (5"), Blaze, Grenade
Krak grenade	-	Sx3	-	-1	6	-2	2	4+	Demolitions, Grenade
Photon flash grenade	-	Sx3	-	-	-	-	-	5+	Blast (5"), Flash, Grenade
Smoke grenade	-	Sx3	-	-	-	-	-	4+	Grenade, Smoke
Stun grenade	-	Sx3	-	-	2	-1	1	4+	Concussion, Grenade

BOOBY TRAPS

Weapon	Rng S	Rng L	Acc S	Acc L	S	AP	D	Am	Traits
Frag trap	-	-	-	-	3	-	1	-	Blast (5"), Knockback, Single Shot
Melta trap	-	-	-	-	8	-4	3	-	Blast (5"), Melta, Single Shot
Gas trap	-	-	-	-	-	-	-	-	Blast (5"), Gas, Single Shot

WARGEAR

This section covers Wargear carried by fighters and used by gangs to help them survive the rigours of battle and the harsh environment of the underhive.

ARMOUR

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

FLAK ARMOUR

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

HARDENED FLAK ARMOUR

Flak armour grants a 6+ save roll. Against weapons that use a Blast marker or Flame template, this is increased to a 5+ save roll. Additionally, when an enemy fighter makes a ranged attack against a fighter wearing hardened flak armour, the Armour Penetration of the weapon used is decreased by 1, to a minimum of -1.

LAYERED FLAK ARMOUR

Layered flak armour grants a 5+ save roll. Against weapons that use a Blast marker or Flame template, this is increased to a 4+ save roll.

HARDENED LAYERED FLAK ARMOUR

Hardened layered flak armour grants a 5+ save roll. Against weapons that use a Blast marker or Flame template, this is increased to a 4+ save roll. Additionally, when an enemy fighter makes a ranged attack against a fighter wearing hardened layered flak armour, the Armour Piercing of the weapon used is decreased by 1, to a minimum of -1.

HAZARD SUIT

The Ash Wastes are a hostile place, their dunes are frequently toxic or corrosive, and strong winds regularly whip up ash storms capable of blasting exposed skin raw in minutes. Consequently, those such as ash crust miners and the poor wretches who maintain a hive's outer armoured skin frequently wear heavy suits of rubberised canvas with vulcanised plates that protect them from the dangers of their working environment. A hazard suit grants a 6+ save roll.

Additionally, when a hazard suit is combined with a respirator, the fighter's Toughness is increased by 3 against Gas attacks, rather than the usual 2. Finally, a fighter wearing a hazard suit is immune to the Blaze and Rad-phage traits.

MESH ARMOUR

Mesh armour grants a 5+ save roll.

PLATE MAIL

Plate mail grants a 6+ save roll. This is increased to a 5+ save roll against attacks originating within the fighter's vision arc (the 90° arc to their front); check this before the fighter model is placed Prone and is Pinned. If it is not clear if the attacker is within the fighter's front arc, use a Vision Arc template to check – if the centre of the attacker's base is within the arc, use the 5+ save roll. Against attacks with the Blast trait, plate mail always grants a 5+ save roll.



ENFORCER SERGEANT 'PURGE'
PATROL GAMMA-IVORY-J
GAMMA SECTOR, HIVE QUINSPIRUS
PALANITE ENFORCER

CORPSE GRINDER MASKS

The hideous masks worn by Corpse Grinder cultists have various effects depending on rank.

INITIATE'S MASK

The masks Cult Initiates wear are simple affairs, designed by overseers to prevent workers from consuming the flesh of the dead. Unfortunately, such precautions often prove futile. Initiates proudly wear these symbols of servitude, enjoying the secret knowledge that the cult has revealed to them.

An Initiate's mask adds 1 to any save rolls the fighter makes. Additionally, should a fighter wearing this mask suffer a Lasting Injury result of 51: Head Injury or 52: Eye Injury, roll a D6. On a 6, the fighter does not suffer the characteristic reduction, but will still go into recovery.

SKINNER'S MASK

Skinners show their rank within the cult by decorating their worker's mask with horns and spikes crafted from bone and sinew. These modified masks are kept secreted away, secured in lockers and hidden in hab units and only brought out at lodge meetings, until the cult rises up and the wearers can show their status proudly to the hated authorities.

A Skinner's mask adds 1 to any save rolls the fighter makes. Additionally, should a fighter wearing this mask suffer a Lasting Injury result of 51: Head Injury, or 52: Eye Injury, roll a D6. On a 6, the fighter does not suffer the characteristic reduction, but will still go into recovery. Finally, the mask grants the fighter wearing it the Fearsome (Ferocity) skill:

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.



CUTTER'S MASK

More baroque and ornate still than the masks of the Skinners, a Cutter's mask is hooded and sinister. This clear display of authority marks the Cutters out to their subordinates and chills the blood of their enemies.

A Cutter's mask adds 1 to any save rolls the fighter makes. Additionally, should a fighter wearing this mask suffer a Lasting Injury result of 51: Head Injury or 52: Eye Injury, roll a D6. On a 6, the fighter does not suffer the characteristic reduction, but will still go into recovery. Finally, this mask confers the Terrifying special rule onto the fighter wearing it:

Terrifying: If an enemy fighter wishes to make a Fight (Basic) or Shoot (Basic) action that targets this fighter, they must make a Willpower check. If the check is failed, they cannot perform the action and their action ends immediately.

BUTCHER'S MASK

The mask of the Butcher is a truly frightening sight. Adorned over many cycles with carved bone and coated in many layers of blood and viscera, it exudes an almost daemonic aura of savagery, causing enemies to shrink back in terror.

A Butcher's mask grants the fighter a save roll of 6+. This save cannot be combined with other armour, but neither can it be modified by a weapon's Armour Piercing value. However, a fighter can only make one save attempt per attack. Therefore, you must choose to either make a save attempt using the fighter's armour save or using this save. Additionally, should a fighter wearing this mask suffer a Lasting Injury result of 51: Head Injury or 52: Eye Injury, roll a D6. On a 6, the fighter does not suffer the characteristic reduction, but will still go into recovery. Finally, this mask confers the Terrifying special rule onto the fighter wearing it:

Terrifying: If an enemy fighter wishes to make a Fight (Basic) or Shoot (Basic) action that targets this fighter, they must make a Willpower check. If the check is failed, they cannot perform the action and their action ends immediately.

GANG EQUIPMENT

This section includes equipment deployed by gangs to give them an advantage in battle, including booby traps and stashed ammo.

AMMO CACHE

Ammo caches are added to the gang's Stash, instead of being carried by a particular fighter. Immediately after the last of the fighters in the crew is set up at the start of a battle, the controlling player can choose to set up any ammo caches from their Stash. If the scenario has an attacker and a defender, and this gang is defending, roll a D6 for each of their ammo caches. On a 1-4, they were not expecting the attackers and the caches cannot be used. On a 5 or 6, they are lucky enough to have them to hand. Each ammo cache must be set up within 1" of one of their fighters, and within their deployment zone if the scenario has one. It is then deleted from the gang's Stash. During the battle, ammo caches follow the rules on page 87.

BOOBY TRAPS – FRAG, GAS AND MELTA

A booby trap is represented by a marker placed upon the battlefield at the start of the game, after the battlefield has been set up but before deploying any fighters. If both gangs possess and wish to use booby traps, the defender or the winner of a roll-off (if there is no defender) places theirs first.

If any fighter, friendly or enemy, comes within 2" of a booby trap for any reason, they risk setting the booby trap off. Roll a D6. On a 1, the booby trap is a dud and is removed from the battlefield. On a 2 or 3, the booby trap does not go off but is left in place. On a 4, 5 or 6, the booby trap is triggered and will explode. The profiles for booby traps can be found on page 114. The movement of a moving fighter is interrupted whilst this roll is resolved. If the booby trap does not go off, their movement continues after the roll is made. If the booby trap does go off, and the fighter is Pinned or Injured as a result, their movement ends.

Any fighter can target a booby trap with ranged attacks. Doing so has a -1 modifier to the hit roll at Short range, or a -2 modifier at Long range. If the booby trap is hit, roll a D6. On a 1-2, it is unaffected. On a 3-4, it is immediately triggered. On a 5-6, it is disarmed and removed.

PERSONAL EQUIPMENT

Wargear carried by individual fighters to give them the edge in combat can protect them from gas, toxins and more…

ARMOURED UNDERSUIT

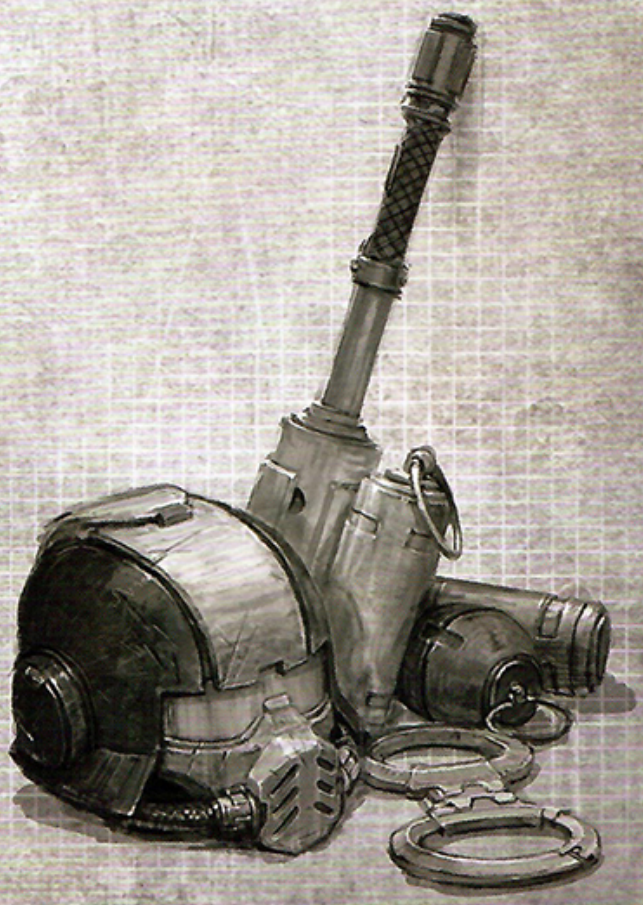
An armoured undersuit may be worn in addition to any armour type, with the exception of an armoured bodyglove. If a fighter is wearing an armoured undersuit, their save roll is improved by 1. For example, if they are wearing flak armour and an armoured undersuit, they would have a 5+ save, which would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

BIO-BOOSTER

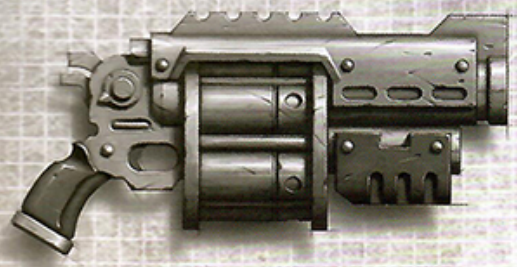
The first time in each game that an Injury roll is made for a fighter with a bio-booster, one less Injury dice is rolled. If only one dice was being rolled, two dice are rolled and the player controlling the fighter with the bio-booster can discard one of them.

BIO-SCANNER

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



'SUBJUGATION' PATTERN GRENADE LAUNCHER (AUTHORISED FOR DEPLOYMENT IN UNAUTHORISED GANG VIOLENCE QUOTIENT +17.5% AND HIGHER)



CORPSE GRINDER CULT ICON
Only one fighter in a gang may carry a Corpse Grinder cult icon – this must be either the gang Leader or a Champion. A fighter cannot carry more than one icon. This symbol of blood and gore serves to work members of the cult into a frenzy, throwing themselves at their enemies in a crimson rage. If the fighter carrying this icon is Standing and Active, they may make the following action:

Enrage (Simple): All friendly fighters that are completely within 6" of this fighter, that have a Ready marker and that are Standing and Active, add D3" to their Move characteristic until the End phase of this round.

CULT ICON
Only one fighter in a gang may carry a cult icon – this must be either the gang Leader or a Champion. A fighter cannot carry more than one icon. This symbol of dedication and devotion serves to inspire gang members to greater acts in battle. When the Leader or Champion carrying the icon makes a group activation, they may activate one additional Readied fighter within 3", meaning that the Leader may activate three additional fighters whilst a Champion may activate two additional fighters.

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

PHOTO-LUMENS
Commonly carried by Palanite Enforcers, a fighter that is equipped with a photo-lumen can make ranged attacks against enemy fighters up to 12" away under the Pitch Black rules (see page 85). However, when the Pitch Black rules are in effect, a fighter equipped with a photo-lumen cannot be Hidden – they are instead always subject to the Revealed condition due to the bright light emanating from their gear.

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

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

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

WEAPON ACCESSORY
The following attachment may be fitted to Pistols, Basic, Special and Heavy Weapons:

INFRA-SIGHT
Weapons with the Rapid Fire (X) or Blast (3"/5") trait cannot be fitted with an infra-sight. A weapon with an infra-sight can be used to attack through smoke clouds (see page 122), and prove more effective in Pitch Black conditions (see page 85). In addition, there is no hit modifier when the weapon targets a fighter in partial cover, and a -1 modifier (instead of -2) when it targets a fighter in full cover.

WEAPON TRAITS

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

ASSAULT SHIELD/ENERGY SHIELD

An assault shield/energy shield grants a +2 armour save modifier (to a maximum of 2+) against melee attacks that originate from within the fighter's vision arc (the 90° arc to their front), and a +1 armour save modifier against ranged attacks that originate from within the fighter's vision arc; check this before the fighter model is placed Prone and is Pinned. If it is not clear whether the attacker is within the target's front arc, use a Vision Arc template to check – if the centre of the attacker's base is within the arc, the shield can be used. Against attacks with the Blast trait, use the centre of the Blast marker in place of the attacker. If the target does not have a facing (for example, if they are Prone), the shield cannot be used.

BACKSTAB

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

BLAST (3"/5")

The weapon utilises a Blast marker, as described on page 39.



VIGILANCE PATTERN ASSAULT SHIELD

BLAZE

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

- If Prone and Pinned, the fighter immediately becomes Standing and Active, and acts as described below.
- If Standing and Active the fighter moves 2D6" in a random direction, determined by the Scatter dice. The fighter will stop moving if this movement would bring them within 1" of an enemy fighter or into base contact with impassable terrain. If this movement brings them within ½" of the edge of a level or platform, they risk falling as described on page 46. If this movement takes the fighter beyond the edge of a level or platform, they will simply fall. At the end of this move, the fighter may choose to become Prone and Pinned. The fighter may then attempt to put the fire out.
- If Standing and Engaged or Prone and Seriously Injured, the fighter does not move and attempts to put the fire out. To attempt to put the fire out, roll a D6, adding 1 to the result for each other Active friendly fighter within 1". On a result of 6 or more, the flames go out and the Blaze marker is removed. Pinned or Seriously Injured fighters add 2 to the result of the roll to see if the flames go out.

CONCUSSION

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

DEMOLITIONS

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

DISARM

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

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

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

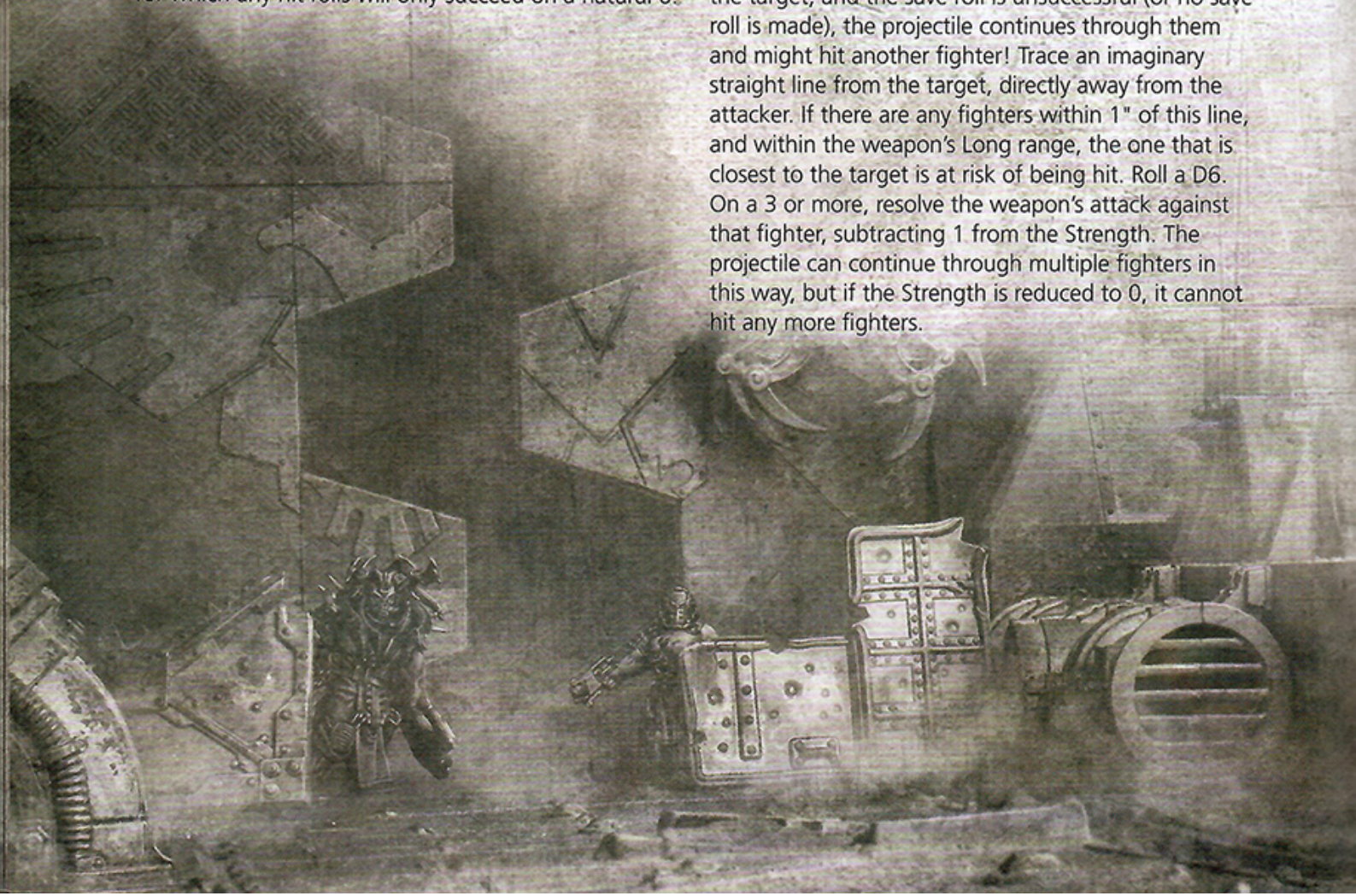
FLASH
If a fighter is hit by a Flash weapon, no wound roll is made. Instead, make an Initiative check for the target. If it is failed, they become subject to the Blind condition. A Blind fighter loses their Ready marker; if they do not have a Ready marker, they do not gain a Ready marker at the start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

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

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

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

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



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

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

MELEE
This weapon can be used during close combat attacks.

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

PAIRED
A fighter that is armed with Paired weapons counts as being armed with dual weapons with the Melee trait for the purposes of calculating the number of Attack dice they will roll. Additionally, when making a Charge (Double) action, their Attacks characteristic is doubled.

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

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

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

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

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

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

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

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

SEISMIC
If the target of a Seismic attack is Active, they are always Pinned – even if they have an ability that would normally allow them to avoid being Pinned by ranged attacks. In addition, if the wound roll for a Seismic weapon is a natural 6, no save roll can be made against that attack.

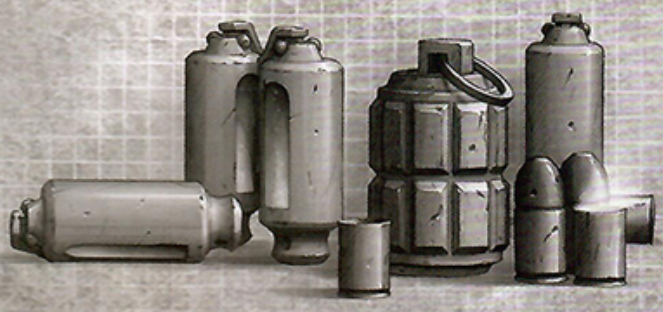
SEVER
If a wound roll from a weapon with this Trait reduces a fighter to 0 wounds, no Injury dice are rolled – instead, any Injury dice that would be rolled cause an automatic Out of Action result.

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

SHRED
If the wound roll for a weapon with this trait is a natural 6, then the Armour Penetration of the weapon is doubled.

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

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



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

TEMPLATE
Template weapons use the Flame template to determine how many targets they hit, as described on page 40.

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

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

VERSATILE
The wielder of a Versatile weapon does not need to be in base contact with an enemy fighter in order to Engage them in melee during their activation. They may Engage and make close combat attacks against an enemy fighter during their activation, so long as the distance between their base and that of the enemy fighter is equal to or less than the distance shown for the Versatile weapon's Long range characteristic. For example, a fighter armed with a Versatile weapon with a Long range of 2" may Engage an enemy fighter that is up to 2" away.

The enemy fighter is considered to be Engaged, but may not in turn be Engaging the fighter armed with the Versatile weapon unless they too are armed with a Versatile weapon, and so may not be able to make Reaction attacks.

At all other times other than during this fighter's activation, Versatile has no effect.

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 two tables summarise 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
1	Catfall	Bull Charge	Combat Master	Backstab	Berserker
2	Clamber	Bulging Biceps	Counter-attack	Escape Artist	Fearsome
3	Dodge	Crushing Blow	Disarm	Evade	Impetuous
4	Mighty Leap	Headbutt	Parry	Infiltrate	Nerves of Steel
5	Spring Up	Hurl	Rain of blows	Lie Low	True Grit
6	Sprint	Iron Jaw	Step Aside	Overwatch	Unstoppable

D6	Leadership	Palanite Drill	Savagery	Shooting	Savant
1	Commanding Presence	Got Your Six	Avatar of Blood	Fast Shot	Ballistics Expert
2	Inspirational	Helmawr's Justice	Bloodlust	Gunfighter	Scavenger's Instincts
3	Iron Will	Non-verbal Communication	Crimson Haze	Hip Shooting	Fixer
4	Mentor	Restraint Protocols	Frenzy	Marksman	Medicae
5	Overseer	Team Work	Killing Blow	Precision Shot	Munitioneer
6	Regroup	Threat Response	Slaughterborn	Trick Shot	Savvy Scavenger



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 Sidearm 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 skinblade, 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.

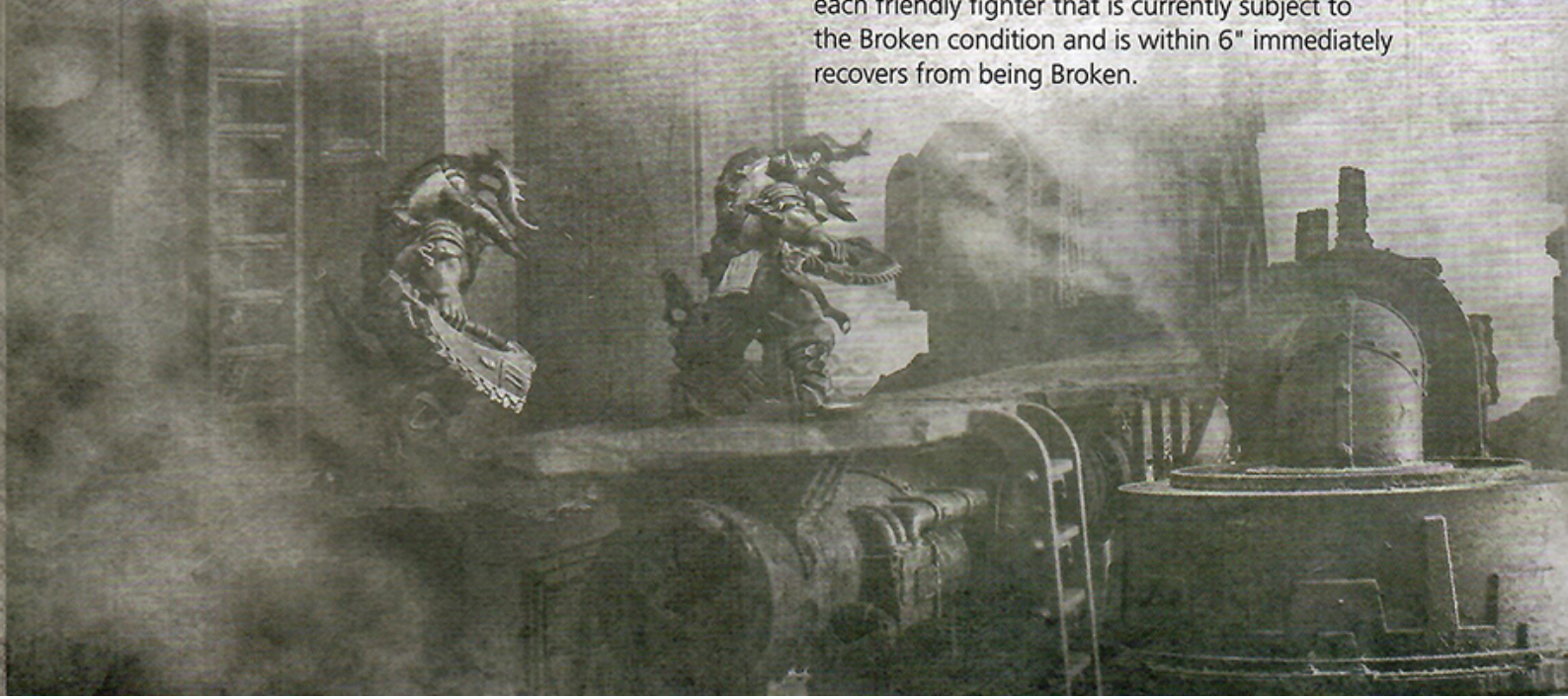
3. IRON WILL
Subtract 1 from the result of any Bottle rolls whilst this fighter is on the battlefield and is not Seriously Injured.

4. MENTOR
Make a Leadership check for this fighter each time another friendly fighter within 6" gains 1 point of Experience. If the check is passed, the other fighter gains 2 Experience points instead of 1.

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.



PALANITE DRILL

1. GOT YOUR SIX

Once per round, if this fighter is Standing and Active, as soon as a visible enemy fighter declares a Charge (Double) action but before it is carried out, this fighter may interrupt the enemy fighter's Activation to perform 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.

2. HELMAWR'S JUSTICE

When this fighter performs a Coup de Grace, they may roll twice on the Lasting Injury table and choose which result to apply.

3. NON-VERBAL COMMUNICATION

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

Comms (Double): Pick a friendly fighter within 6". That fighter can immediately make a Cool check. If the check is passed, their vision arc is extended to 360° until the End phase of this round.

4. RESTRAINT PROTOCOLS

Rather than perform a Coup de Grace, this fighter may instead perform a Restrain (Simple) action:

Restrain (Simple): This fighter is adept at shackling their opponents, even in the heat of battle. Each time this fighter performs this action, make a note that they have restrained an enemy fighter. During the Wrap-up, add 1 to the dice roll to determine if an enemy fighter has been Captured for each enemy fighter that has been restrained.

5. TEAM WORK

When a fighter with this skill is activated, they may make a group activation as if they were a Champion, as described on page 31. If this fighter is a Champion, they may activate two additional Ready fighters within 3" of them at the start of their Activation, rather than the usual one. If this fighter is a Leader, they may activate three additional Ready fighters within 3" of them at the start of their Activation, rather than the usual two.

6. THREAT RESPONSE

If an enemy fighter ends their movement within 6" of this fighter after making a Charge (Double) action, and if this fighter is Standing and Active, and has a Ready marker on them, this fighter may immediately activate and make a Charge (Double) action, moving towards the charging enemy fighter. If, at the end of this movement, this fighter has Engaged the enemy fighter, they may immediately make a Fight (Basic) action, as normal for a fighter performing a Charge (Double) action. This activation interrupts the enemy fighter's action, being performed after movement but before attacks. This fighter then loses their Ready marker.

SAVAGERY

1. AVATAR OF BLOOD

For every unsaved wound this fighter inflicts on an enemy fighter with a weapon with the Melee trait, they may immediately discard one Flesh Wound they have previously suffered.

2. BLOODLUST

After performing a Coup de Grace, this fighter may Consolidate as well, moving up to 2" in any direction.

3. CRIMSON HAZE

If this fighter is Engaged with one or more enemy fighters, they automatically pass any Nerve tests they are required to take.

4. FRENZY

When this fighter makes a Charge (Double) action, they gain an additional D3 Attacks. However, their hit rolls suffer a -1 modifier.

5. KILLING BLOW

Before rolling to hit for the fighter's close combat attacks, the controlling player can opt instead to make a single Killing Blow attack. This attack cannot be made with a weapon that has the Sidearm trait. If the attack hits, the attack's Strength and Damage are doubled and no armour save roll can be made.

6. SLAUGHTERBORN

For every unsaved wound this fighter inflicts on an enemy fighter with a weapon with the Melee trait, increase their Movement by 1" for the duration of the battle.

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. SCAVENGER'S INSTINCTS*
During the Damnation phase of an Uprising campaign, this fighter can make a Scavenge action during the post-battle sequence, in addition to any other actions they make (meaning they could even make two Scavenge 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 SCAVENGER*
During the Damnation phase of an Uprising campaign, when this fighter makes a Scavenge action in the post-battle sequence, add 1 or 2 to the result of their dice roll on the Scavenging table.

**In a Dominion Campaign, the skills Scavenger's Instincts and Savvy Scavenger are replaced by the skills Connected and Savvy Trader respectively, as detailed on page 188 of the Necromunda Rulebook.*



PATROL K-ZETA-INDIGO

PALANITE ENFORCER PATROL



SUBJUGATOR 'SLEDGE'



CAPTAIN 'POLIUX'



SUBJUGATOR O-791



ENFORCER 'BROADSIDE'



ENFORCER 'BLACKOUT'



ENFORCER K-349

