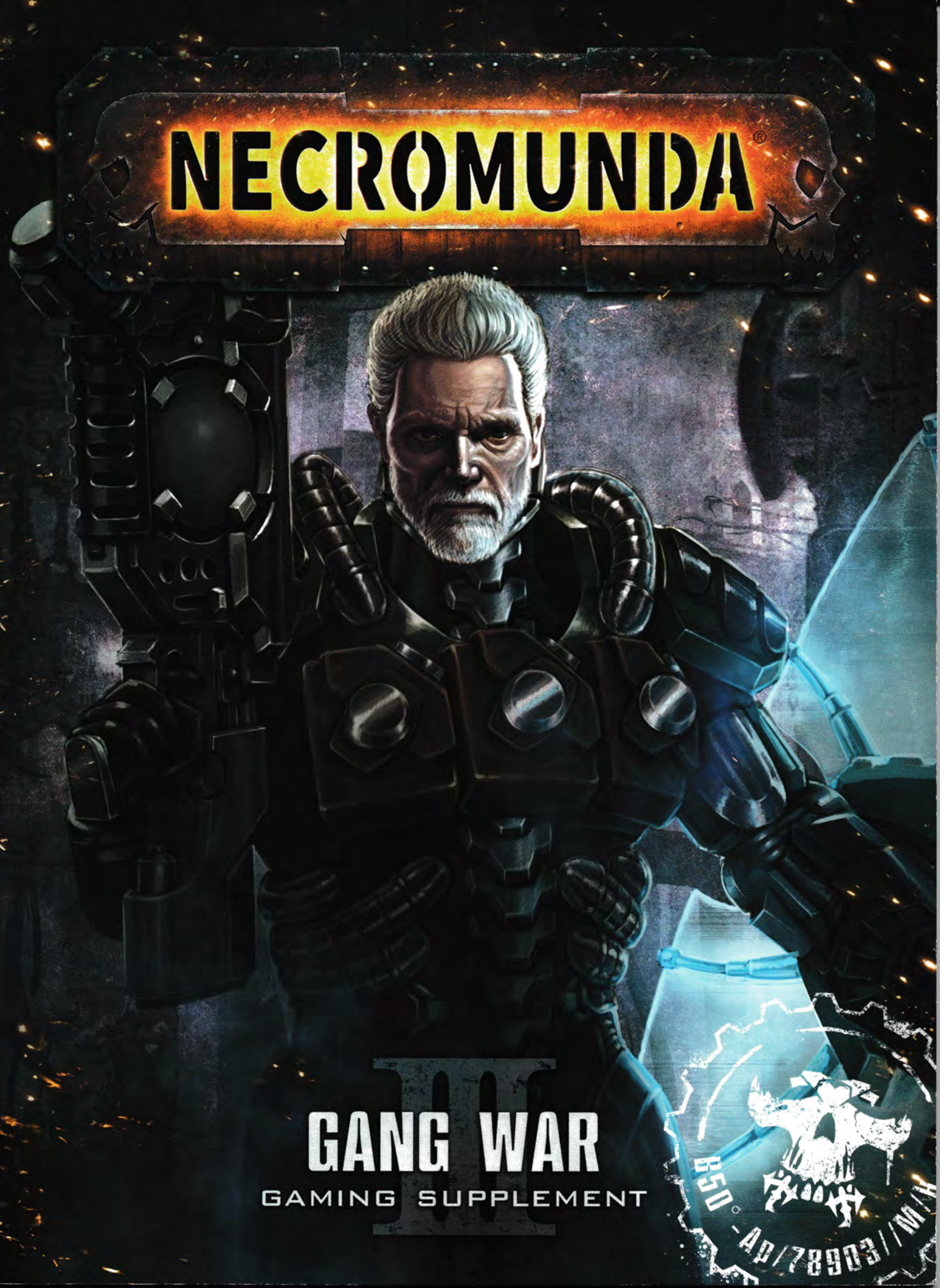


NECROMUNDA[®]



GANG WAR

GAMING SUPPLEMENT

B50

AD/78903/M/H

THE NEXUS NINES

HOUSE VAN SAAR



LUCIEN 'THE HAMMER'
HARGEN



HANSELT



LISBET 'DARKFINDER'



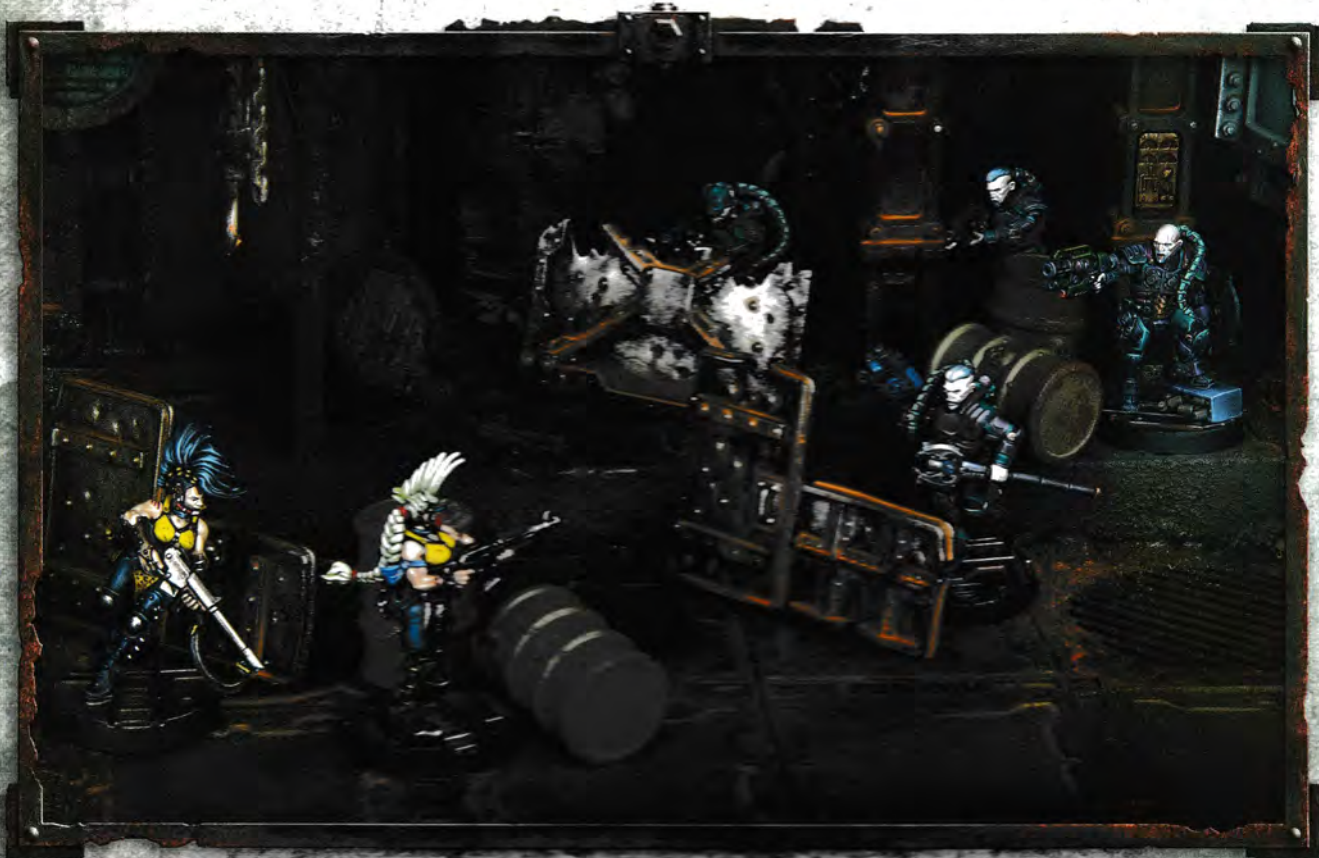
RUTGEER



KOEN



LARZ
'LIGHTNING HAND'



NECROMUNDA[®]

ANCIENT MACHINES GIVE ANCIENT LIFE TO
GREAT NECROMUNDA; THE PLANET'S SOUL
MADE OF RUIN AND RUST.

UPON A BED OF CRUMBLING ASH THE GREAT HIVES
SLUMBER, HOUSE LORDS DREAMING WITHIN THE SPIRES
OF THEIR CROWNS. BENEATH CERAMITE SKIN, IRON
HEARTS POUND TO THE DRUMBEAT OF INDUSTRY,
WHILE THEIR ARTIFICIAL BREATH GROANS AND SHIFTS
LIKE A FETID WIND THROUGH CAVERNOUS DOMES AND
WINDING TUNNELS. TEEMING AND SCHEMING, THE
WORKERS ARE THE HIVE CITIES' BLOOD, THEIR TOIL
TURNED TO RIVERS OF SWEAT, THEIR LIVES SPENT LIKE
ROUNDS OF AMMUNITION IN THE THOUSANDS EVERY
DAY. MEANWHILE, IN THE GLOOM BENEATH THE GREAT
RUSTING CARCASSES OF EACH HIVE ARE THE PLANET'S
CAST-OFF SCRAPS, FORGOTTEN AND FORGIVEN THEIR
DUTY TO NECROMUNDA, SO THEY MIGHT ROT AWAY
WITHOUT THE EMPEROR'S LIGHT UPON THEIR FACES.

IN THESE DARK CORNERS OF NECROMUNDA'S
BROKEN ECOSYSTEM THE MAD, THE FREE AND
THE FOOLISH MAKE THEIR HOME - THESE ARE THE
REALMS OF THE HIVE GANGS.



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

- +++ Subject: Event log shift 712 of the year of Him of Terra 996.M41.
+++ Conduit Necro-vox DY323.
+++ Thought for the Day: The fool defends himself with knowledge; the faithful defends himself with ignorance.

Subjects of Lord Helmawr heed now the voice of Necromunda!

- ++ The Imperial House advises purges of Sectors Delta 12, Gamma 93 and Votag 7, Palanite Enforcer precincts in these areas are ordered to normalise population levels or face permanent disbandment.
++ 257.7% rise in toxicity of central conveyor platforms 973 through 2449, terminal shift protocols in effect until further notice.
++ Impending Promethium Discharge from core chem-sluides – all hivers rejoice at Lord Helmawr's bounty!
++ House Van Saar raw energy consumption +12.8%, Rad Levels raised to Vermillion
++ Average authorised gang violence quotient +9.2%. Guilder sanctions (cf gang cull)
++ Average unauthorised gang violence quotient +38% (cf sub-level 1047Y dome rush)
- +++ [Additional] Recent influxes of advanced weaponry (cf Van Saar hyper-quota cycle) are strictly prohibited for sale to non-sanctioned parties. Traders found to be dealing with undesirable elements, or conveying goods without proper documentation will face expulsion from the hive – via the stratoplane observation platforms.
- +++ The Imperial House invites the mercantile houses to expand their territories - new sections of the lower hive are now sanctioned for habitation. Praise be to the Guilder combines and those Clan Houses loyal to their efforts in working to expel outlaw threats to the sanctity of Lord Helmawr's domain. For the Imperial House and the will of Him of Terra!

THE UNDERHIVE WAR CONTINUES!

Gang War Three is the third expansion for *Necromunda: Underhive*, and is more crowded than a Hive Primus hab block with new content! Inside this book you will find rules for Van Saar gangs – the techno-warriors – bringing new tactics and weapons to the battle for the underhive, including las carbines, suppression lasers and the much feared rad cannon. Alongside these newcomers, a flood of additional weaponry is presented in a far more extensive Trading Post. The bustling under-markets of the hive now offer everything from web pistols to seismic cannon, including old favourites like carapace armour, thunder hammers and conversion fields. If that weren't enough, Leaders can now spend their hard-won creds on status items, such as exotic off-world furs or perhaps a gold-plated autogun, leaving no doubt as to who is in charge. Along with all the new weapons, wargear, armour and status items, you will also find rules for exotic animal companions. Ever wanted to have a Sumpkröc for your Goliaths, or a Phyr Cat for your Eschers? Or perhaps you want to have a Caryatid to bring your Leader good luck? Well, now you can!

This book also introduces a new kind of Hanger-on – the Brutes. These lumbering additions to a gang offer

some serious firepower or punch in close combat, and come with a variety of their own unique special abilities. The hulking Luther pattern Excavation Automata (colloquially known as the 'Ambot' among hivers) is a repurposed servitor-construct with jury-rigged programming, armed with tunnelling claws or grav-fists, while the Servitor-Ogryn is a ham-fisted bruiser from the heavy manufactorums that is able to take some pretty extreme punishment in combat.

Last, but far from least, you will find rules for expanding the role of the Arbitrator in your games of *Turf War*, including different kinds of campaigns, such as *Dome Rush* or *Nomads of the Underhive*, and guidance for multi-player games that pit more than two gangs against each other in bloody free-for-alls. The Campaign Events table provides you with a variety of random events to spice up your campaigns, while the House Favours rules give gangs a chance to receive aid from their House masters.

As part of the section on running Arbitrated campaigns, *Gang War Three* adds twelve new scenarios to the game – from the brutal Last Stand to the nail-biting Shoot-out.



KARJIR KINBLADE
WYRD SISTERS
HOUSE ESCHER

HANSVET COLDFIRE
COLD FIRE CABAL
HOUSE VAN SAAR





GANGS OF HOUSE VAN SAAR

House Van Saar is the technological powerhouse of Necromunda, its artisans and armourers creating the finest weapons and wargear of all the clans. Their power, however, is built around a dark secret unknown to outsiders and even many within the House. Generations ago, the forefathers of the House toiled in the depths of the hives, seeking the lost knowledge of ages past. What they uncovered was a fragment of an ancient Standard Template Construct system, and it was upon this device that the clan's fortunes were built. Even for the augmented technoscriveners of the Van Saar, such a thing as an STC is difficult to understand, and though potent, the artefact was incomplete – and worse, it was flawed. The STC bled exotic energies into all of those who used it, and the upper cabals of the House were soon hopelessly irradiated – a price they gladly paid for the technological wonders the STC produced. While it is the oldest and most powerful Van Saar that drink deepest from the STC's poisoned chalice, and so are the most wizened and withered of their kind – all within the House are affected by it in one fashion or another. By the time a Van Saar comes of age, their body has already been exposed to radiation far in excess of the norm – even for a toxic world such as

Necromunda – and they must spend most of their time encased in specially crafted suits to regulate their ravaged organs and polluted blood.

Unlike other Houses, which often seek out dissidents and hyper-violent misfits to fight their endless inter-House wars, House Van Saar chooses its gang Leaders from master crafters, tech-scriveners, and cognus-scholars. These learned men and women are more than mere weapons to be used against their rivals, but also innovators and salvagers, creating and recovering technologies for the House's masters. Well-versed in the catechisms of tech and the prayers to the machine, they have an understanding of the Imperium's ancient machines second only to the servants of the Mechanicum. Often, their mission is to recover lost tech from the depths of a hive or the vaults of their rivals – each find adding to the clan's arsenal of advancements. The greatest of these gang masters might be honoured for their work with unique tech gifts from their House, or if they have done Van Saar a truly exceptional service may even have a weapon variant or device named after them – like the Gantic pattern plasma gun or the Haex scrambler.

The true grail for a Van Saar gang is to find the missing pieces of their STC, and perhaps reverse or stall its degenerative effects upon their people. For this prize, they will delve deep into the underhive or trek out into the Ash Wastes and beyond. So far little progress has been made, and the gangs still rely upon cocktails of chemicals from their injector rigs or blood purification implants to prolong their lives.

As befits the fighters of a House rich in mechanical resources, Van Saar gangs favour technological solutions to battlefield challenges. Like the chambers of a well-greased stub gun, the gang enters the fray with each warrior knowing their role. An overseer of combat, the gang leader directs their followers, luring the foe into killing grounds, feinting with skirmishers and probing with speculative fire. Enemies are often detected in halos of green light on bio-scanner screens or upon pict thieves long before they are aware of the Van Saar fighters' presence, while meticulously machined and maintained plasma pistols, las carbines and rad guns track their advance. To a Van Saar fighter, a weapon is more than merely a tool with which to bring down rivals, but a gift from the great work conclaves of the House. Like a child it is theirs to care for and maintain; the weapon's life given purpose in their willing hands. For this reason, the gangers rarely use scavenged weaponry or anything that has not been crafted by the gang itself. Even seemingly crude weaponry, such as clubs or knives, are works of art – handles perfectly weighted against heads, the hafts fitted with pneumatic compellers to enhance swing, or edges tipped with monofilament strands to make them impossibly sharp.

Van Saar gangs thrust into the war between the Houses must forsake ties to their former masters. While they remain as cogs in the great House Van Saar machine, the gangs are now part of its farthest extremities. As the inner workings of the House see to its continuation, so do the gangs bring about favourable outcomes beyond its auspices. Where a Van Saar gang takes root, its Leader will build their own machine temple. These shadow forges are a pale reflection of the fabricator vaults of the House itself, but compared to the bases of other gangs they sufficiently provide the Van Saar gangers with a ready-made place to fashion weapons, charge power packs or craft armour. In the centre of such a hideout, the leader's own weapons and armour stand sentinel, almost a blessed relic to the gang, whose machine spirit, like the leader, watches over their endeavours.

Van Saar gangs and their leaders pursue the purity of technology just as they chase the advancement of their House. Often, a leader will choose one of the mysterious disciplines of the machine to master, and in turn shape the kind of gang they lead. Arch-mechakin Luthrek, for example, seeks out the ancient wonders of the hives, his gang of plunderers well known among the shadow realms beneath Gothrul's Needle. Festooned with trinkets of power, Luthrek has amassed a wealth of knowledge about the founders of the Needle, and often turns his environment against his enemies by manipulating forgotten systems to do his bidding. During the three-way firefight to break open Gothrul's Founder's Vault, Luthrek reawakened the spirits of the hive diggers – mighty engines quiescent since the hive's construction – the resulting quakes crushing his rivals under a cascade of ancient steel and scrap.

In the quest to cure the curse of the STC, some Van Saar leaders have even taken to adapting their own bodies. Through mechanical and chemical means, Mareke of the Urdo Vitaengineers is the most accomplished of her kind, as evidenced by the complex subdermal filters that whirr and hiss beneath her flesh. Mareke seeks out not blessed cybernetics or techno-scrap like many of her kin, but the perfect combinations of human chemicals for her anti-rad elixirs and enhancement potions. For years Mareke and her gang have plagued the barrens of the Quinspirus Cluster, often raiding the vaults of the Mortuarium for their stores of dead. Her greatest prize though remains elusive; the Escher gang leader Xenrian. The two warrior women play out their private war, as Xenrian seeks to slay Mareke with exotic poisons and the Van Saar covets the Escher's unique genetic make-up for her dark experiments.

No tale of the great gangs of Van Saar would be complete without mentioning the legend of Razor's Abomination. Razor was one of the clan's most talented cyber-chirurgeons, who ironically met a messy end on the edge of a Delaque whisper-blade. Before his demise, it is said that Razor had found a cure to the exotic radiation exposure that affects all Van Saar to some degree, and the Abomination is his only surviving test subject. Stories of this mythical warrior and the gang he leads have led many Van Saar gangs – not to mention countless others seeking profit and fame – to their doom in the hive depths. Yet the tales persist, and from time to time there will be a sighting of a Van Saar fighter, hail and proud, striding into battle wearing the tattered remnants of a survival suit like a badge of honour.

HOUSE VAN SAAR GANGS

GANG COMPOSITION

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

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

Van Saar are physically weaker than the fighters of other Houses. They are bombarded with high levels of radiation from birth to death due to the nature of their technology, and this has a detrimental effect upon their health and life span. To represent this fundamental weakness, Van Saar fighters cannot increase their Toughness characteristic by more than +1 during a campaign.

SKILL ACCESS

Van Saar fighters have access to the following skills.

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

BAER ALERCHT
THE NEXUS NINES
HOUSE VAN SAAR



FIGHTERS

A starting Van Saar gang is made up of the following fighters:

LEADER..... 130 CREDITS

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

EQUIPMENT

A Van Saar Leader is equipped with an armoured bodyglove. They have no equipment restrictions.

STARTING SKILL

Van Saar Leaders start with one skill chosen from their Primary skill sets.

CHAMPIONS..... 110 CREDITS EACH

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

EQUIPMENT

A Van Saar Champion is equipped with an armoured bodyglove. They have no equipment restrictions.

STARTING SKILL

Van Saar Champions start with one skill chosen from their Primary skill sets.

JUVES..... 35 CREDITS EACH

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

EQUIPMENT

A Van Saar Juve is equipped with an armoured bodyglove. They can be equipped with Pistols and Close Combat Weapons, but cannot be given any item that is worth more than 20 credits.

GANGERS..... 65 CREDITS EACH

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

EQUIPMENT

A Van Saar Ganger is equipped with an armoured bodyglove. They can be equipped with Basic Weapons, Close Combat Weapons, Grenades and Pistols. When the gang is created, one Ganger can be equipped with a Special Weapon; during the campaign, additional Gangers can also take Special Weapons.

NAMING YOUR OWN VAN SAARS

Gangers live and die by their reputations, Leaders especially, and having a name that's feared from one end of the hive to the other is worth more than all the creds in Lord Helmawr's vaults. Below are some names that can be used, adapted or combined when creating your own Van Saar gang.

- Lisbet
- Schylaar
- Otto
- Onia
- Engael
- Anbrecht
- Larz
- Espen
- Dael
- Basteaan
- Schae
- Aldona
- Hanselt
- Marteeus
- Jeroen
- Koen
- Rutgeer
- Lucien
- Sargen
- Maex

VAN SAAR EQUIPMENT

ARMoured BODYGLOVE

Van Saar bodygloves are host to a complex array of technological devices, be it the blood purification systems they require to maintain their health, the ports and connectors needed to operate servo-rigs, and, most commonly among gangers, advanced targeting systems which link ocular displays directly to sights fitted to their weaponry. As a result of the integrated life support systems built into these suits, which allow Van Saar fighters to fend off the debilitating effects of the rad poisoning that permeates their House, they are somewhat protected from the effects of their own rad weapons and are therefore immune to the effects of the Rad-phage weapon trait (i.e., they will not suffer the additional Flesh Wound).

In addition, if a fighter is wearing an armoured bodyglove, their save roll is improved by 1. For example, if they are wearing flak armour and an armoured bodyglove, 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 bodyglove gives a save of 6+. An armoured bodyglove may be combined with other types of armour. It may not however be combined with an armoured undersuit.

HYSTRAR PATTERN ENERGY SHIELD

Truly unique to House Van Saar are the small, portable energy shields its fighters deploy for personal protection. Based on similar technology as that seen in conversion fields and named for the technician that discovered and adapted the template, Goran Hystrar, the energy shield projects a circular zone of protection around a central hub that can be wrist-mounted to an armoured vambrace, further increasing its versatility.

In extremis, a Van Saar fighter can not only use such a shield for protection against ranged or melee attack, but can wield it as an offensive weapon, using the solidity of the field to push against or strike an opponent with.

A Van Saar energy shield grants a +2 armour roll 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 energy 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 energy shield cannot be used.

LASGUNS AND LAS CARBINES

Van Saar las technology is as highly advanced as can be produced by any institution not fully inducted into the mysteries of the Adeptus Mechanicus, their templates enabling them to manufacture such weapons to a far higher quality than that mass produced in other manufactoria. Indeed, it is fair to say that where most las weapons are rapidly produced and stamped out of the same mould, Van Saar equivalents are artisan pieces that are highly prized artefacts the Imperium over.

The standard Van Saar lasgun and laspistol can be utilised in two variant ways, depending upon the power cell and firing mechanism used; as a single shot mid-range las rifle, or as a rapid-firing short ranged carbine. The former makes use of a standard power cell and trigger set-up, whilst the latter is achieved by the fitting of a more potent, shorter lived and bulkier power cell, and the changing out of a standard trigger and firing mechanism for one that allows for rapid fire.

SUPPRESSION LASERS

In addition to their more recognisable las weapons, House Van Saar has perfected the manufacture of several variations on the theme, and among the most commonly seen is the suppression laser. A weapon that delivers bolts of laser energy in different forms, a suppression laser can deliver a wide burst of fine las shots capable of peppering a wide area, or a single high kinetic energy bolt capable of knocking an enemy from their feet. These weapons are identified by their use of multi-barrelled construction and larger power cells of more complex construction and shorter life.

SHOCK BATON AND STAVES

Shock batons, often extendable, are a favoured Van Saar close combat weapon. They are compact and can be kept close at hand in webbing and rapidly deployed when enemy gangers get too close for comfort, delivering a decisive blow capable of ending matters quickly.

HOUSE VAN SAAR EQUIPMENT LIST WEAPONS

BASIC WEAPONS

- Lasgun..... 10 credits
- Las carbine..... 20 credits
- Suppression laser..... 40 credits

CLOSE COMBAT WEAPONS

- Hystrar pattern energy shield..... 50 credits
- Power knife..... 25 credits
- Servo claw..... 30 credits
- Shock baton..... 30 credits
- Shock stave..... 5 credits

PISTOLS

- Hand flamer..... 75 credits
- Las pistol..... 5 credits
- Las sub-carbine..... 15 credits
- Plasma pistol..... 50 credits

SPECIAL WEAPONS

- Combi-weapon (lasgun/melta)..... 120 credits
- Combi-weapon (lasgun/plasma gun)..... 75 credits
- Flamer..... 140 credits
- Grav-gun..... 120 credits
- Melta gun..... 135 credits
- Plasma gun..... 100 credits
- Rad gun..... 100 credits

HEAVY WEAPONS

- Plasma cannon*..... 130 credits
- Multi-melta*..... 180 credits
- Rad cannon*..... 130 credits

WARGEAR GRENADES

- Frag grenades..... 30 credits
- Krak grenades..... 45 credits
- Rad grenades..... 25 credits
- Smoke grenades..... 15 credits

ARMOUR

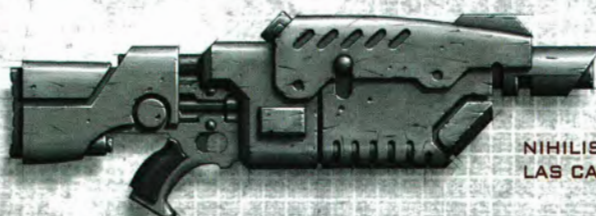
- Flak armour..... 10 credits
- Mesh armour..... 15 credits

WARGEAR

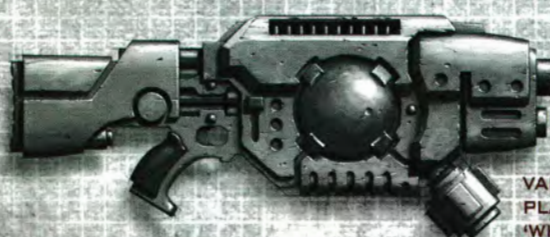
- Bio-booster..... 35 credits
- Drop rig..... 10 credits
- Filter plugs..... 10 credits
- Grav-chute..... 40 credits
- Infra-sight..... 40 credits
- Las-projector..... 35 credits
- Mono-sight..... 35 credits
- Photo-goggles..... 35 credits
- Respirator..... 15 credits
- Suspensors..... 60 credits
- Telescopic sight..... 25 credits



NIHILIS PATTERN
LASGUN



NIHILIS PATTERN
LAS CARBINE



VAN SAAR VARIANT
PLASMA GUN
'WHITEFIRE'

'Only a fool thinks he can loot a Van Saar corpse. Those Nihilis pattern energy weapons or Whitefire plasma guns they use almost always have gen-coded grips or vox recognition scramblers – they'll blow your arms off if you try to use them. Trust me, you want a good scrapper nearby before you go rummaging through a Van Saar's body suit – or better yet, leave them for the sump rats...'

Gask the Gutter,
Stoneheart Killers,
House Goliath

EXPANDED HOUSE EQUIPMENT LISTS

12

The type and the nature of weapons and wargear readily available to most gangs is heavily influenced by their House of origin. The fighters of every House carry with them certain preferences and prejudices towards various types of weapon or armour which are deeply ingrained, cultural habits not easily broken. Van Saar, for example, excel at the manufacture of high quality las weapons, yet to the other Houses their over-reliance upon this technology is seen as a symbol of their physical weakness, to the extent that where fighters of most Houses will shun las carbines in favour of auto weapons, the fighters of House Goliath consider las weapons of all types to be the toy-like tools of weaklings and so habitually shun them outright. Conversely, Escher fighters consider traditional las rifles and pistols to be elegant and take pride in owning finely crafted pieces. The gangers of House Orlock prefer reliability and functionality, being drawn to well-made auto weapons and shotguns. Such trends in favoured weaponry are visible across all of the Houses if one looks closely enough to see them.

The equipment lists presented to date for Houses Goliath, Escher and Orlock have focused on the weapons and wargear available in the multi-part plastic gang kits. The House Equipment lists that follow represent the range of additional upgrade kits available through Forge World and they replace the abridged versions presented previously.

Together with the hugely expanded Rare Trade list and the complete weapons and wargear lists contained elsewhere in this supplement, players now have the tools necessary to equip their gangs with a much greater variety of arms and tools when creating a new gang, and with almost endless variety as a campaign progresses and trade opportunities open up ever more exotic items.

Note that Juvies can take Wargear. Note also that the cap on how much they can spend on a single item only applies when they are first hired. Once a campaign is underway, it is justifiable to spend more on Juvies as they gain Experience and develop.

THE FRUITS OF A THOUSAND FORGES

The House Equipment lists enable players to equip their fighters with a wide range of weaponry keyed to the character of their gang, all readily available either in a plastic gang boxed set or as a resin upgrade. Of course, Necromunda has always been about customisation, and this is where the Rare Trade lists come in, allowing for individual gangers to be equipped with more atypical equipment as their career progresses. No range of models could possibly cover all of the options and combinations this system makes possible, so it is left to the hobbyist to customise their models as they will. The Citadel and Forge World ranges contain myriad components that, with a little conversion work, can be made to serve as a weapon for Necromunda gangers. After all, while the House forges of House Goliath, Escher, Orlock, etc, produce items tailored to their own specific tastes and idiosyncrasies, those they don't manufacture themselves can be imported from other sources, sources that also equip such august bodies as the Astra Militarum. Thus, Necromunda models can be equipped with weapons found in a wide range of plastic and resin kits, and this is entirely in line with the nature of the setting.

HOUSE ESCHER EQUIPMENT LIST

WEAPONS

BASIC WEAPONS

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

CLOSE COMBAT WEAPONS

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

PISTOLS

- Autopistol..... 10 credits
- Hand flamer 75 credits
- Laspistol 10 credits
- Needle pistol..... 25 credits
- Plasma pistol..... 50 credits
- Stub gun 5 credits

SPECIAL WEAPONS

- Combi-weapon (boltgun/needle rifle) 80 credits
- Flamer 140 credits
- Melta gun..... 135 credits
- Needle rifle 35 credits
- 'Nightshade' chem-thrower..... 135 credits
- Plasma gun..... 100 credits

HEAVY WEAPONS

- Heavy stubber*..... 130 credits

WARGEAR

GRENADES

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

ARMOUR

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

WARGEAR

- Acid rounds (for shotgun) 15 credits
- Chem synth..... 15 credits
- Drop rig..... 10 credits
- Dumdum rounds (for stub gun) 5 credits
- Filter plugs..... 10 credits
- Las-projector..... 35 credits
- Photo goggles 35 credits
- Respirator..... 15 credits



DUELLIST GRIP HAND FLAMER



ESCHER HOLD-OUT STUB GUN



'WYRD' PATTERN NEEDLE RIFLE
'HUNTER'S MARK'

'You don't use a hammer to thread a needle. Other Houses see the armouries of Escher and think it poorly stocked by thin blades and slender-barrelled guns lacking the brutality of the trash to which they have become accustom. They are fools. Worthless is the blade that does not find flesh, or the gun that fires second. It is my job to show you why in expert hands there is no finer weaponry in all of Necromunda than that of House Escher.'

Drill Matron Haerana,
Carrion Queens,
House Escher

'All that strength and they still insist on putting power fields and chain blades in their weapons – there's overkill, and then there's Goliath weapons...'

Tormund Two-rounds,
Girdercity Guild
Armouries

HOUSE GOLIATH EQUIPMENT LIST

WEAPONS

BASIC WEAPONS

- Boltgun 55 credits
- Combat shotgun (with salvo & shredder ammo) 60 credits
- Shotgun (with solid & scatter ammo) 30 credits
- Stub cannon 20 credits

CLOSE COMBAT WEAPONS

- Axe 15 credits
- Brute cleaver 20 credits
- Chainsword 25 credits
- Fighting knife 10 credits
- Maul 25 credits
- Power axe 35 credits
- Power hammer 45 credits
- 'Renderizer' serrated axe* ... 40 credits
- Spud-jacker 15 credits
- Two-handed axe* 25 credits
- Two-handed hammer* 35 credits

PISTOLS

- Combi-pistol (stub gun/plasma pistol) 65 credits
- Bolt pistol 50 credits
- Hand flamer 75 credits
- Stub gun 5 credits

SPECIAL WEAPONS

- Combi-weapon (bolter/flamer) 185 credits
- Combi-weapon (bolter/melta) 175 credits
- Grenade launcher (with frag & krak grenades) 55 credits
- Flamer 140 credits
- Melta gun 135 credits

HEAVY WEAPONS

- Heavy bolter* 160 credits
- Heavy flamer* 195 credits
- Heavy stubber* 130 credits
- 'Krumper' rivet cannon* 70 credits

WARGEAR

GRENADES

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

ARMOUR

- Furnace plates 10 credits

WARGEAR

- Bio-booster 35 credits
- Drop rig 10 credits
- Dumdum rounds (for stub gun) 5 credits
- Photo goggles 35 credits
- Respirator 15 credits
- Stimm-slug stash 30 credits



BLINDFIRE PATTERN HEAVY BOLTER



SINGLE-GRIP FLAMER 'JUVE COOKER'

HOUSE ORLOCK EQUIPMENT LIST

WEAPONS

BASIC WEAPONS

- Autogun..... 15 credits
- Boltgun 55 credits
- Combat shotgun (with salvo & shredder ammo)..... 55 credits
- Sawn-off shotgun..... 15 credits
- Shotgun (with solid & scatter ammo)..... 25 credits

CLOSE COMBAT WEAPONS

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

PISTOLS

- Autopistol..... 10 credits
- Bolt pistol 50 credits
- Hand flamer 75 credits
- Plasma pistol..... 50 credits
- Stub gun 5 credits

SPECIAL WEAPONS

- Combi-weapon (bolter/melta)..... 180 credits
- Flamer 140 credits
- Grenade launcher (with frag & krak grenades) 65 credits
- Plasma gun..... 100 credits
- Melta gun..... 135 credits

HEAVY WEAPONS

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

WARGEAR

GRENADES

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

ARMOUR

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

WARGEAR

- Bio-booster..... 35 credits
- Drop rig..... 10 credits
- Dumdummy rounds (for stub gun) 5 credits
- Filter plugs..... 10 credits
- Photo goggles 35 credits
- Respirator 15 credits
- Telescopic sight..... 25 credits

Note: When the gang is created, one Ganger can be equipped with a Special Weapon; during the campaign, additional Gangers can also take Special Weapons.

A MATTER OF HONOUR

To the gangsters of Necromunda, their weapon is far more than a simple tool. It is a symbol of their House origins and gang allegiance, and of their status in the anarchic world in which they live, and die. Each House forge produces weapons under the inscrutable eye of Adeptus Mechanicus overseers, and House artificers finish these according to their own specific tastes. Thus, while a shotgun produced by House Goliath is functionally identical to one produced by House Escher, they have very different furniture and specifications, and are very different in appearance.

This extends to those weapons which are unique to a House, such as the chem-throwers of House Escher and the rivet cannon of House Goliath. Such weapons are made exclusively by the originating House, and they are carried as a symbol of allegiance, and with great pride. No Escher fighter would be seen dead carrying a Goliath rivet cannon, for example – the shame and dishonour would make such a thing unthinkable!

'Ten in the clip, one in the chamber, side slung holster with quick-draw rig, sawn-off on the other arm, loaded with scatter for close encounters. And if those don't do it, I got the drum-fed auto with three hundred in the feed, cyclic rate of six hundred a minute and fully fitted compensator for when you really need to clear the room.'

Zeke,
Sump Dogs,
House Orlock

MR CHOMPER
CARRION QUEENS
HOUSE ESCHER 'AMBOT'



BRUTES

As a gang continues to grow and becomes more established, it will continue to attract ever more varied hangers-on, even picking up additional fighters and muscle. Often a gang will go out of its way to secure the ongoing services of an Abhuman mercenary or a repurposed H-grade servitor. Quite how gangs come to acquire such hangers-on is usually a question best left unasked and unanswered...

Brutes are a new type of Hangers-on, but where most Hangers-on avoid battle wherever possible, Brutes are purchased specifically to add some extra muscle to a gang's fighting prowess. In the Update Roster step of the post-battle sequence, players can recruit Hangers-on, including Brutes. These are purchased with credits from the gang's Stash, in the same way as new fighters. A Fighter card is filled out for them and they are added to the gang roster. As with any Hangers-on, most Brutes have various options for their equipment – these must be decided when they are recruited. Brutes can be taken captive, in which case the gang can attempt to rescue them and the capturing gang may sell them as if they were a normal fighter, as described on page 19 of *Gang War*.

The maximum number of Hangers-on a gang can have is limited by their Reputation, as shown by the table opposite. If a gang's Reputation drops to the

point that they do not have enough for their Hangers-on, they must remove one or more of them from their roster until they are back within their limit. Also, note that there is a limit on each type of Hanger-on and Brutes are no exception – a gang can have only two Ambots, for instance. Hangers-on do not count towards the number of fighters in the gang. For example, they are not counted when determining how many Gangers the gang must contain.

Reputation	Maximum Hangers-on
Less than 5	0
5-9	1
10-14	2
15-19	3
20-24	4
Each additional 5	+1

Where other types of Hangers-on do not normally take part in battles, Brutes are purchased with the express intention that they be fielded in battle and are treated like any other fighter when selecting a crew. Unlike other Hangers-on, Brutes will gain Experience and Advancements in the same manner as a Specialist Ganger, and their skill set access is detailed below. Unlike other Hangers-on, Brutes will not leave the gang should they suffer a Lasting Injury that makes a change to their Fighter card.

	Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Shooting	Savant
Ambot	-	Secondary	Secondary	-	Primary	-	-	-
Ogryn	-	Primary	Secondary	-	Secondary	-	-	-



'The Luther Pattern Excavation Automata continues to outperform all previous models. Its instinctive behaviour inhibitors have proven efficacious in keeping it on task and minimising production stoppages due to worker 'accidents'. I must, however, again include in my report the fact that we have not yet received our full complement of automata and shipments continue to go missing, leading me to believe these are either going to our rivals, or someone is building an army of these things...'

Primus Mining
Outpost 163,
Log Report
6422891.M41

O-2 LUTHER PATTERN EXCAVATION AUTOMATA ('AMBOT')

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

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

The greatest successes in domesticating the Ambull lie in using the creatures as the organic component of a heavy mining construct. Specially crafted instrumentalities are fused with the brain and nervous system of the Ambull, in a process perfected by the Adeptus Mechanicus, to circumvent the most ancient of laws proscribing the 'machina malifica', the dreaded '*machine that thinks*'. When the creature awakens in its new robotic shell, it retains the natural tunnelling instinct it had when it was flesh, whilst its aggression and hunting impulses are suppressed by cranial governors. Consequently, Luther pattern Excavation Automata, or 'Ambots', as they are commonly called in the underhive vernacular, are not uncommon on Necromunda, where they are utilised for slag mining and ash excavation. A common danger of using such constructs, however, is that there is always an underhive gang waiting for the opportunity to liberate such a prized commodity, and utilise it as a weapon against their rivals!

LUTHER PATTERN EXCAVATION AUTOMATA

('AMBOT') 215 CREDITS

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

Weapon	Rng		Acc					Am	Traits
	S	L	S	L	S	AP	D		
2x tunnelling claw	E	2"	-	-	S+1	-2	2	-	Melee, Melta, Scarce, Versatile
Grav-fist									
- melee	-	E	-	-	S	-	2	-	Melee, Pulverise,
- ranged	6"	12"	+1	-	*	-1	2	5+	Blast (3"), Graviton Pulse, Concussion

OPTIONS

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

SPECIAL RULES

INFILTRATE

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

CRANIAL GOVERNORS

In normal circumstances, an Ambot's behaviour will be heavily governed to protect other workers from the aggressive instincts of the Ambull. Gangers however have no such safety concerns and will frequently switch off the inhibitors on an Ambot in their possession. When an Ambot is operating in Safe Mode, it follows the rules and profile described on page 18. Should the controlling player wish, Safe Mode can be switched off at the beginning of any round. Whilst Safe Mode is off, the Ambot gains the Berserker (Ferocity) skill and its Attacks characteristic becomes D3+1. However, when engaged in melee, the Ambot must divide its attacks amongst all models it is in base contact with, including friendly fighters. Once Safe Mode is off, it cannot be reinitiated during the game.

MECHANICAL CONSTRUCT

An Ambot is an extremely heavily armoured automata covered in inch thick plates, which grant it a 4+ save roll.

VALUABLE

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

'Ain't no one messes with an Ambot. Heck I remember the Twice Shy drinking hole in Last Hope had one in the corner. People used to throw their drinks at it and use it to light their lho sticks. Then one night a bunch of scum came in shooting up the place and the thing painted the walls with them.'

Rudlin Rattler,
Last Hope Chem
'Merchant'



SCRAP-HACKED 'AMBOT'
HOUSE ORLOCK

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

House Escher
War-maiden Lindi Synn,
Ref. Six Points Massacre

O-2 'JOTUNN' H-GRADE SERVITOR-OGRYN

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

Ogryns are incredibly strong, durable, and remarkably loyal, traits which make up for their lack of intellect in their usefulness to the Imperium. They are slow to learn, but once a lesson has been learned, it stays in their simple minds forever. These factors make Ogryns the ideal soldier for the Astra Militarum and their presence is prized amongst many regiments the galaxy over, where they are often employed as elite shock troops. They are equally well-suited to menial work, their strength and endurance enabling them to match the workload of several baseline humans in any given hard labour role, and even more when cybernetic enhancements are added into the equation.

A Servitor-Ogryn has the following profile and weapons:

'JOTUNN' H-GRADE SERVITOR-OGRYN: 210 CREDITS

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

Weapon	Rng		Acc				AP	D	Am	Traits
	S	L	S	L	S	L				
2x augmetic fist	-	E	-	-	S+1	-1	2	-	-	Melee, Knockback
Arc welder	-	E	-	-	S+2	-3	3	-	-	Blaze, Melee

OPTIONS

- A Servitor-Ogryn may replace one of its augmetic fists with an arc welder..... +70 credits
- A Servitor-Ogryn may be upgraded with furnace plate armour..... +15 credits

SPECIAL RULES

HEADBUTT

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

Headbutt (Basic) – Pick an Engaged enemy fighter and roll two D6. If either result is equal to or higher than their Toughness, they suffer a hit with a Strength equal to this fighter's Strength +2, resolved as 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.

LOYAL

Ogryns are very loyal creatures and form strong bonds with those they live and fight with. Whenever this fighter is assisting a friendly fighter in melee, this fighter adds 2 to the result of any hit rolls rather than the usual 1.

SLOW-WITTED

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



GRUB TARGESON (AKA LUMPY NOX) – HIVE SCUM

Not so long ago, Grub was an upstanding member of the merchant guild in Hive Primus. Every day, thousands of creds ran through his thick fingers and the fates of thousands of workers rested on his every nod or sneer. Then, one day, he woke up to find an odd lump growing out of his shoulder. At first Grub payed it no mind, as minor mutations and strange diseases are a common sight throughout the hive, and he simply asked his stitch-master to loosen the seams on his coats. As the cycles ground by, the lump grew, with Grub finding it harder and harder to hide his growing deformity. Then one day it spoke to him – which was when Grub fled to the underhive.

Now Grub wanders the underhive, whispering conversations with his hump and hiring himself out to gangs that need extra firepower. Most pass off his ramblings as the results of one too many bottles of Second Best, though some swear they have heard the hump talking back to Grub. Perhaps most disturbing of all is that Grub seems to know things he shouldn't – such as where stashes are hidden or when a hive quake might be coming – each time stroking his hump affectionately when one of his predictions comes true...

GRUB TARGESON (AKA LUMPY NOX)

105
CREDITS

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
4"	4+	3+	3	3	1	4+	1	8+	8+	8+	6+
Weapon	Rng		Acc		Str	AP	D	Am	Traits		
	S	L	S	L							
Fighting knife	-	E	-	-	S	-1	1	-	Backstab, Melee		
Shotgun											
- scatter	4"	8"	+2	-	2	-	1	4+	Scattershot		
- executioner	4"	16"	-1	+1	4	-2	2	6+	Knockback, Limited		
Frag grenades	-	Sx3	-	-	3	-	1	4+	Blast (3"), Grenade, Knockback		

SKILLS: Backstab, Evade, Infiltrate

WARGEAR: Flak armour

STATUS ITEMS

Exotic beasts, stolen relics, or flamboyant opulence, when the money starts rolling in, underhive gangers are notorious for their tendency to flash their cash, spending it on all manner of extravagances that leave others in no doubt as to their success and importance, not only within their own gang but within their House and the underhive itself.

The following section details three new types of wargear available to the leadership of any gang: Extravagant Goods, Servo-skulls, and Exotic Beasts. These can be purchased for your Leader or Champions as normal when visiting the Trading Post in the post-battle sequence.

EXTRAVAGANT GOODS

Humans are drawn to finery and luxury, all across the Imperium even the most humble and anonymous of manufactorum workers or administratum scribes will possess small luxury items, little objects that they hold in high esteem and which in some small way serve to make their existence more bearable. For the gangers of the underhive, the wealth and status of their lifestyle grants them access to luxuries undreamed of by their fellows, and gang Leaders and Champions are not slow in flaunting their success through displays of material wealth.

Extravagant Goods are only available to Gang Leaders or Champions.

GOLD-PLATED GUN: 40 CREDITS, RARE (10)

Gang fighters take tremendous pride in their weapons – they are the tools of their trade and a clear badge of office, and a finely crafted piece is a possession to treasure. Over time, successful members of a gang's hierarchy are likely to expend considerable sums on upgrading and improving their weapons, and for those gangers who want a clear and public statement that such craftsmanship has been undertaken, nothing beats the gaudiness of having the entire weapon gold-plated!

Any weapon can be gold-plated. A fighter with a gold-plated gun adds +1 to their Leadership characteristic. Additionally, once per game, the fighter may re-roll a failed Ammo check.

EXOTIC FURS: 50 CREDITS, RARE (12)

Many gangers excel at the hunt for rare and exotic goods, building up a network of trusted suppliers and contacts. They often have ready personal access to a wealth of rare off-world trade and they delight in flaunting their status through the wearing of many strange items. Most frequently, this behaviour is seen among the gangers of House Escher, but it is not unknown for Goliaths to sport boots made from the hide of an exotic beast or for the long coat of a Delaque to conceal intricate off-world embroidery.

Should this fighter make a Seek Rare Equipment action in the post-battle sequence, they add an additional +1 modifier to the dice roll to determine the rarity of the items on offer.

OPULENT JEWELLERY: 80 CREDITS, RARE (11)

As their wealth increases, gangers find themselves able to attain items that other dwellers of the underhive could never afford. They are attracted to the glitter and glimmer of fine jewellery like sheen birds to a heat sink. Many Guilders make a pretty profit selling gaudy, low quality junk to gangers eager to prove that they too have the wealth of the uphive gentry. It is interesting to note that most gangers actually believe that the purest gold turns the skin green!

If this fighter makes a Medical Escort action in the post-battle sequence, they will attempt to impress the Doc with their visible wealth. Sometimes this works, sometimes, it does not...

You may re-roll the dice when determining the fee the Doc charges. However, you must accept the second result, even if it is worse.

UPHIVE RAIMENTS: 50 CREDITS, RARE (10)

The styles and fashions of uphive folk are rarely seen first-hand in the underhive and yet they still have huge influence on the denizens of the lower hab levels, those who toil in the manufactorums and grease the gears of Imperial industry with their blood and sweat, for they will see flashes of how the uphivers dress on news reels on their pict viewers. Gang Leaders, however, often possess the wealth to acquire such fabulous goods, and they have no hesitation in flaunting their new found chic.

This ganger generates D6+1x10 credits when Working the Gang's Turf as a post-battle action.



LADY NIKO
'THE QUEEN OF CLAWS'
WYLD PANTHERS
HOUSE ESCHER

SERVO-SKULLS

The manufacture of servo-skulls is common across the Imperium, yet they remain incredibly rare artefacts normally only found in the company of planetary nobility, priests of the Ecclesiarchy or of Mars, in the service of military officers, or in the service of Rogue Traders and Inquisitors. Most commonly they are made from the skulls of the most devout of the Emperor's servants, their duty continuing beyond death.

Yet they do appear in the underhive, occasionally coming up for sale offered by a Guilder or trader unwilling to speak about their provenance, or, more rarely still, as antiques of certain Houses, artefacts of a famous gang noble from history perhaps, or of a House member that succeeded beyond the confines of normal Necromundan expectations.

Servo-skulls are only available to Gang Leaders or Champions. All servo-skulls are treated as ordinary wargear and should be recorded on their owner's Fighter card accordingly; they always confer the following bonuses onto their owner:

- Servo-skulls must be represented by a separate model that must stay within 2" of the owning fighter. This is not a gang fighter or friendly model; it is purely a marker representing the servo-skull and matters only for its own line of sight and targeting purposes. Nor will they give away their owner's location as they are assumed to be aware enough of stealthy movement to emulate it, and remain very low and close when needed.
- When the owner activates it, the servo-skull will move with them, servo-skulls ignore all terrain, and can never fall.
- Servo-skulls cannot be targeted by shooting or melee attacks, and can never be Engaged in combat – they simply float away.
- Servo-skulls may, however, be caught by a Blast or Template weapon. If a servo-skull is caught under a Blast or template, the attacker should roll a D6. On a 4-6, it is hit by the attack. On a 1-3, it is able to float clear of the area of the attack. Leave the model where it is and assume it has bobbed around and returned to where it was. If a servo-skull is hit in this way, the owning player rolls a D6. On a 1, it is destroyed and should be removed from the owning fighter's Fighter card. On a 2-6, it is taken Out of Action and plays no further part in the game, but otherwise suffers no long-term effects.

- If the owning fighter leaves the table for any reason, the servo-skull will accompany them and takes no further part in the game.

SENSOR SKULL: 60 CREDITS, RARE (12)

A sensor skull grants the owning fighter the same benefits as a bio-scanner (see page 84). In addition, when the fighter takes an Aim action, they may add 2 to the result of any hit rolls they make for subsequent shots taken in the same activation rather than the usual 1. This bonus is in addition to any granted by any other wargear or skills the fighter may have.

MEDI SKULL: 80 CREDITS, RARE (12)

When making a Recovery test for the owning fighter, roll an extra Injury dice, then pick one of the dice to resolve and discard the other. This is in addition to any friendly fighters assisting the recovery and any other items such as medicae kits, so it is possible that the owning fighter may be rolling several Injury dice to choose from.



SALVATION PATTERN MEDICAE SKULL
HOUSE VAN SAAR STAMPING

GUN SKULL:..... 65 CREDITS, RARE (12)

A gun skull is equipped with a simple ranged weapon and will target whatever or whoever the owning fighter does when they make a ranged attack. Simply roll one extra dice when rolling to hit and one extra Ammo dice for the gun skull, ideally of a different colour to those being used for the fighter, to represent the gun skull making a ranged attack. Note though that range, line of sight and cover must be worked out from the gun skull's base rather than that of the owning fighter. If the owning fighter does not possess any ranged weapons, the gun skull may shoot at an enemy it can see, chosen by the owning fighter and following normal Target Priority rules in relation to the owning fighter's position.

The owning fighter is never considered to be in the way of a gun skull's shooting attacks and cannot be hit by stray shots from their own gun skull.

A gun skull has a BS of 5+ and may never benefit from aiming or any wargear or skills that modify the owning fighter's rolls to hit.

The gun skull's weapon has the following stats:

Weapon	Rng		Acc		S	AP	D	Am	Traits
	S	L	S	L					
Gun skull	4"	12"	+1	-	2	-	1	4+	Rapid Fire (1), Scarce

'Little grox-lovers hide in the shadows – keep your ears open for that spine scraping over girders, 'cause the next thing you know the laser dot's got you, and then it's all over but for the blood and screams.'

Watch Sergeant Nargo,
Enforcer Precinct 118,
Farholm Holesteads

'As if Hive Primus didn't have enough dangerous wildlife, I've got House nobles and Guilder bosses paying outrageous scrip for these off-world horrors. The only thing that scares me more than the critters they have me bringing in through the Eye, is all the ones that go missing...'

Privisor Eugor
Hetratera,
Adept of the Eye

EXOTIC BEASTS

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

Exotic Beasts are only available to gang Leaders and Champions. They are purchased as wargear and should be recorded on their owner's Fighter card accordingly. However, where Exotic Beasts differ to normal wargear is that they will have their own Fighter card which details their unique stats, skills, and weaponry. They follow all of the normal rules for a fighter, with the following exceptions:

- Whenever the fighter that owns the Exotic Beast is selected for a scenario, you may choose to deploy the Exotic Beast alongside their owner regardless of how many other fighters you have selected.
- Exotic Beasts must always endeavour to stay within 3" of their owner. Should they ever find themselves beyond this, they must make as many Move actions as necessary to get back within this range.
- Exotic Beasts always activate with their owner as per the rules for Group Activations described in the *Necromunda: Underhive* rulebook. However, this does not prevent the owner making a normal Group Activation involving other gang fighters. An Exotic Beast will activate in this way no matter how far away from its owner it is, although if it is more than 3" away it must attempt to return to within 3" as described above.
- Should an Exotic Beast flee for any reason, it will flee towards its owner. If the owner is removed from the table for any reason, the Exotic Beast is also removed from play.
- Exotic Beasts gain Experience and suffer Lasting Injuries as a normal Ganger and may become a Specialist. However, due to their nature, the variety of skills available to them as a Specialist is much reduced compared to any other gang fighter. Therefore, Exotic Beasts have their own Skill table (see opposite).
- Exotic Beasts can be taken captive, in which case the owning fighter's gang can attempt to rescue them and the capturing gang may sell them as if they were a normal fighter, as described in *Gang War*. Exotic Beasts taken captive cannot be put to work in any Special Territories.



CYBERACHNID ('SCUTTLE')
HOUSE VAN SAAR

EXOTIC BEAST SKILLS

By their very nature, Exotic Beasts are unable to utilise many of the skills detailed in the complete Skill lists. Therefore, when an Exotic Beast gains a new skill, roll a D3 and consult the table below:

D3	Agility	Brawn	Combat	Cunning	Ferocity
1	Catfall	Bull Charge	Counter-Attack	Backstab	Berserker
2	Dodge	Crushing Blow	Disarm	Evade	Fearsome
3	Sprint	Iron Jaw	Step Aside	Lie Low	Nerves of Steel

SKILL ACCESS

Exotic Beasts have access to the following skills:

	Agility	Brawn	Combat	Cunning	Ferocity
Sumpkroc	-	Primary	-	-	Secondary
Phyrr Cat	Primary	-	-	Secondary	-
Cyber-mastiff	-	-	Primary	-	Secondary
Cyberachnid	Secondary	-	-	Primary	-
Caryatid	Primary	-	-	Secondary	-



OLD SCARTOOTH
CYBER-MASTIFF
HOUSE ORLOCK

'A sumpkroc will eat anything if it's starving enough – that's why I like to keep my krocs good and hungry...'

Grinder Jax,
Scrap Lords,
House Goliath

D-1 SUMPKROC

GOLIATH ONLY 130 CREDITS, RARE (11)

Hive legend has it that many thousands of years ago, during a different age of Necromunda, a now long-extinct type of reptile became the fashion accessory of choice for uphive nobility. Imported as eggs, once hatched, these snappy little creatures were seen everywhere for a period of several seasons, kept in fine artificial habitats or carried around in specially-made hand luggage. They became almost common, rapidly...

But as they became common, so too did they become big, and with size came increased aggression. Many were culled after accidents led to lost digits, even lost limbs, and in some cases, so the legends go, loss of life. Many more were hurriedly discarded down waste shutes and heat sinks. And so, in the fullness of time, many were found by the denizens of the underhive.

Over time, these strange creatures were captured as a new food source, but that practice ended as they were more likely to make food of their human hunters. And there their story might have ended in extinction, but for the intervention of House Goliath. For some inexplicable reason the Goliaths were attracted to these creatures as pets, taking pride in their size and strength, and revelling in their ferocity.

Today, the Sumpkrocs that House Goliath keep are somewhat different to the original creature, with centuries of genetic cloning causing a few changes and they no longer wholly resemble the creature first imported...

A Sumpkroc has the following profile and weapons:

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	3+	-	4	4	2	6+	2	8+	6+	7+	11+

WEAPON	Rng		Acc		S	AP	D	Am	Traits
	S	L	S	L					
Ferocious jaws	-	E	-	-	S	-1	1	-	Mélee, Rending

SPECIAL RULES

COUNTER-CHARGE

If the Sumpkroc's owning fighter is charged and Engaged by an enemy model, and if the Sumpkroc is Active, it may immediately move up to its full Move value towards the charging fighter. If at the end of this movement the Sumpkroc has Engaged the enemy fighter, it may immediately make one free Attack, out of normal sequence.

The Sumpkroc may only make one Counter-charge per round.

SCALY HIDE

The Sumpkroc has a naturally scaly and resilient hide, granting it a 5+ save roll.

THE LEGEND OF OLD THREE-EYES

There is a story, told most often by itinerant fungus farmers deep in their cups, or by hucksters keen for a mark, describing what some call the 'Mother of the Sumps' – the first and greatest of all the Sumpkrocs. They claim that the beast that eventually came to be known as Old Three-eyes started as a cute, if somewhat snappy, pet, purchased by an up-hive noble from an off-world trader for a sum that would make a Guilder wince. The pet was gifted to the noble's favourite daughter in celebration of her majority, but within the year it had grown to such a size that it threatened its mistress' life and limb. After it ate the governess and three of the House Yeomen, the pet was forced down a sluice-tube, never to bother the House again.

A hardy beast of muscle and tooth, the creature survived the ordeal and was later discovered in the underhive by members of House Goliath, having grown huge. Goliath gangers captured the beast, though not without loss, and turned it over to the House masters, who cloned it and brought into existence the line from which all underhive Sumpkrocs are bred. The original creature, so the stories go on to claim, grew so large it escaped the breeding chambers and fled into the depths of the Sump. There, the drunken fungus farmers claim, it resides to this day, a thirty foot monster capable of slaughtering entire gangs.



MEAT SNAPPER
SUMPKROC
HOUSE GOLIATH

'Don't let their size fool you, or the lazy way they slink about most of the time, when a Phyr cat wants to move, it really moves – and if it decides you're its dinner, well then it was nice knowing you...'

Harlon Hammerstein,
Ash Warriors,
House Orlock

D-2 PHYRR CAT

ESCHER ONLY..... 120 CREDITS RARE (12)

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

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

A Phyr Cat has the following profile and weapons:

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

Rng		Acc									
WEAPON	S	L	S	L	S	AP	D	Am	Traits		
Talons	-	E	-	-	S	-1	2	-	Melee, Pulverise		

SPECIAL RULES

INDEPENDENT

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

LANDS ON HER FEET

If a Phyr Cat falls for any reason, it will always reduce the Strength of the impact by -2.



FLUFFY
PHYRR CAT
HOUSE ESCHER

D-3 CYBER-MASTIFF

ORLOCK ONLY 100 CREDITS, RARE (10)

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

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

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

A Cyber-mastiff has the following profile and weapons:

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

WEAPON	Rng		Acc		S	AP	D	Am	Traits
	S	L	S	L					
Savage bite	-	E	-	-	S	-2	1	-	Disarm, Melee

SPECIAL RULES

WATCHDOG

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

LOYAL PROTECTOR

Whilst the Cyber-mastiff is Active and within 3" of its owner, enemy fighters may not make a Coup de Grace action against the owner, even if the Cyber-mastiff is itself Engaged.

'Loyalty is a sadly lacking trait these days – every Juve and their pet rat thinks they can shoot you in the back if it means a few more scrip to line their pockets. This is why I trust old Faceripper here with my life, you can't ask for a better friend than a Cyber-mastiff. He's certainly more reliable than you bunch of misfits, and given the chance he'll rip your face right off for me – you remember that.'

Maeder Jones,
Sons of Iron,
House Orlock



'Creepy little things, crawling about the place like rats with wings. I don't care what they say about how they're good luck or something, you'd never catch me with one on my shoulder. Why am I whispering? Have you seen the ears on those things?'

Nightside Jo,
Proprietor of the Seven
Veils Obscura House,
talking about Caryatids

D-1 CARYATID

AVAILABLE TO ANY GANG LEADER..... 0 CREDITS*, RARE (15)

Caryatids are small, winged, blue humanoid creatures which infest the many air-ducts and vents throughout Necromunda's many hives. They are seen as good luck charms by the majority of hivers for their tendency to attach themselves to charismatic, powerful and successful individuals: for example, very successful and memorable House leaders throughout history have often been attended by Caryatids, and Necromunda's Planetary Governor Lord Helmawr himself is known to have at least one which chooses to keep him constant company.

Mildly psychic, they are particularly attracted to the soon-to-become-powerful and can penetrate human minds, usefully recognising malicious intentions against their companions, further fuelling their reputations as bringers of good luck. However, an individual whose 'pet' Caryatid leaves them is regarded as waiting for death, for as their arrival is considered a good omen, their departure is seen as an omen of doom.

Caryatids' blue skin is generally covered by an intricate, tattoo-like pattern, and some are known to paint their faces, or wear bracelets, bangles, anklets and earrings. It is unknown whether these strange creatures are some manner of mutant, vat-grown organic creatures long ago gone feral, aliens or something altogether more inexplicable, all that is known is that to be selected as the companion of a Caryatid is a great, if fleeting, boon.

A Caryatid has the following profile and weapons:

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

A Caryatid carries no weapons and will always make unarmed attacks.

SPECIAL RULES

OMEN OF FORTUNE

A Caryatid is able to sense bad fortune and forewarn its chosen companion, giving them a flash of precognition.

Whilst the Caryatid is within 3" of its owner, that fighter may avoid one successful hit per turn by making a successful Willpower check. Make the check immediately after a successful roll to hit has been made against the fighter. If the check is failed, the attack hits as normal. If the check is passed, the attack counts as having missed and the dice roll is discarded. Templates and Blast markers are placed as normal for the purposes of determining hits against other models, but the Caryatid's owner is assumed to have somehow dodged clear.

PRECOGNITION

The gift of foresight possessed by the Caryatid enables it to dodge and evade all but the most unexpected of attacks. This tremendous precognition grants the Caryatid a 3+ save roll, which cannot be modified by Armour Piercing.

Additionally, a Caryatid may avoid being caught by a Blast or Template weapon. If a Caryatid is caught under a Blast or Template, the attacker should roll a D6. On a 4-6, it is hit by the attack. On a 1-3, it is able to fly clear of the area of the attack. Leave the model where it is and assume it has fluttered around and returned to where it was before the Blast weapon struck.

SYMBOL OF RENOWN

So long as your gang Leader is accompanied by a Caryatid, the gang's Reputation is increased by +1. However, should the Caryatid ever be killed, or should it ever abandon its companion, the gang's Reputation will be reduced by -2.

ABANDONMENT

Should the gang reduce its Reputation for any reason, roll a D6 and subtract the number of Reputation lost from the result. If the total is 1 or less, the Caryatid will abandon its companion. A natural roll of a 6 is always a success, regardless of modifiers.

**A Caryatid is not purchased like other items of wargear, instead one may decide of its own volition to make a companion of a gang leader or not.*

Should the gang roll 15 or higher after modification when making a Seek Rare Equipment check during the post-battle sequence, there is a chance that a Caryatid will attach itself to the gang Leader. Roll 2D6 and add the gang's current Reputation. If the result is 20 or higher, a Caryatid has decided to form a bond with the gang Leader.

FLIGHT

A Caryatid ignores all terrain, may move freely between levels without restriction, and can never fall. It may not, however, ignore impassable terrain or walls and may not end its movement with its base overlapping an obstacle or another fighter's base.



OMEN OF EYES
CARYATID
ORIGIN UNKNOWN



'Caryatids aren't what they seem!'

Popular Hive
Primus Graffiti

'A Cyberachnid is a finely crafted piece of tech – auspex bafflers and vox casters, venom injectors in pneumatic piston fangs, along with cyclic web throwers and a scuttler rig that can handle dozens of terrain configurations. Also, it looks scary as all hell.'

Elesk Isearch,
Code Wardens,
House Van Saar

0-3 CYBERACHNID

VAN SAAR ONLY 75 CREDITS, RARE (10)

Spiders are common to every human colonised world of the galaxy. Perhaps millennia ago, when Mankind set out to populate the stars, those first ships had onboard stowaways in the form of insects and arachnids accidentally introduced to new ecosystems. Perhaps they were deliberately introduced to control dangerous insect life on many worlds. Or perhaps they were always there. No one knows for sure, but that spiders can be found almost everywhere humanity thrives is beyond doubt.

The hives of Necromunda are infamous for their mutant spiders, and many millions of subspecies exist within the dark corners and dusty cracks of the great hives. Some varieties can grow to several feet across and their presence can make whole domes uninhabitable.

The spiders of Necromunda mean much to the planet, not least featuring heavily in the heraldry of many clans and ruling families. Yet possibly the most readily made association is to the House of Van Saar, whose sigil is the likeness of a spider. Van Saar play on this, capturing and breeding large Necromundan arachnids and modifying them cybernetically for many purposes. Van Saar gangs are often accompanied by several such slaved servitor spiders, and their gruesome appearance is often enough to make the faint-hearted maintain what they feel is a safe distance, but in truth is right in the crosshairs, where the Van Saar want them...

A Cyberachnid has the following profile and weapons:

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

WEAPON	Rng		Acc		S	AP	D	Am	Traits
	S	L	S	L					
Venomous bite	-	E	-	-	S	-	1	-	Melee, Toxin
Web pistol	-	T	-	-	3	-	-	6+	Pistol, Scarce, Template, Web

SPECIAL RULES

CLAMBER

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

FEAR INDUCING

Cyberachnids have the Fearsome (Ferocity) skill and may confer this onto their owner. The owner only gains this skill provided they have an Active Cyberachnid within 3", otherwise the skill is lost.

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

HORRIFIC

A Cyberachnid is a horrifying meld of machine and spider that gangsters of other Houses would just as soon not have in their hide-out. A Cyberachnid can never be Captured.

MAD DOG MONO – HIVE SCUM

Mono works the great Ash Gates of Port Mad Dog when he is not hiring out his services as a mercenary to gangs, Ash Wasters and outlaws alike. Born into the Longshore clans, he grew up on the edges of the Palatine Cluster, the great hives visible only as shadows against the toxic horizon, their spires taunting him with the promise of safety and wealth. Life for a Longshore clanner is usually short and brutal – if the poisonous winds don't get them, then a faulty cargo lifter, angry Ash Waster or wandering wasteland creature probably will. Mono's fate was changed, however, when a scavvy trader sold him a strange one-eyed hood. It turned out to be an ancient strato-pilot helmet, and as Mono discovered, its oculus-augur gave him a unique view of the world, and amazing reactions as a result.

After carving up a bar full of drunken mag-line dusters with his grab-hook, Mono realised that he had a talent for mayhem and put the word out he was looking for 'extra work'. It wasn't long before Mono had made a name for himself bringing down Three-toes Jack during the Rustfalls uprising and running with the Sump City Sirens during their takeover of the Delta Zone Dust Wells. Despite his success, Mono always returns to Port Mad Dog, for as the Longshore clanners always say – 'blood is thicker than ash'.



35

MAD DOG MONO

90
CREDITS

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
5"	3+	4+	3	3	1	3+	1	8+	7+	8+	8+
Weapon	Rng		Acc		Str	AP	D	Am	Traits		
	S	L	S	L							
	Stub gun	6" 12"	+2	-							3
Grab hook	E	2"	-	-	S	-	1	-	Disarm, Melee, Versatile		

SKILLS: Dodge, Escape Artist

WARGEAR: Boiler plate armour (which works just like Goliath furnace plate armour but is made from scraps salvaged from derelict Ash Wastes transports), respirator

THE TRADING POST

The Trading Post represents the various markets, traders and caravans where gangs can barter for weapons and equipment. Where the House Equipment lists provide commonly-used equipment for each House's gangs, the type of arms and armament that gangs will readily be able to lay their hands on, the Trading Post lets them expand their arsenal beyond the norm. Note that some weapons and wargear that are found on House Equipment lists do not appear here; these items are preciously guarded by each House, and are not available on the open market. Furthermore, some items are so intrinsically linked to a certain House that gangers of other Houses would be unwilling or even ashamed to use them even if they could get their hands on them. For example, some of the other Houses view House Van Saar's reliance upon energy based weapons as a symptom of their inherent weakness, and so they shun las carbines in favour of more robust autoguns. Also, note that some items are cheaper in the House Equipment lists, and that some items listed as Rare here are available in the House Equipment lists; this is intentional, representing the increased availability of those items to specific Houses.

'These shadow-markets spring up like rust-weeds; for each one we stamp on, another three appear, peddling everything from knock-off helix pattern laspistols to distilled wild-eyes stim. It's getting so guildier merchants can't price-gouge the locals anymore.'

Scrip-Warden Kael,
Sumptown Watchmen

STASHED WEAPONS AND WARGEAR

Should a fighter die, their weapons and wargear might not be lost (see page 23 of *Gang War*). Such useful equipment and expensive or rare items that can be looted will be and are kept by the gang and added to its Stash on the gang roster. These items may be redistributed amongst other fighters in the post-battle sequence, or a new fighter may be equipped for free with any weapons or wargear held in the gang's Stash when recruited (see page 24 of *Gang War*).

It is important to note that this is not limited to items contained in the House Equipment list, items purchased through the Trading Post as detailed here may also be kept in the Stash and redistributed in this way. Should any fighter purchase new Wargear, old Wargear may be added to the Stash.

BASIC WEAPONS

Item	Price	Rarity
Autogun	15 credits	Common
Boltgun	55 credits	Rare (8)
Combat shotgun		
- salvo & shredder ammo	70 credits	Rare (7)
- firestorm ammo	30 credits	Rare (8)
Lasgun	15 credits	Common
Sawn-off shotgun	15 credits	Common
Shotgun		
- solid & scatter ammo	30 credits	Common
- executioner ammo	20 credits	Rare (9)
- inferno ammo	15 credits	Rare (8)

PISTOLS

Item	Price	Rarity
Autopistol	10 credits	Common
Bolt pistol	50 credits	Rare (8)
Hand flamer	75 credits	Rare (8)
Lasipistol	10 credits	Common
Needle pistol	30 credits	Rare (9)
Plasma pistol	50 credits	Rare (9)
Stub gun	5 credits	Common
- dumdum rounds	5 credits	Rare (7)
Web pistol	90 credits	Rare (9)
		Common (Delaque)

SPECIAL WEAPONS

Item	Price	Rarity
Combi-weapon	Varies	Varies
- bolter/flamer	195 credits	Rare (8)
- bolter/melta	190 credits	Rare (12)
- bolter/needler	90 credits	Rare (10)
- bolter/plasma	115 credits	Rare (10)
Flamer	140 credits	Rare (7)
Grav-gun	120 credits	Rare (11)
Grenade launcher		
- with frag & krak grenades	65 credits	Rare (8)
- choke gas grenades	35 credits	Rare (9)
- scare gas grenades	45 credits	Rare (10)
- smoke grenades	15 credits	Common
Long las	20 credits	Common
Meltagun	135 credits	Rare (11)
Needle rifle	40 credits	Rare (9)
Plasma gun	100 credits	Rare (9)
Web gun	125 credits	Rare (9)
		Common (Delaque)

HEAVY WEAPONS

Item	Price	Rarity
Heavy bolter*	160 credits	Rare (10)
Heavy flamer*	195 credits	Rare (10)
Heavy stubber*	130 credits	Rare (7)
Lascannon*	155 credits	Rare (10)
Mining laser*	125 credits	Rare (9)
		Rare (8 Orlock)
Missile launcher*		
(with frag & krak missiles)	165 credits	Rare (10)
Multi-melta*	180 credits	Rare (11)
Plasma cannon*	130 credits	Rare (11)
Seismic cannon*	140 credits	Rare (10)

'You wanna know why your gang needs a lascannon? Ask me again after you run into a jacked Ambot or one of those Ogryn servitors with fists the size of your head. Are you gonna hope a few stub rounds puts it down? Or do you want to be sure, I mean really, really sure...?'

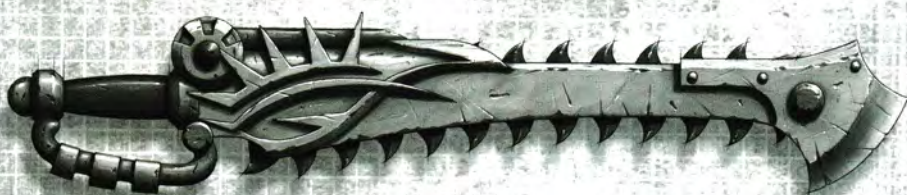
Honest Cabas,
Cabas' Quality Arms,
Girdercity

'Ain't nothing like the sound of a chainsword starting up – I swear to the Spire when that throaty roar kicks in, every ganger in earshot just soiled themselves.'

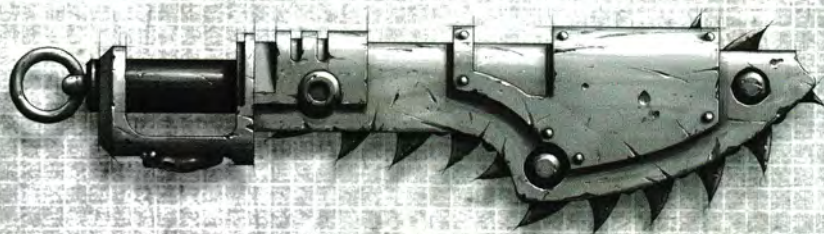
Haks 'Blood and Gore' Torlor, Slaughterfists, House Goliath

CLOSE COMBAT WEAPONS

Item	Price	Rarity
Knives		
Fighting knife	15 credits	Common
Power knife	25 credits	Rare (9)
Stiletto knife	20 credits	Rare (9)
Close Combat Weapons		
Axe	5 credits	Common
Chainaxe	30 credits	Rare (9)
Chainsword	25 credits	Rare (8)
Digi laser	25 credits	Rare (10)
Flail	20 credits	Common
Maul (club)	25 credits	Common
Servo claw	35 credits	Rare (10)
Sword	20 credits	Rare (6)
Stiletto sword	35 credits	Rare (9)
Power/Shock Weapons		
Las cutter	85 credits	Rare (10)
Power sword	50 credits	Rare (9)
Power axe	35 credits	Rare (8)
Power hammer	45 credits	Rare (8)
Power pick	40 credits	Rare (8)
Power maul	30 credits	Rare (8)
Shock baton	30 credits	Rare (8)
Shock stave	25 credits	Rare (9)
Thunder hammer	70 credits	Rare (11)
Two-handed Weapons		
Two-handed axe*	25 credits	Common
Two-handed hammer*	35 credits	Common
Heavy rock cutter*	135 credits	Rare (9)
		Rare (8 Goliath & Orlock)
Heavy rock drill*	90 credits	Rare (9)
Heavy rock saw*	120 credits	Rare (9)



'EVIL EYE' ESCHER CHAINBLADE



BUTCHER PATTERN GOLIATH CHAINSWORD

GRENADES

Item	Price	Rarity
Blasting charges	35 credits	Rare (8)
Choke gas grenades	50 credits	Rare (9)
Demo charges	50 credits	Rare (12)
Frag grenades	30 credits	Common
Incendiary charges	10 credits	Rare (7)
Krak grenades	45 credits	Rare (8)
Melta bombs	60 credits	Rare (11)
Photon flash flares	15 credits	Rare (9)
Scare gas grenades	45 credits	Rare (10)
Smoke grenades	15 credits	Common

ARMOUR

Item	Price	Rarity
Carapace armour	Varies	Varies
- light	80 credits	Rare (10)
- heavy	100 credits	Rare (11)
Flak armour	10 credits	Common
Hazard suit	10 credits	Rare (10)
Mesh armour	15 credits	Common

FIELD ARMOUR

Item	Price	Rarity
Conversion field	60 credits	Rare (11)
Displacer field	70 credits	Rare (12)
Refractor field	50 credits	Rare (10)



VAN SAAR SHOCK STAVE
'EXTENDED'



VAN SAAR SHOCK STAVE
'RETRACTED'

'Right, listen up you scuts, this here is a frag grenade, or a bang-bang stone for the girder-lickers among you. Now, this little ring at the top, you gotta pull this out **BEFORE** you throw it – or no boom-boom. But don't forget, and this is very important, once you pull out the ring you gotta throw it! Ask Gunta Half-Face what happens if you don't.'

Brun the Fist,
Twisted Girders,
House Goliath,
initiating Juves on the
proper use of grenades

'Sadie 'Original' Sinn was a legend in her own time and everyone knew who she was, from Dust Falls to Bighole. These days only we old timers remember Sadie and her crew – but everyone remembers that gold-plated bolter she used to carry, and every few years some Escher upstart gets their hands on it and thinks they're queen o' the hive...'

Old Man Dunwich,
Pitfalls Holesteader

WARGEAR

Item	Price	Rarity
Ammo cache	60 credits	Rare (8)
Armoured undersuit	25 credits	Rare (7)
Bio-booster	35 credits	Rare (8)
Bio scanner	30 credits	Rare (8)
Chem-synth	15 credits	Rare (12)
Drop rig	10 credits	Common
Filter plugs	10 credits	Common
Grapnel launcher	25 credits	Common
Grav-chute	50 credits	Rare (10)
Medicae kit	30 credits	Rare (9)
Photo goggles	35 credits	Rare (9)
Respirator	15 credits	Common
Servo harness – partial	130 credits	Rare (12) Rare (11 Goliath & Orlock) Rare (10 Van Saar)
Servo harness – full	160 credits	Rare (12) Rare (11 Goliath & Orlock) Rare (10 Van Saar)
Skinblade	10 credits	Common
Stimm-slug stash	30 credits	Rare (7)
Strip kit	15 credits	Common
Web solvent	25 credits	Rare (8)

Weapon Accessories

Gunshroud	20 credits	Rare (8)
Hotshot las pack	20 credits	Common
Infra-sight	40 credits	Rare (8)
Las-projector	35 credits	Rare (9)
Mono-sight	35 credits	Rare (9)
Suspensor	60 credits	Rare (10)
Telescopic sight	25 credits	Common

STATUS ITEMS

Item	Price	Rarity
Extravagant Goods		
Gold-plated gun	40 credits	Rare (10)
Exotic furs	50 credits	Rare (12)
Opulent jewellery	80 credits	Rare (11)
Uphive raiments	50 credits	Rare (10)
Servo Skulls		
Sensor skull	60 credits	Rare (12)
Medi skull	80 credits	Rare (12)
Gun skull	65 credits	Rare (12)
Exotic Beasts		
Sumpkroc	130 credits	Rare (11) (Goliath only)
Phyrr cat	120 credits	Rare (12) (Escher only)
Cyber-mastiff	100 credits	Rare (10) (Orlock only)
Cyberachnid	75 credits	Rare (10) (Van Saar only)
Caryatid	*(see entry, page 32)	Rare (15)

ARBITRATED CAMPAIGNS

This section builds upon the campaign rules presented in *Gang War*, expanding the role of the Arbitrator, presenting different kinds of campaigns, introducing campaign-wide events and a collection of new scenarios.

THE ARBITRATOR

Running an Arbitrated campaign can be like telling a good story – albeit one of desperate gang warfare, brutal underhive societies and violent criminals. It is the Arbitrator's job to bring this tale to life, often playing the role of the antagonists and the uncaring universe that opposes the gangs in their rise to power. This can be a demanding role – but also a very rewarding one – and a well-arbitrated campaign will be one the players remember for a long time to come.

In any campaign, the Arbitrator's role is to keep track of Cycles, make sure the players are informed as to the rise and fall of their opponents, and to decide when the campaign has reached its conclusion. These are the basic responsibilities of an Arbitrator, but if they choose, there are many different ways for them to shape the course of their campaign. As masters

of the campaign, they might choose to introduce random events like hive quakes, clan uprisings or enforcer crackdowns that can all have an effect on the battles fought by the gangs. New adversaries can also show up, like Guilder watchmen, noble hunting parties, sump-born horrors or xenos interlopers, either controlled by the Arbitrator or put into scenarios of their own devising to challenge the players.

Arbitrators can also create their own battlefields, building them to reflect unique locations like partially submerged domes, bustling settlements or hive-fungi arboretums, pitting gangs as much against the environment as each other. How large a part the Arbitrator plays in their own campaign is up to them, and some Arbitrators might like to create complex story arcs with set events, while others may choose to just add just a few random events to spice things up – in either case, this section provides guidance for Arbitrating scenarios whether the Arbitrator is an old hand or just starting out.

CAMPAIGNS WITHOUT ARBITRATORS

Sometimes, there might only be a few players in a campaign, or none of the players might want to take on the role of the Arbitrator. In these cases it is still possible to play a Necromunda campaign, with each player taking care of their own pre- and post-game book-keeping and the players deciding at the start of the campaign how many games or Cycles they want to play before the campaign reaches its conclusion.

To add some variety to these campaigns, the players can use the Campaign Events table on page 44. At the beginning of a Cycle, the players can collectively get together to roll on the Event table, applying the results for the duration of the Cycle. In addition, the players can agree to include any or all of the scenarios that follow, as they can all be run without the involvement of an Arbitrator, should the players choose.



DIFFERENT KINDS OF CAMPAIGNS

42

There are many different ways to run Necromunda campaigns, representing the variety of inter-House conflicts, underhive perils and simple daily anarchy that permeates every hive city. Presented below are a collection of campaign ideas, each one altering the guidelines laid out in the Turf War campaign system presented in *Gang War*, to create new challenges for players as well as opportunities for the Arbitrator to run their own scenarios or introduce their own adversaries.

DOMES RUSH

A hive quake has opened up a new area and gangs are rushing to be the first to claim its riches. Turf is handled differently in a Domes Rush – finds are quickly turned into creds and then gangs move on to fresh areas. In this kind of campaign, when a gang would increase its Turf Size it instead gains D6x50 creds for each point of Turf Size it would have gained.

Special Territories are not used for this campaign type, with the exception noted below:

At the start of the campaign, the Arbitrator should generate a random special territory – this is the first area the gangs are exploring and it will last for the Cycle. For this Cycle, all gangs gain the benefits of the special territory. At the end of the Cycle, the Arbitrator generates a new Special Territory, which replaces the current Special Territory (representing the new area the gangs have moved on to).

In a Domes Rush, lots of good loot is flowing out of the newly-found area – to reflect this, the Rarity of items at the Trading Post is reduced by 2.

This kind of campaign is a great opportunity for the Arbitrator to introduce hidden treasures and perils that have been buried in the hive ruins. Every time a Special Territory is revealed, it might unleash something onto the campaign – and the Arbitrator can choose appropriate results from the Campaign Events table such as Generatorium Failure, Sump Stalker or Brainleaf Outbreak. The Arbitrator might also choose to have something truly terrifying unearthed in the Domes Rush, creating their own disturbed hive terror or ruthless cult to oppose the gangers and act as a villain for the duration of the campaign or Cycle.

LAST GANG STANDING

Trapped in a small settlement or cramped dome a group of new gangs wage a bloody battle for supremacy. This campaign lasts for only a single Cycle, and adds additional rules to the Turf War campaign presented in *Gang War* that capture the viciousness of this kind of close-in struggle for a settlement or zone. Gangs do not gain Turf in this type of campaign (and as a result there is no chance to gain Special Territories). Gangs cannot recruit new fighters, nor can they make use of Hired Guns, though they can still buy new equipment. When a fighter goes Out of Action, no roll on the Lasting Injury table is made – the fighter has been killed in the savage war of supremacy – and they are removed from the player's gang.

In a Last Gang Standing campaign, the Arbitrator can ramp up the danger as it only lasts for a single cycle and gangs will likely perish long before they have a chance to grow in power. The Arbitrator can set up cramped battlefields – Zone Mortalis battlefields are especially good at representing the claustrophobic nature of this kind of campaign. Multi-player games are also very appropriate – with multiple gangs getting into running gun battles all on top of each other. A great way to start Last Gang Standing is the Gang Moot scenario (see page 76) – as we can imagine the gangs have gotten together to work out who owns the settlement and things have gone downhill from there...

HIVE EMPIRES

Having risen to control entire zones, mighty gangs then turn their attention to each other, waging inter-House warfare on an epic scale. To play out the kind of macro warfare represented by a Hive Empires campaign, the Arbitrator will need to create a map – depicting the locations of the different gang holdings and the battlefields they are fighting over. Start by adding a number of evenly spaced icons or dots to the map (there should be three times as many as there are players in the campaign), to represent Zones. Then draw one or more lines linking each Zone to one or more other Zones (representing the tunnels and domes that connect the Zones). The Arbitrator can then give the Zones appropriate names like the Cogwind Canyons, Sump-river City, or Ash Docks. The players begin in control of three connected Zones (the Arbitrator can either assign these or the players might choose randomly). Players begin with 3,000 credits to spend on their gangs and have a starting Turf Size of 30 (each of their Zones counts as 10 of their Turf Size).

When determining a scenario (see page 20 of *Gang War*), the choosing player (or in the case of rolling up a Stand-off, the player with the lower Gang Rating) selects a zone to attack that is connected to a zone they control. In addition to any other scenario rules, a successful attack on a Zone decreases its Turf Size by D3+1 (and the corresponding Turf Size of the owning gang). If a Zone is reduced to 0 Turf Size, the attacker claims it and adds 10 to their Turf Size. Special Territories are not gained and lost in the normal way – instead, when creating the map, the Arbitrator should assign three Special Territories to each Zone, which will then belong to the gang that holds that Zone.

Hive Empires is an opportunity for the Arbitrator to create their own Special Territories, such as ancient factorums that provide a steady supply of fresh weapons, or lost vaults that contain one-of-a-kind relics, and then place them in different Zones to make certain areas highly desirable – and as a result bitterly fought over.

NOMADS OF THE UNDERHIVE

In the depths of the underhive, there are very few resources to go round, and gangs must struggle over the scraps cast down from above. At the beginning of this type of campaign, the Arbitrator should generate as many Special Territories as there are gangs involved. Gangs do not have a Turf Size for this campaign and start the game with a single random Special Territory from those generated by the Arbitrator. In this type of campaign, each Special Territory generates D6x20 credits in addition to any of its other effects. After each game, when a gang might gain Turf Size, they instead capture the Special Territory belonging to their opponent (if any). Gangs without any territory earn D6x10 credits after each game. During a Nomads of the Underhive campaign, fighters may not take the Work the Gang's Turf post-battle action – there is just not enough Turf to work!

At the start of each new Cycle, any gang with more than one Special Territory must discard all but one of them. The winner is the gang holding onto the last Territory – though considering the gruelling nature of this kind of campaign, having a gang survive to the end is also quite an achievement!

This kind of campaign is a great opportunity for the Arbitrator to play up the desperation and danger of the deep underhive – either creating their own hive horrors to interrupt gang battles, or having players always include battlefield perils like those from the Badzone Delta-7 tile set. Certain results from the

Campaign Events table are also very appropriate to this dismal part of the hive – such as Rising Sump or Corpse-starch Shortage, and the Arbitrator may choose to have them as constant effects rather than rolling for them each Cycle.

HELMAWR'S WAR

Sometimes, inter-House warfare becomes so widespread that it disrupts hive production levels and Lord Helmawr orders a gang purge. At the start of the campaign, the Arbitrator should divide the players' gangs evenly, into those deputised by the Guilders and supporting the purge, and those declared outlaws and fighting against the purge. If there are an uneven number of players, then the odd gang joins the outlaws.

Outlawed gangs start with a Turf Size of 10 and one randomly determined Special Territory (this is their hideout), while deputised gangs get an extra 250 credits to spend on their starting gang (representing aid from the Guilders). Use the rules for a Turf War campaign as presented in *Gang War*, with the exception that outlaws cannot increase their Turf Size above 10 or gain additional Special Territories. In addition, they cannot gain Turf in games against deputised gangs. When their Turf Size is reduced to 0, they lose their Special Territory.

There is no restriction on which gangs can fight each other (after all, deputised gangs might mistake each other for outlaws while outlaws might struggle over their shrinking Turf). When an outlaw loses its Special Territory it becomes a deputised gang (having been brought into line by the Guilders). When the campaign comes to an end, as determined by the Arbitrator, if any outlaws are left then the purge has failed!

Helmawr's War is a great opportunity for the Arbitrator to run their own Guilder Watchmen, Bounty Hunters or Venator gangs, using any of the existing rosters in new and exciting ways, to aid the deputised gangs, or create famous rebels and subversive cults to fight alongside the outlaws. Scenarios like Last Stand or Prison Break are especially appropriate for this kind of campaign.

CAMPAIGN EVENTS

Mutie invasions, toxic floods, hive quakes and generatorium failures are just some of the random events that make life in a hive dangerous – especially if you are scraping out a living in the underhive. If they choose, the Arbitrator can roll on the Campaign Events table at the start of each campaign cycle. The generated event is then in effect for the duration of the Cycle. Alternatively, the Arbitrator can choose an event that suits their campaign.

D66	Result	
11	Hive Quake	A mighty quake shakes the hive, collapsing domes and opening up hidden Zones that are quickly exploited by the gangs. Every player rolls 2D6-7, and adds or subtracts (if it is a negative number) this amount from their Turf Size. In addition, at the start of this Cycle all players must roll a dice for each of their Special Territories – on a 6, the Territory has been destroyed and is lost. All players then roll a D3 and randomly generate that many new Special Territories to add to their gang.
12	Rising Sump	Ancient cistern pumps are forcing toxic sludge up from below, flooding areas of the underhive in toxic goo. At the start of each battle this Cycle, the players should roll 2D6 – if the result is 7+, then their game is taking place in a flooded area. In Sector Mechanicus games, count the ground as toxic (any fighters on toxic ground reduce their T by 1, and if they are Seriously Injured go Out of Action). In Zone Mortalis games, randomly choose D3+1 tiles and count these as toxic (using the rules above) – players can use tiles with sludge hazards printed on them to represent these toxic areas.
13	Ash Storm	A powerful ash storm is lashing the outside of the hive and plumes of fog are reaching those zones closest to the shell. At the start of each battle this Cycle, the players should roll 2D6 – if the result is 7+, then their game is taking place during an influx of ash cloud. Games fought in the midst of this choking fog use the following rules: Visibility is reduced to a maximum of 24" and all shooting attacks suffer an additional -1 to hit. Fighters cannot make two Move actions during their activation – unless they are equipped with a respirator.
14	Worker Uprising	A manufactory is rebelling over (unusually) brutal production quotas and (especially) oppressive conditions – or maybe some Chaos or xenos cult is stirring them up! During this Cycle, gangs may not visit the Trading Post (they may buy items from their House list as normal), they do not collect income from Turf, Special Territories provide no benefits and fighters may not take the Work the Gang's Turf post-battle action.
15	Guilders Tithes	The Guilders demand their due, and compel all 'honest' gangs to pay up or face the consequences. At the start of the Cycle, roll 3D6x20 – this is the tithe demanded by the Guilders (gangs that can't meet the price may sell weapons and wargear to make up the shortfall). If a gang can't, or won't, pay the tithe they are 'marked' by the Guilders for this Cycle. Marked gangs cannot buy new weapons, wargear, or recruit new fighters or Hired Guns. In addition, the Guilders fund their enemies, and any gang playing against a marked gang can draw an extra Gang Tactics card in addition to those allowed by the scenario (unless they are also a marked gang).
16	Vent Shutdown	One of the massive turbines that pump air around the hive has failed. During this Cycle, the air is thin and stale throughout the Zone and the following rules apply to all games. Fighters may not take two Move actions during their activation and when they Charge, they do not add D3 to the distance moved. In addition, all weapons and special ammo types lose the Blaze trait.

D66 Result

- 21** **Generatorium Failure** The local generatorium is suffering power failures, and the surrounding Zone is experiencing intermittent black-outs. When playing a scenario during this Cycle, the players should roll a D6 at the start of each game round. On a roll of 6, the generatorium has failed and the battlefield is plunged into darkness. Use the Pitch Black rules on page 67. After the lights have gone out, roll at the start of each subsequent round – on a 4+, the lights come back on – though they may still go out again in following rounds as detailed above.
- 22** **Increased Quotas** The demands of Lord Helmawr have singled out a specific production quota and the clans are scrambling to meet it. Roll 2D6 to determine a category of item: 2-3 Close Combat Weapons and Pistols, 4-5 Basic Weapons, 6-7 Special Weapons, 8-9 Heavy Weapons, 10 Grenades, 11 Armour and Field Armour, 12 Wargear and Status Items. For this Cycle, all items in this category gain a Rarity of 10+ and may not be purchased from the gang's House list. In addition, gangs selling items from this category at the Trading Post can do so for double its listed cost.
- 23** **Juve Harvest** The Clan Houses are harvesting fresh workers for the manufactories, emptying settlements of the young and (relatively) vital hivers. For this Cycle, gangs may not recruit new Juves, and Settlement territories do not provide Juves. Gangs may, if they wish, sell their Juves to the Clan Houses. Each Juve is worth double their hiring cost (discounting equipment and advances), less 5 credits for each permanent injury they have sustained.
- 24** **Enforcer Sanction** The rule of Lord Helmawr's law lies heavy on the Zone this Cycle and the Palanite Enforcers are about – perhaps there is a mutie rebellion brewing, or perhaps one of the Clan Houses has been failing in their tithes. For this Cycle, players must roll a D6 for each of their fighters before choosing a crew for their games. On a 6, the fighter has been taken away for questioning and will be returned after the game. If the player chooses, they can ignore the result and keep the fighter for their game. If they do so, then the fighter gains a bounty for the rest of the Cycle as the Enforcers are after them! If an enemy takes a fighter with a bounty on their head Out of Action in close combat, the fighter is immediately captured. The gang may try to rescue the captured fighter as normal, but if they fail, or choose not to, the capturing gang may sell them to the Enforcers for credits equal to their value.
- 25** **Sump Stalker** Something has crawled its way up from the sump and is feeding on the denizens of the underhive. For this Cycle, all battles use the Horrors in the Dark special rule from page 97 of the *Necromunda: Underhive* rulebook.
- 26** **Bad Ammo** A batch of faulty power packs, second-hand casings and cast-off rounds has found their way into circulation. For this Cycle, successful Ammo checks must be re-rolled. In addition, weapons with the Plentiful trait lose it for the Cycle, while weapons without this trait gain the Scarce trait unless they already have it.
- 31** **Head Hunters** A fresh batch of bounties has been posted, drawing a host of nefarious head hunters to the Zone. At the beginning of this Cycle, each player should randomly select one member of their gang – this lucky fighter has a price on their head! Whenever this fighter is involved in a game, the player's opponent may generate and field a Bounty Hunter for free (see page 14 of *Gang War Two*). During the game, the Bounty Hunter will ignore all other fighters to get to their prey and can only make ranged attack actions against the fighter with the bounty on their head.

D66 Result

- 32 Corpse-starch Shortage** A shortfall in food production has caused mass starvation and the Zone has become tired and listless. During this Cycle, wounded fighters take longer to return to the battlefield, and when a fighter is In Recovery they must roll a 4+ after missing a game to see if they are fit for the next one. Otherwise, they remain in Recovery.
- 33 Scum Migration** There is an influx of sell-guns, ex-gangers and shankmen looking for work. For this Cycle, all gangs can recruit Hive Scum (see page 13 of *Gang War Two*) for half their base cost. These cut-price hirelings however are less reliable than normal, and if their gang fails a Bottle test, the Scum legs it and is removed from the battlefield.
- 34 Spire Safari** A group of uphive noble scions is on a safari in the underhive, hunting muties and experiencing first-hand the 'exotic' locales. While few gangs would be foolish enough to kill such well-connected and protected individuals, they are not above making some money off them. During this Cycle, as a post-battle action one Ganger from a gang (though not Leaders, Champions or Juves) can offer their services to the safari. Roll D6 – on a 1-5, the Ganger shows them sights such as the infamous Filth Pit, or introduces them to notable locals like Mad Molly of Edgetown, and earns D6x10 credits for their troubles. On a 6, the Ganger unwittingly leads the safari into the lair of an underhive horror and must fend it off. The Ganger earns D6x10 credits but must also make a roll on the Lasting Injury table.
- 35 Cred for the Dead** Raw material for the hive's mortuary cults is running low and body farmers are visiting the local settlements. For this Cycle, gangs may sell their dead. Any fighter that is killed (either from a 66 result on the Lasting Injury table or failure to see or be saved by a Doc) can be sold. The mortuary cults care only for the corpse and so each fighter is worth only their hiring cost and does not include the value of any Advancements or equipment.
- 36 Hab Purge** A routine purge of an overpopulated hab-zone has freed up space for gangs to expand into, while throngs of orphans provide a ready source of Juves and Gangers. For this Cycle, when a gang would increase their Turf Size (though not through stealing Turf from another gang), add 1 to the Turf gained. In addition, the cost to recruit new Gangers and Juves is reduced by 10.
- 41 Brainleaf Outbreak** Aggressive flora is invading the zone, bringing with it clouds of brain eating spores! At the start of each game, players should randomly select D3 fighters from their crew. They then make a Leadership test for each one. If they fail, place an Insanity marker on their card (see page 20 of *Gang War Two*) and use the rules for Insanity to determine their actions. Note that if they manage to overcome the Insanity with a Willpower test, it will not affect them for the rest of the battle.
- 42 Overproduction** The forges of the Clan Houses have been running hot, and an excess of weaponry and wargear has flooded the hive level. Roll 2D6 to determine a category of item: 2-3 Close Combat Weapons and Pistols, 4-5 Basic Weapons, 6-7 Special Weapons, 8-9 Heavy Weapons, 10 Grenades, 11 Armour and Field Armour, 12 Wargear and Status Items. For this Cycle, any gang visiting the Trading Post reduces the Rarity of items in this category by 2 and can purchase them for half its listed cost.

D66

Result

43

Mutie Cull

The mutants that lurk unseen in the deepest shadows of the underhive are restless and have been organising into gangs and taking over parts of the underhive. The Merchant's Guild has ordered a cull and is offering gangs a bounty for each mutie they kill. During this Cycle, as a post-battle action, Gangers can go on the Cull adding 10 credits to their gang's Stash. Additionally, if any of a gang's fighters are killed during this Cycle (either from a 66 result on the Lasting Injury table or failure to see or be saved by a Doc), they can dress up the corpse and try to pass it off as a mutant. Roll D6 – on a 1-5, the Guilders go for it and pay D6x10 credits, on a 6, they suss out the ruse and fine the gang D6x10 credits for wasting their time.

44

Imperium Holy Day

It is the Feast of the Emperor's Ascension (at least as the inhabitants of the underhive reckon it), and fervent prayers and celebrations can be heard in every settlement. For this Cycle, the abundance of 'slightly better' food grants everyone the benefits of a Slopper (see page 19 of *Gang War Two*). If a gang already has a Slopper, the chance for recovery is increased to a 5 or a 6, rather than just a 6. In addition, Leaders may choose to Pray as a post-battle action. When a Leader Prays, roll a D6. On a 1-5, the Emperor remains silent, or at least chooses not to lower himself to talk to the scummy underhiver. On a 6, the Leader mistakes some random hive noise or creature for a sign and is inspired with righteousness – for their next game, reduce any Bottle tests the gang takes by 2.

45

Nomad Caravan

An Ash Waste caravan has reached the underhive, bringing with it goods from other hives and a wealth of scavenged items from the wastes. During this Cycle, the Rarity of all Trading Post items is reduced by 1. In addition, items with a Rarity of 7 or less (before reduction) become common and can be bought without the need to make a Trade action.

46

House Feud

A noble blood feud has found its way down into the underhive, the slighted leaders of two Houses offering rewards to any loyal subjects willing to settle the score. Randomly select two different Houses from those present in the campaign. For this Cycle, gangs from these Houses gain an additional 2 Reputation and D6x10 credits in games where they defeat a gang from the rival House.

51

Green Hivers

A group of green hivers has entered the Zone, looking to make a new start. At the start of this Cycle, if they wish, each player may send a fighter to help the green hivers get settled. If they do, the player may add a Settlement Special Territory to their gang. However, the fighter they choose cannot be used in any games this Cycle.

52

Lost Vault

An ancient vault of weapons and wargear has been uncovered in the depths of the Zone and the gangs are fighting to claim it for themselves. Keep track of the Reputation gained by each gang during this Cycle. At the end of the Cycle, the gang that had the largest increase in Reputation claims the vault (in the case of a tie, the gang with the highest Rating is the winner). The winner can choose D3+1 items from the Trading Post up to a combined value of 250 credits and add them to their gang (without spending credits or needing to roll for Rarity).

53

Imperial Tithe

Astra Militarum recruiters are gathering up able bodies for the Imperial Tithe, and are especially interested in any skilled fighters they can find. After any game during this Cycle, players may choose to sell fighters to the recruiters for credits equal to their value (otherwise, it is considered that their gang is keeping a low profile when the recruiters come around).

D66**Result****54****New Blood**

A lull in the ongoing warfare between Houses gives some grizzled old gangers a chance to reflect on their life choices, while new blood arrives excited by the prospect of battles to come. Each player must select their fighter who has the most Lasting Injuries (if there is a tie, they may choose). This fighter is then retired and removed from the gang. The player then gains a Juve to add to their gang with up to 20 credits worth of equipment. If the player has no fighters with Lasting Injuries, this event has no effect on their gang.

55 Wandering Chirurgeon

A mysterious doctor is wandering the underhive offering their services to gangs – surely they don't have any ulterior motives? During this Cycle, when a gang takes the Medical Escort post-battle action, it can choose to go to the Wandering Chirurgeon instead of a Rogue Doc or a normal underhive doc. This works exactly as a Trip to the Doc except that it doesn't cost any credits, and the player instead rolls on the table below:

D6 Result

1	Stabilised	The fighter is saved but goes into Recovery.
2-5	Successful Experiment	The fighter is fully healed. In addition, for their next battle increase the fighter's S, T and W by 1.
6	A Perfect Specimen!	The fighter vanishes and is removed from the gang. The player may not use the Wandering Chirurgeon again this Cycle.

56**Initiation**

A hulking figure resplendent in saffron-yellow armour is seen wandering the underhive and watching gang battles from afar; the stranger's piercing gaze judging the fighting prowess of the gangers. At the beginning of this Cycle, a player may offer up a single Juve or Ganger to the stranger for testing. Make a BS, WS and I test for the chosen fighter, and then roll D6 against the fighter's S and T. For each test that was failed, or each roll against S and T that was greater than the fighter's stat (or was a 6), work out a S4 hit against the fighter that deals 1 Damage, counting any results on the Injury dice of Seriously Injured as Out of Action. If the fighter survives (after any rolls on the Lasting Injury table), they receive 2D6 Experience. If the fighter passed every test, then they are judged worthy and removed from the gang, and the player is compensated with credits equal to the fighter's value on their Fighter card.

61 Impending Doom

Portents of the end times are everywhere (apparently) and the hive preachers are even more forthright in their zealotry than normal. It may indeed be the end of days – or perhaps just another Cycle in the underhive – in either case, everyone is acting a bit madder than usual. For the duration of this Cycle, all Cool checks suffer a -1 to the dice roll. Additionally, Broken fighters (see page 62 of the *Necromunda: Underhive* rulebook) have a habit of spouting religious invective as the creeping dread overwhelms them. All fighters within 3" of a Broken fighter cannot benefit from Leadership skills or activate as part of a Leader or Champion's activation.

62 Dark Dreams

Strange dreams are plaguing part of the underhive as mysterious creatures whisper through the veil between worlds. At the start of each game this Cycle, players must randomly select one fighter from their crew and make a Willpower test for them. If the fighter fails the test, they are shaken by their dreams and reduce their Leadership and Cool by 2 for the remainder of the battle. If they pass, they gain a random ability from the Random Strange Powers table (see page 65) for duration of the game.

63

Guilder Scrutiny

Recent gang warfare and its disrupting effect on trade have drawn the eye of the Guild. The gang with the highest Gang Rating (or the highest Reputation in the case of a tie) has been placed under investigation and Guilder agents are nosing around its Turf. For this Cycle, the gang under investigation must halve all income from Special Territories and the Working the Turf post-battle action. Other gangs may take advantage of the investigated gang's situation, and as a post-battle action their Leaders can pass on information to the Guilders – each time a Leader takes this action, make an Intelligence test for them. If it is successful, they are paid 2D6x10 credits for the information.

64

Grey Shivers

An outbreak of the Grey Shivers is running amok in the underhive, causing sickness and paranoia. During this Cycle, Settlement, Drinking Hole and Gambling Den Special Territories provide no income or any other benefits. In addition, each player should randomly select D3+1 of their fighters and then roll D6 for each of them. If they roll equal or less than the fighter's T, then they have fought off the disease. If they roll higher (or roll a 6), then the fighter cannot be used for this Cycle, as they recover from the Shivers.

65

Promethium Excess

Tons of run-off promethium from spaceport facilities up-hive has been pumped into the lower levels, providing plenty of fuel for fire bombs and flammers. During this Cycle, heavy flammers, flammers and hand flammers gain the Plentiful trait. In addition, when visiting the Trading Post, all gangs may purchase scrap flammers for 60 credits and fire bombs for 30 credits. These weapons are very crudely constructed and not made to last. Remove them from the fighter's cards at the end of this Cycle.

Weapon

Scrap flamer

Fire bomb

Rng

S

L

Acc

S

L

S

AP

D

Am

Traits

-

T

-

-

3

-

1

6+

Blaze, Template, Unstable

-

Sx3

-

-

3

-

1

4+

Blast (3"), Blaze, Grenade

66

Lord Helmawr Speaks!

The hive trembles as Lord Helmawr makes his will known to the billions of souls under his rule. Generate two results from this table and apply the results of both to this campaign Cycle.



'These gang Leaders are like so many bawling children – and the Emperor knows we have enough of those. As I tell all my downhive sponsors, don't bring me problems, bring me results – then we might see about opening the House coffers just a little wider.'

Lady Echolna Escher,
Maiden of Menageries,
House Escher

HOUSE FAVOURS

The interests of the Clan Houses are often played out in the furious battles between underhive gangs; the House masters aiding those that will further their agendas. During the pre-battle actions of a gang's first game for the Cycle, they may petition their House for aid. Roll 2D6 on the table below, adding +1 (to a maximum of +3) for every gang in the campaign with a higher Rating than them (the Houses are more likely to offer support if they think their interests might be in danger!).

2D6	Result
2	Displeasure. <i>Such presumption demands recompense!</i> Not only does the gang's House consider their position unworthy of aid, they feel that the gang must offer up a tithe. The player must select one of their Juves or Gangers and remove them from the gang.
3-5	No Effect. <i>Do not bore me with your cries!</i> Despite the gang leader's pleas, their House remains indifferent to the gang's plight – try harder ganger!
6-8	Arms Shipment. <i>Clearly, they simply require the tools to get the job done.</i> The player may add 2D6x10 credits worth of House list weapons and wargear to their gang.
9-10	New Blood. <i>Perhaps some fresh blood is needed.</i> The player may add a Juve to their gang – though they still need to buy them equipment as normal.
11-12	House Trainer. <i>Maybe they just need to be shown how to fight?</i> The House sends a trainer – the player may choose D3+1 of their fighters to receive D6 Experience each.
13+	Old Pro. <i>These ones are special, send a member of my bodyguard at once!</i> The player may generate a Champion with up to 150 credits worth of gear and 2D6 Experience to add to their gang.



SAWSKULL
CONTRACT ENFORCER
EX-HOUSE GOLIATH

BELLADONNA, NOBLE BOUNTY HUNTRESS

As the ancient saying goes '*don't mess with a woman wronged*', and Belladonna has been oh so wronged! The noble bounty huntress is one of the seven daughters of Orlena Escher – matriarch of the Seven Spire Killer Cult – and once one of the most feared assassins in the Palatine Custer. In a rare example of direct cooperation between a Clan House and a Noble House, Orlena compacted Belladonna to wed Tzakwon Ran Lo, heir to the Ran Lo Stratoplane Empire. Unusually for a marriage arranged solely for strategic gain, the two fell madly in love and everything went perfectly – that is until the wedding day. In the midst of the betrothal banquet, with thousands of high-ranking guests in attendance, one of the wedding gifts began to growl. No sooner had Tzakwon looked within the ornate box than a starved Crotalid burst forth, tearing him apart in an explosion of gore. Anarchy erupted as the rabid beast ripped, snapped and clawed its way along the top table, until Belladonna leapt upon its back, brandishing in one hand a stiletto-heeled marriage shoe worth more than a House industrial helot would earn in a decade. Maintaining a curiously angelic visage, she drove the shoe's heel through one of the creature's eyes, impaling its brain and killing it in an instant. The struggle lasted mere seconds, but it cost the bride her left arm and leg, one eye, and left her lying in a pile of scattered food, broken furniture and mangled wedding guests.

Her House being expert in arcane medicae processes, Belladonna's injuries, which might otherwise have proved fatal, were quickly healed. She set out to exact her revenge within days, the scars around her new bionics still fresh, her wedding ribbons still stained with blood. Now she stalks the underhive as a Bounty Hunter for hire, seeking her husband's killers and the identity of the mysterious faction that sundered the alliance of Escher and Ran Lo before the ink was even dry on the marriage compact.

BELLADONNA

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CREDITS

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

Weapon	Rng		Acc		Str	AP	D	Am	Traits
	S	L	S	L					
Power axe	-	E	-	-	S+2	-2	1	-	Disarm, Melee, Power
Stiletto knife	-	E	-	1	S	-	1	-	Melee, Toxin
Fighting knife	-	E	-	-	S	-1	1	-	Backstab, Melee
Plasma pistol									
- low	6"	12"	+2	-	5	-1	2	5+	Pistol, Scarce
- maximal	6"	12"	+1	-	7	-2	3	5+	Pistol, Scarce, Unstable

SKILLS: Berserker, Combat Master, True Grit

WARGEAR: Light carapace armour



HANNAK SEVEN
COLD FIRE CABAL
HOUSE VAN SAAR

NEW SCENARIOS

This section presents a collection of new scenarios for players to use in addition to those found in the *Necromunda: Underhive* rulebook and *Gang War*. Many of these scenarios can be used to reflect major events in a campaign, as well as the presence of the Guilders, outlaws or sump-spawned monsters, and so are especially appropriate to Arbitrated campaigns. Each scenario can be run as a Skirmish game, a Campaign game, or an Arbitrated scenario – which is a special kind of Campaign game involving the Arbitrator.



ARBITRATED SCENARIOS

In an Arbitrated scenario, the Arbitrator either takes on the role of a 'game master' – handling random events and non-gang models for the players involved – or alternatively, they take on the role of an adversary – challenging one or more of the campaign's players to defeat creatures, perils or Guilder henchmen.

The guidelines for Arbitrated scenarios are left deliberately open, compared to running the scenario as either a Skirmish or Campaign game, allowing the Arbitrator to include their own models, create profiles for monsters or other adversaries, or invent their own battlefield perils. Whatever changes the Arbitrator makes to a scenario, they should always aim to make them both fair and fun!

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DESIGNER'S NOTE: CREATING GUILDER WATCHMEN AND UNDERHIVE MONSTERS

One of the Arbitrator's roles can include running gangs of Guild-sanctioned watchmen and sump-spawned monsters against the players' gangs. As the *Necromunda: Underhive* range continues to expand, models and rules for a selection of such groups and creatures will be released – in the meantime though, the Arbitrator should feel free to create them.

To create a gang of sanctioned watchmen for example, the Arbitrator is best served using one of the available gang rosters. Depending on the kind of gang required, you could use Goliaths for a genetically augmented hit squad, Eschers for agile assassins or Orlocks for a hardened vengeance squad. Build the gang to a set credits limit roughly equal to the player-controlled gangs it will go up against – or, make it larger if you want to present the players with more of a challenge. Then arm and equip the gang with weapons and wargear from any of the House equipment lists or the Trading Post. This could be the flak armour, braced stub guns and shotguns of a settlement law-keeper gang, or perhaps something more exotic like a death cult armed with needle weapons, or a purge detachment all carrying chem-throwers. Finally, give the gang's fighters any appropriate skills – such as a Guilder overseer having Commanding Presence or a watchman sheriff with the Gunfighter skill. When creating these gangs, the Arbitrator should only be limited by their imagination and the range of models they have available.

Creating underhive creatures is more flexible than building a gang of watchmen. Monsters can have pretty much any characteristics, skills, weapons and wargear the Arbitrator wants, and can be represented by almost any model they have – whether it is a mutant sump spider, carnivorous psychic plant or a xenos cyborg. Arbitrators can take inspiration – and models – from the huge range of Citadel and Forge World models for their monsters. Many of these models also have their own rules in *Warhammer 40,000*, which can, with a little work, be adapted to work in games of *Necromunda*.

LAST STAND

The Guilders are gunning for a gang and will take them down at any cost!

ATTACKER AND DEFENDER

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

BATTLEFIELD

This scenario uses the battlefield set-up guidelines as described on page 21 of *Gang War*, and may either be a Zone Mortalis or a Sector Mechanicus battlefield. After the battlefield is set up, the defender may rearrange any terrain pieces within 6" of the centre of the board, and place up to four barricades in this area – this is where the defender will make their stand.

TACTICS CARDS

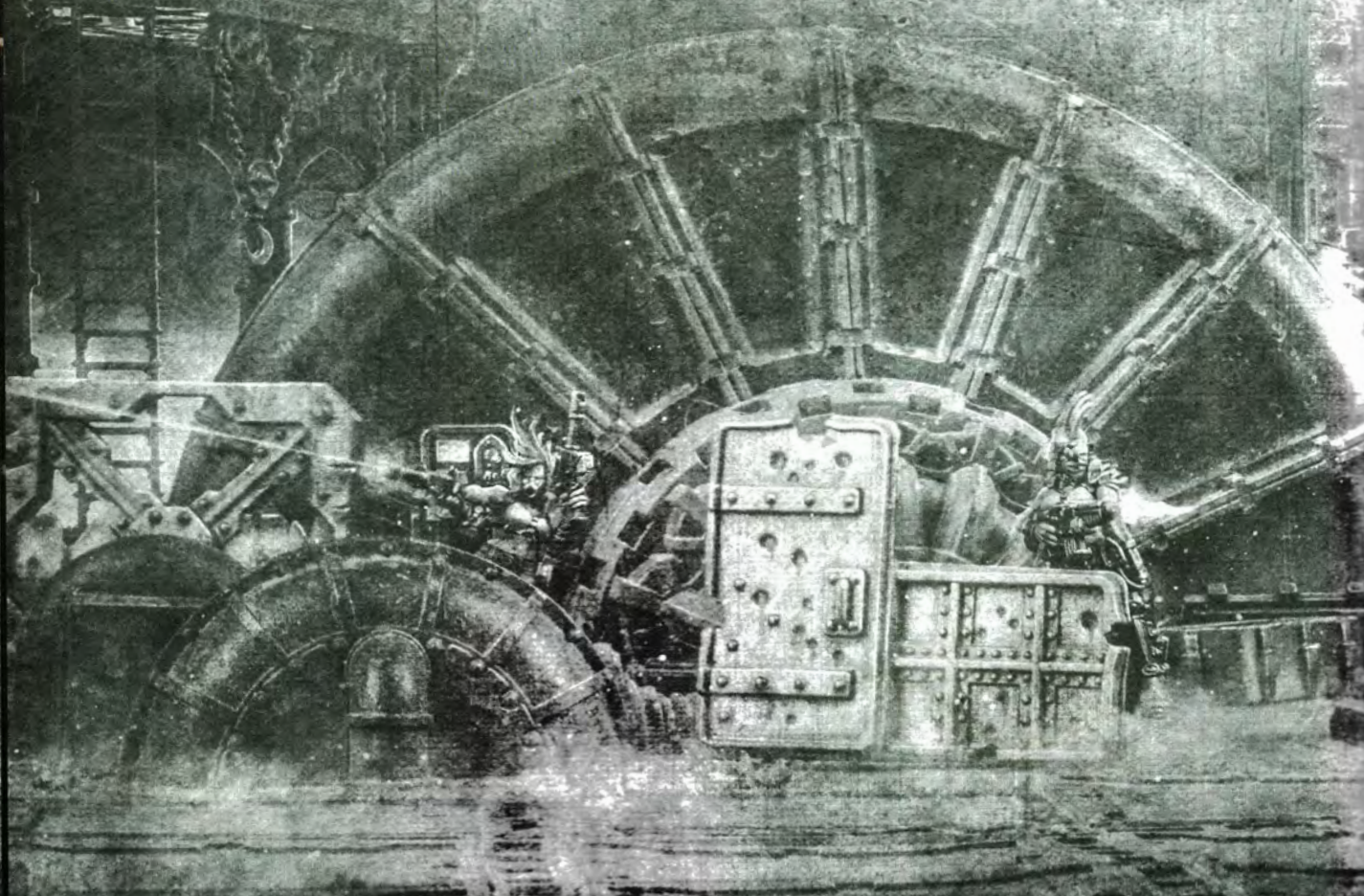
The attacker may select two Gang Tactics cards. The defender shuffles their Gang Tactics card deck and randomly selects two cards. If the total Credits value of one player's fighters is less than their opponent's then they may select an additional Gang Tactics card for each full 100 credits of difference.

CREWS

This scenario uses the standard rules for choosing a crew, as described on page 22 of *Gang War*. The attacker uses Custom Selection (D3+7) to choose their crew – the remainder of their Fighter cards become their Reinforcement deck. The defender uses Random Selection (D3+7) to choose their crew.

DEPLOYMENT

The defender deploys their entire crew within 6" of the centre of the board. Then the attacker deploys their entire crew within 2" of any board edge – the attacker's fighters need not be set up together and can be spread out to surround the defenders if they wish.



OBJECTIVES

The defender must hold out as long as they can, while the attacker must wipe them out.

SPECIAL RULE: OUTNUMBERED!

The attacker has assembled a large assault force to bring down the defender and will stop at nothing to take them out. At the end of the first game round, and each round thereafter, the attacker may bring on D6 Reinforcements, using the rules for Reinforcements on page 52 of *Gang War*. Additionally, when one of the attacker's fighters goes Out of Action, instead of rolling on the Lasting Injury table, remove the model from the battlefield and place their Fighter card in the Reinforcement deck – allowing them to return to the battle later. Fighters returned in this way are considered to be fresh combatants and ignore effects (like running Out of Ammo or having Blaze tokens) that might have occurred before they went Out of Action.

ARBITRATING THE SCENARIO

If this is an Arbitrated scenario, the Arbitrator can take on the role of the attacker, and create their own gang of watchmen or hired thugs using roughly the same points total as the defender's gang. Alternatively, this scenario can be run as a multi-player game (see page 75), with two or more gangs, possibly with the aid of the Arbitrator's own watchmen, attacking the defender. If this is a multi-player game (and the total Rating of the combined attacking gangs is at least double that of the defender's), do not use the Outnumbered special rule.

HOME TURF ADVANTAGE

The defender has the Home Turf Advantage (see page 52 of *Gang War*).

VICTORY (SKIRMISH ONLY)

If the defender still has fighters on the battlefield (who is not Seriously Injured or Broken) by the start of round seven then they are the winner, otherwise the attacker is victorious.

REWARDS (CAMPAIGNS ONLY)

The rewards for this scenario depend on how long the defenders were able to hold out before being wiped out or fleeing the battlefield.

ROUND DEFENDER/ATTACKER

1-3	-/+3 Reputation, +1 Turf, 2D6x10 credits
4-6	+1 Reputation, D3x10 credits/+2 Reputation, D6x10 credits
7-9	+2 Reputation, D6x10 credits/+1 Reputation, D3x10 credits
10+	+3 Reputation, +1 Turf, 2D6x10 credits/-

EXPERIENCE

Each fighter that took part in the battle gains 1 Experience. Defending fighters (who are not Seriously Injured or Broken) still on the battlefield by round seven gain an additional D3 Experience.

ESCAPE THE PIT!

Gangs are looting the depths of the hive when ancient machinery grinds to life.

BATTLEFIELD

This scenario uses the battlefield set up guidelines, as described on page 21 of *Gang War*, and may either be a Zone Mortalis or a Sector Mechanicus battlefield. After the battlefield is set up, the players should mark the centre point of the board, this is the elevator or ladder that marks the escape point for the scenario and can be represented by an appropriate piece of scenery. If this is a Sector Mechanicus game, and an appropriate piece of terrain is available, the escape point should be on an elevated platform – the higher the better!

TACTICS CARDS

Each player may select two Gang Tactics cards. If the total Credits value of one player's fighters is less than their opponent then they may select an additional Tactics card for each full 100 credits of difference.

CREWS

This scenario uses the standard rules for choosing a crew, as described on page 22 of *Gang War*. Players use the Random Selection method to choose their crew.

DEPLOYMENT

Before deploying their crews, players' alternate placing three loot caskets each on the board, rolling off to see who will place the first casket. Loot caskets must be placed anywhere on the board at least 8" from any edge, 8" from an already deployed loot casket and 12" from the escape point. The players then roll off again, with the winner deploying first, choosing any board edge and putting down their entire crew within 6" of that edge. The other player then sets up their entire crew on the opposite board edge, within 6" of that edge.



OBJECTIVES

The gangs are trying to grab as much loot as they can and then escape.

SPECIAL RULE: THE WALLS ARE MOVING!

Ancient machinery is slowly shrinking the battlefield as chambers are sealed and walls come grinding together. At the start of round three, the player with priority should roll a D6 – on a 3+, the walls close in. If it is a Zone Mortalis battlefield, randomly select one of the edge-most tiles and remove it from the board (note that the tile with the escape point is always the last tile to be removed). If it is a Sector Mechanicus battlefield randomly choose a board edge and remove all terrain within 6" of both this edge and the opposite edge – these areas are now no longer part of the battlefield.

Fighters caught on a removed tile or in a vanishing part of the battlefield should make an Initiative check. If they pass, move them to the nearest tile or part of the board that is still part of the battlefield, otherwise they are taken Out of Action. Continue rolling at the start of each round to see if the walls close in until the scenario ends or there are no more tiles or battlefield left.

Fighters may leave the table via the escape point by moving onto it during their activation. Fighters that have escaped are removed from the table and take no further part in the battle.

ARBITRATING THE SCENARIO

If this is an Arbitrated scenario, the Arbitrator might like to choose when the walls close in rather than rolling randomly. In addition, the Arbitrator can introduce creatures also trying to escape the closing walls. At the start of each round, the Arbitrator can place a Beast's Lair anywhere on the table to force fighters to risk its attacks or find an alternative route to the escape point. If the Arbitrator has any appropriate monsters in their collection, they could also introduce these, giving them profiles and having them also make for the escape point.

ENDING THE BATTLE

The battle ends if there are no fighters from one gang left on the battlefield at the end of any round. The game also ends if there are no Zone Mortalis tiles or if there is no battlefield area remaining.

VICTORY (SKIRMISH ONLY)

The player who carried the most loot caskets off via the escape point is the winner (if they both recovered the same amount then the winner is the player who moved the most fighters off the table via the escape point) – otherwise the game is a draw.

REWARDS (CAMPAIGNS ONLY)

CREDITS

Each loot casket taken off the table via the escape point adds D3x10 credits to the gang's Stash.

EXPERIENCE

Each fighter that took part in the battle gains 1 Experience. Any fighter that moves off the table via the escape point earns 1 Experience, and if they are carrying a loot casket, they earn an additional 1 Experience.

REPUTATION

Each gang gains 1 Reputation if at least one of their fighters moves off of the table via the escape point. Each gang earns an additional 1 Reputation for each loot casket they carry off the table.

DOWNTOWN DUST-UP

Rival gangs fight it out for control of a settlement and its people.

BATTLEFIELD

This scenario uses the battlefield set up guidelines, as described on page 21 of *Gang War*, and may either be a Zone Mortalis or a Sector Mechanicus battlefield.

DESIGNER'S NOTE:

SETTING UP THE BATTLEFIELD

This scenario represents gangs fighting it out in the middle of a crowded settlement; perhaps in the tunnels of a drinking hole, a shanty town main street or an underhive marketplace. If the players have any appropriate settlement scenery (such as salon tables, market stalls or shanty dwellings) they can set up the battlefield to represent one of these locales.

TACTICS CARDS

Each player may select two Gang Tactics cards. If the total Credits value of one player's fighters is less than their opponent then they may select an additional Gang Tactics card for each full 100 credits of difference.

CREWS

This scenario uses the standard rules for choosing a crew, as described on page 22 of *Gang War*. Players use the Random Selection (D3+7) method to choose their crew – representing two crews that have stumbled into each other while letting the locals know who is in charge.

SPECIAL RULE: HIVE DWELLERS

Most hivers react badly when strangers come into their town and start shooting, and it can be tricky to predict just how they will react. Hive Dwellers use the following profile:

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

For all intents and purposes the hivers are treated like fighters and use the rules for movement, stray shots, being Engaged and pinning as normal. However, if they are reduced to 0 wounds, they are automatically taken Out of Action without rolling any Injury dice.

Hivers do not activate normally and instead react to the actions of nearby fighters. Hivers are triggered by the following actions:

- A fighter makes a Shoot action within 12"
- A fighter makes a Fight action within 6"
- A blast marker is placed (after scatter) within 6"
- A fighter or hiver is hit by a ranged attack within 6"

After working out the effects of the action that triggered the hiver, roll a D6 on the table that follows. Note: If more than one hiver triggered by the action, roll a separate D6 for each one.

D6	Result
1-2	Damn Gangers messing up my Town! The local pulls a gun and takes a single Shoot action with a stub pistol at the nearest fighter (even if they didn't trigger the local)
3-4	OK, take it Easy Fella: The local stands their ground, taking no action.
5-6	I'm getting outta here! The local legs it, becoming Broken (they may rally in the End phase as normal by passing a Cool check).

During the End phase, players should take turns moving the hivers. Roll the Scatter dice for each one – on a Hit, the player moves the hiver its full Move in a direction of their choice, otherwise they move it a full Move in the direction indicated (stopping if it contacts terrain or comes within 1" of another model).

DEPLOYMENT

Players roll off to see who deploys first. Players alternate placing their fighters anywhere on the battlefield, provided they are at least 6" from an already deployed fighter (either friend or foe). The players should then place D6+6 Hive Dwellers (represented with appropriate models or counters), taking turns to place one anywhere on the battlefield at least 6" from the edge.

OBJECTIVES

The player's goal is to run their opponent's gang out of town, without getting too many of the locals caught in the crossfire.

ENDING THE BATTLE

The battle ends when one gang has no fighters left on the battlefield.

VICTORY (SKIRMISH ONLY)

A gang is the winner if it is the only one with fighters left on the battlefield and no more than half of the hivers have been taken Out of Action or are Broken – otherwise it is a draw.

ARBITRATING THE SCENARIO

If this is an Arbitrated scenario, the Arbitrator controls the hivers. Rather than using a random method, after all of the fighters are deployed, the Arbitrator can place hivers anywhere on the battlefield. Whenever the actions of the fighters would cause a hiver to activate, instead of rolling, the Arbitrator chooses what the hiver's reaction is. If the Arbitrator wants to make the scenario more challenging for the players, they might even create town lawmen to show up on round three and try to restore order – or just crack some heads!

REWARDS (CAMPAIGNS ONLY)

CREDITS

Hivers don't like it when people start shooting bystanders and the Guilders inevitably demand recompense for damage done to their holdings. For every hiver a gang was responsible for sending Out of Action, they must pay D3x10 credits – if they can't pay, or won't pay, they instead lose D3 Reputation.

TURF

The victorious gang gains 1 to their Turf Size and a Settlement Special Territory.

EXPERIENCE

Each fighter that took part in the battle gains 1 Experience. If, at the end of the game, at least half of the locals are not Out of Action or Broken, the victorious gang's fighters that participated in the battle each gain an additional 1 Experience. If no locals are Out of Action or Broken, increase this to 2 Experience.

REPUTATION

Each gang that took part in the battle gains 1 Reputation (the hivers will at least remember their name). If the gang is the only one with active fighters left on the battlefield, and no more than half of the hivers have been taken Out of Action or are Broken, it gains D3+1 Reputation.



SHOOT-OUT

The Quick and the Dead!

BATTLEFIELD

The battlefield for this scenario represents a long tunnel, settlement main street or narrow gantry. For Zone Mortalis play, use three tiles to create a straight corridor, with a clear line of sight from one side to the other. For Sector Mechanicus play, the table size should be roughly 36" long x 12" wide, with no terrain that blocks line of sight from one short end to the other.

TACTICS CARDS

Neither side uses Tactics cards for this scenario.

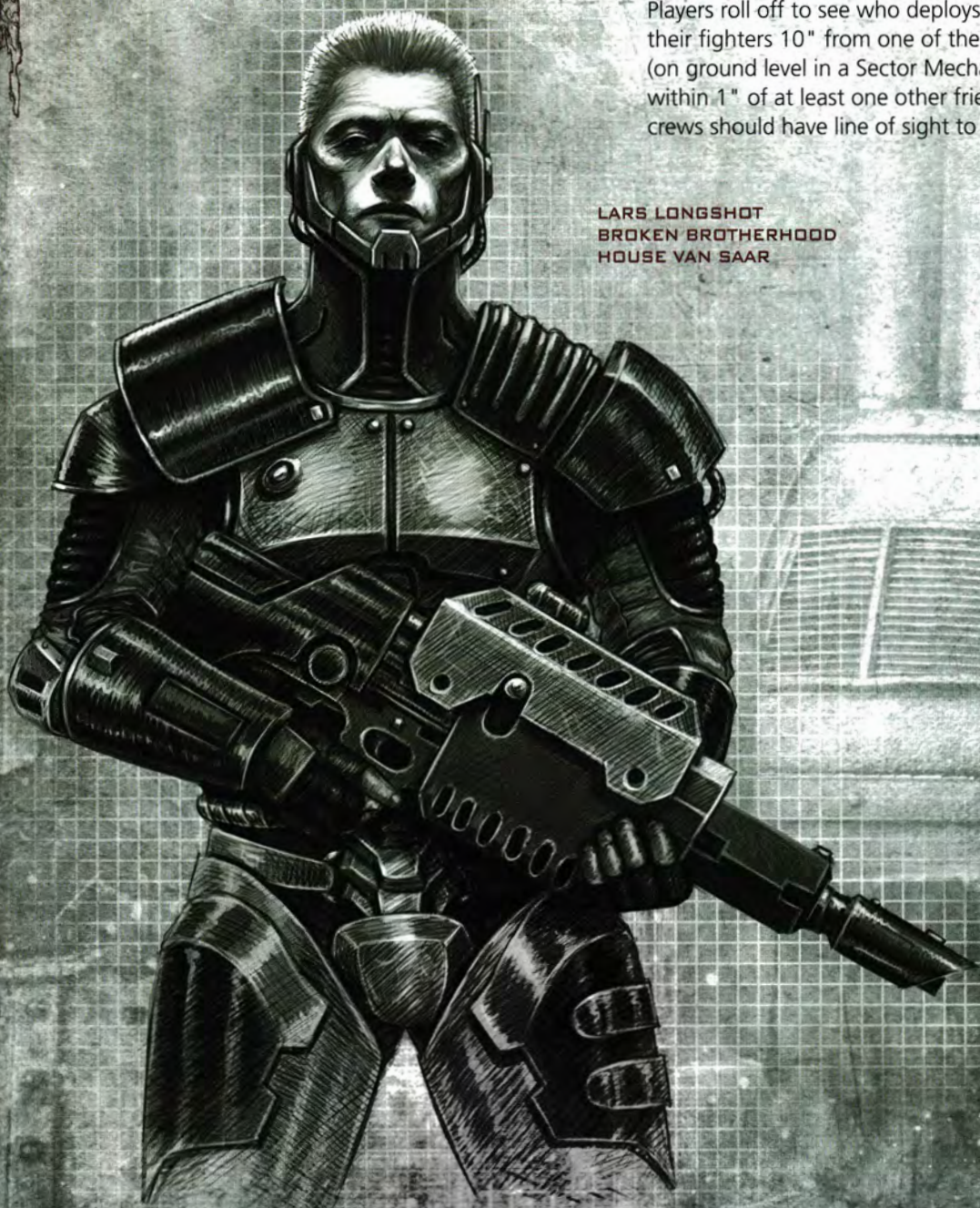
CREWS

This scenario uses the standard rules for choosing a crew, as described on page 22 of *Gang War*, with both players using the Random Selection (D3+1) method.

DEPLOYMENT

Players roll off to see who deploys first, placing all of their fighters 10" from one of the short board edges (on ground level in a Sector Mechanicus game), and within 1" of at least one other friendly fighter. Both crews should have line of sight to each other.

LARS LONGSHOT
BROKEN BROTHERHOOD
HOUSE VAN SAAR



SPECIAL RULE: QUICK DRAW

Fighters are considered to have their weapons holstered or stowed as they stalk towards their adversaries, both sides waiting to see who will draw first. Until one side draws and starts shooting (see below), the only action fighters may take during their activation is a single move. This move must be taken directly toward the opposing crew, may be no more than 3", and may not take them into cover. If their movement would take a fighter closer than 4" to an enemy model, they take no action instead. When a fighter activates, make a Cool check for them – if they fail, place a token on their Fighter card to represent their nerve starting to crack (the number of failed Cool checks can also be represented by a dice). As soon as one crew has failed a total of 6 Cool checks, they go for their guns!

When a crew's fighters go for their guns, all fighters on the board become Ready, then each player makes an Initiative test for each of their fighters – adding +1 if they are using a Pistol and subtracting 2 if they are using an Unwieldy weapon. Fighters that passed the test activate in order of their Initiative, from lowest to highest. Those that are tied go at the same time (for example, Initiative 2+ goes first, followed by Initiative 3+, etc.). Then, those that failed the test activate in order of their Initiative characteristic, from lowest to highest, with those that are tied going at the same time. For fighters activating simultaneously, players should work out any Shooting actions before any Move or Charge actions. Once the quick draw has been worked out, the following rounds are played as normal.

ARBITRATING THE SCENARIO

The Arbitrator can use this scenario to represent a Bounty Hunter having a showdown with their prey. In a one-on-one game, the Arbitrator takes the place of one of the players, creating a Bounty Hunter (see page 14 of *Gang War Two*) and two Hive Scum hangers-on to represent their crew and selecting one of their opponent's crew as the fighter with the bounty on their head. In a multi-player game, the Arbitrator multiplies the number of Bounty Hunters and Scum by the number of players they are facing, and chooses a fighter from each opposing crew to have bounty on their head.

ENDING THE BATTLE

The battle ends when one gang has no fighters left on the battlefield.

VICTORY (SKIRMISH ONLY)

The winner is the last crew with fighters on the battlefield.

REWARDS (CAMPAIGNS ONLY) EXPERIENCE

Each fighter that took part in the battle gains 1 Experience. Any fighter that didn't fail a Cool check before the shooting started gains an additional 1 Experience.

REPUTATION

Each gang that took part in the battle gains 1 Reputation. The gang that drew second (i.e., did not fail 6 Cool tests) gains an amount of Reputation equal to the difference between the number of Cool checks they failed and 6 (for example, a gang that failed 3 Cool checks would gain 3 Reputation).

CARAVAN HEIST

A gang makes a daring raid against a Guilder caravan.

ATTACKER AND DEFENDER

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

BATTLEFIELD

This scenario uses the battlefield set up guidelines, as described on page 21 of *Gang War*, and may either be a Zone Mortalis or a Sector Mechanicus battlefield.

TACTICS CARDS

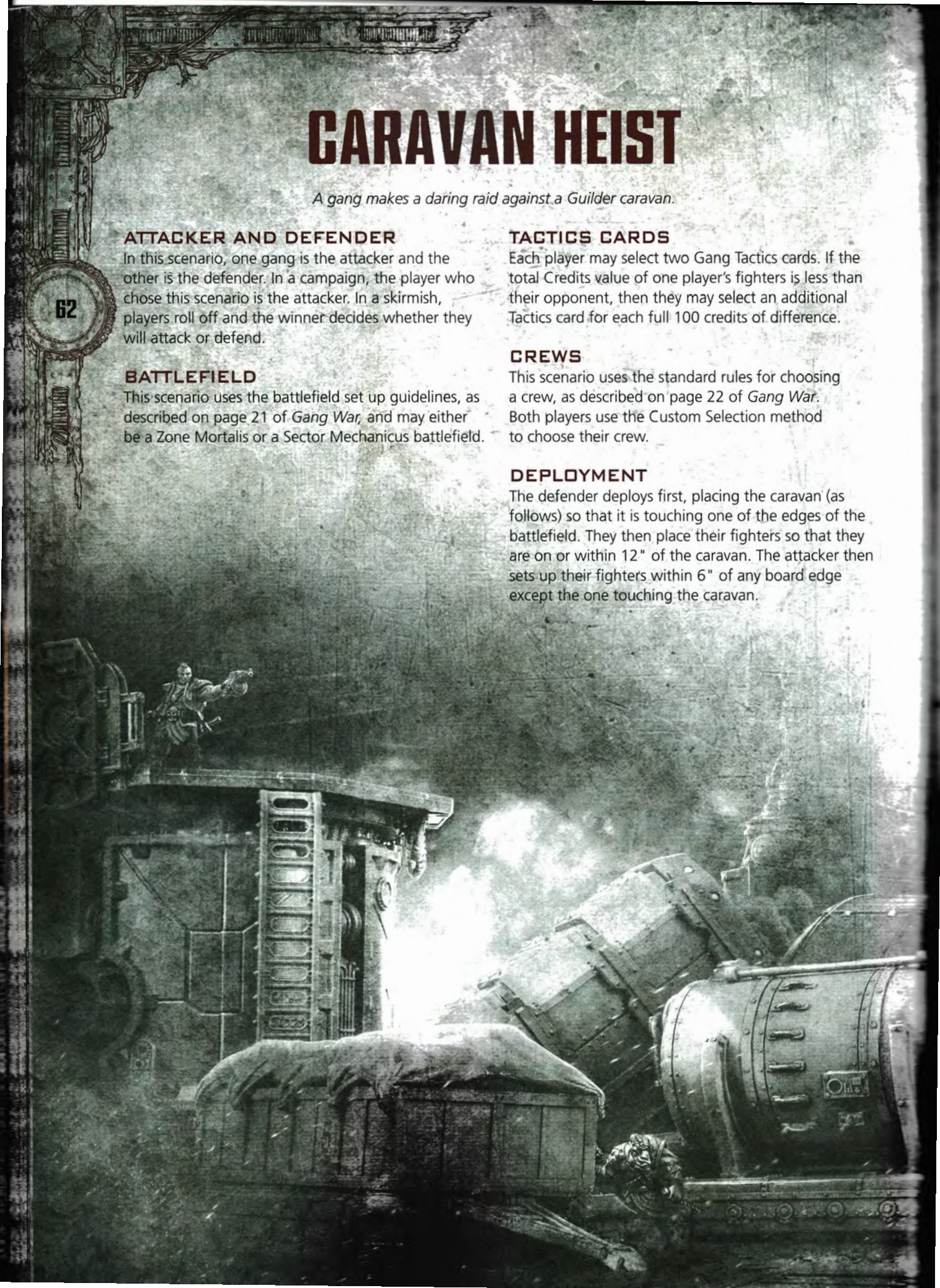
Each player may select two Gang Tactics cards. If the total Credits value of one player's fighters is less than their opponent, then they may select an additional Tactics card for each full 100 credits of difference.

CREWS

This scenario uses the standard rules for choosing a crew, as described on page 22 of *Gang War*. Both players use the Custom Selection method to choose their crew.

DEPLOYMENT

The defender deploys first, placing the caravan (as follows) so that it is touching one of the edges of the battlefield. They then place their fighters so that they are on or within 12" of the caravan. The attacker then sets up their fighters within 6" of any board edge except the one touching the caravan.



SPECIAL RULE: THE CARAVAN

The target for the heist is a Guilder caravan traversing this stretch of the underhive on its way to the great cargo yards far uphive. The caravan can be represented by a large token or marker, or any suitable vehicle model in the players' collection. At the start of each round, before rolling for Priority, the defender moves the caravan up to 6" toward the table edge opposite its starting position. While the caravan must avoid impassable terrain, and remain on ground level in games using Sector Mechanicus, it is not slowed or stopped by anything. Fighters on the caravan are moved with it, while fighters in its path are moved the minimum distance necessary to avoid the caravan's advance – any barricades, loot caskets, ammo crates or small pieces of terrain that are run over by the caravan are removed.

The caravan cannot be attacked, blocks line of sight and provides partial cover to fighters riding on it (they are considered to be crouched down behind piles of goods or firing from hatches). A fighter may climb onto, or off, the caravan as a Simple action. Attackers may loot the caravan as a Simple action if they are in base contact with it and are not Engaged. Each time a fighter takes this action, their player should put a counter on the fighter's card – the number of these counters will determine how successful the heist has been.

SPECIAL RULE: GUILDER HIRED GUNS

As Guild appointed protectors of the caravan, the defender's gang wouldn't dare run off, and so need not take Bottle tests for this scenario.

DESIGNERS NOTE: GUILDER CARAVANS

Creating your own caravan can be a fun modelling project. Guilder caravans come in all shapes and sizes, and can be tracked behemoths, large-tired all-terrain vehicles, huge mutie pack animals or even rattling scrap-wagons dragged along by teams of slaves. If there are weapons modelled on the caravan, such as heavy stubber turrets or mounted flamers, fighters riding the caravan can operate them by taking a Shoot action (ignore the Unwieldy trait for mounted weapons).

ARBITRATING THE SCENARIO

In this scenario, the Arbitrator can either run a gang tasked with defending the caravan, or make up a gang of Guilder watchmen to work alongside the defending gang. The Arbitrator can also take control of the caravan itself, deciding where it moves.

ENDING THE BATTLE

The battle ends when either the caravan reaches the far table edge, or there are no attacking models left on the table.

VICTORY (SKIRMISH ONLY)

The attacker wins if they can gather 10 loot counters; otherwise the defender is the winner.

REWARDS (CAMPAIGNS ONLY)

CREDITS

At the end of the game, the attacker counts up the number of loot counters they have, ignoring those on fighters that went Out of Action, but counting those on fighters that fled the battlefield. For each loot counter add D6x10 credits to the gang's Stash. The defender's gang receives D6x10 credits regardless of the outcome, with a bonus 3D6x10 credits if the attacker recovered less than 5 loot counters.

EXPERIENCE

Each fighter that took part in the battle gains 1 Experience. Any fighter that gathered a loot counter but did not go Out of Action gains 1 Experience. Any defending fighter that took a fighter carrying loot counters Out of Action gains 1 Experience.

REPUTATION

Each gang that took part in the battle gains 1 Reputation. If the attacker took 10 or more loot counters, they gain D3+1 Reputation. If the defender moved the caravan off the far battlefield edge before the attacker could gather 10 loot counters, then their gang gains D3+1 Reputation.

SPOOK HARVEST

Gangs scour the underhive for raw spook.

BATTLEFIELD

This scenario uses the battlefield set up guidelines, as described on page 21 of *Gang War*, and may either be a Zone Mortalis or a Sector Mechanicus battlefield.

TACTICS CARDS

Each player chooses two Gang Tactics cards at random from their decks. When playing these cards, the player should roll a D6 – on a 4+, the card takes effect as normal, otherwise it has no effect, is discarded, and the player draws another random card from their deck to replace it.

CREWS

This scenario uses the standard rules for choosing a crew, as described on page 22 of *Gang War*. Players use Custom Selection (D3+7) to choose their crew.

DEPLOYMENT

This scenario uses the standard rules for deployment from page 22 of *Gang War*.

OBJECTIVES

The gangs are out to gather as much unrefined spook as possible, and take out any enemy fighters that get in their way.

SPECIAL RULE: HARVESTING SPOOK

Something is not quite right about this place. Fighting in a dome full of unrefined spook can do weird things to fighters, not to mention the dangers of harvesting it. After setting up the battlefield, players should take turns (starting with the player who has Priority) to place D6+4 tokens. These tokens represent deposits of spook, and can be placed anywhere outside the deployment areas and at least 6" from another token. Alternatively, spook deposits can be represented by using suitable tiles or pieces of terrain (such as the Warhammer 40,000 Shardwrack Spines Deathworld terrain), in which case only deploy four areas, and the entire tile or terrain piece will count as a token for the purposes of harvesting.

A fighter may attempt to harvest a spook token as a Double action if they are in base contact with it. Make an Intelligence test for the fighter – if they pass, place a token on their card to represent a bag of unrefined spook. After successfully harvesting the spook, roll a D6 – on a 4+ (or 6+, if it is a tile or terrain piece), the token is removed (or the terrain piece or tile will no longer count as a spook token).

When a fighter attempts to harvest a spook token (whether successful or not), you may choose to make a Toughness test for them, adding 2 if they are wearing a respirator. If they fail, or simply do not make a Toughness test and choose to eat some of the unrefined spook, roll a D6 on the table below:

Roll	Result
1-3	Oh God! Oh God! Oh God! The fighter becomes Ready and activates immediately, but is controlled by your opponent.
4-5	It's like the Universe is in my Mind! Unless they already have a Strange Power, they gain a random Strange Power (roll on the table opposite).
6	Today, I am the Emperor! Unless they already have a Strange Power, the fighter adds 2 to all dice rolls and can choose a Strange Power (see table opposite) otherwise this result has no effect.

DESIGNER'S NOTE: PSYCHIC POWERS

To tap into its full potential, spook must first be refined – although exposure to it will certainly mess with a fighter's mind! The abilities presented here represent these kind of spontaneous and fleeting effects. Rules for using refined spook, as well as Wyrds, Wyrd powers and other kinds of psykers will be added to future supplements of *Necromunda*.

Random Strange Power Table

A fighter may only ever have one Strange Power from the following table:

D6	Power
1	Assail: The fighter lashes out with telekinetic force. Make a Shoot action against an enemy within 12". If successful, move the enemy D3" in any direction. Alternatively, the fighter may target a barricade or loot casket, in which case the attack hits automatically.
2	Flame Blast: A gout of fire springs from the fighter's hand. This counts as an attack from a flamer.
3	Freeze Time: Time grinds to a halt around the fighter. Using this power is a Double action. If successful, all fighters, friend and foe, within 12", may only take a single action this round.
4	Weapon Jinx: Nearby weapons jam and malfunction. Choose an enemy fighter within 18" of the fighter, they must make an Ammo roll for one of their weapons, chosen by the fighter rolling on this table.
5	Terrify: The fighter fills their victim's mind with horrifying images. Choose an enemy within 18" of the fighter; they must make a Nerve test with -3 to the roll.
6	Quickening: The fighter's body becomes a blur of motion. Until the end of the fighter's following activation, increase their M by 3 and their WS, BS and I by 1 (to a maximum of 2+).

STRANGE POWERS

It's all in your mind! Using a Strange Power is a Basic action (unless otherwise noted) and requires a successful Willpower test. However, the powers of the Warp are not for the weak-minded, and if the Willpower test results in a double 1 or a double 6, the fighter must roll an Injury dice and apply the result. Note: A double 6 is still a success, even if the fighter is Seriously Injured or goes Out of Action.

ARBITRATING THE SCENARIO

The Arbitrator can add defences, sentries and locked doors to the scenario, so that the area represents one of Lord Helmawr's spook farms. The Arbitrator should place the spook tokens, making sure to put them behind locked doors. Tokens or appropriate models can then be set up to represent point defence turrets – count these as either heavy stubbers or heavy bolters with BS 5+, T 5 and 2 Wounds. Defence turrets have the Overwatch skill (see page 43 of *Gang War*) and always count as being Readied.

Sentries can be added, either pitting the Arbitrator's watchmen against a single gang, or as an additional challenge for the fighting gangs. Use the Sneak Attacks rules from page 53 of *Gang War*.

ENDING THE BATTLE

The battle ends when one gang has no fighters left on the battlefield.

VICTORY (SKIRMISH ONLY)

The winner is the crew that harvested the most unrefined spook – not counting spook carried by models that went Out of Action.

REWARDS (CAMPAIGNS ONLY)

CREDITS

Each bag of unrefined spook carried by a fighter that didn't go Out of Action adds D6x10 credits to the gang's Stash. Alternatively, gangs may hang onto any or all of their spook for use in future battles (during any activation, a fighter may consume a bag of unrefined spook as a Simple action, rolling on the Harvesting Spook table on page 64 to see what happens).

EXPERIENCE

Each fighter that took part in the battle gains 1 Experience. A fighter that harvested at least one bag of unrefined spook and didn't go Out of Action gains 1 Experience. The first successful use of a Strange Power also awards a fighter 1 Experience.

REPUTATION

Each gang that took part in the battle gains 1 Reputation. If a gang successfully harvested five or more bags of unrefined spook, they gain an additional 3 Reputation.

IN THE DARK

Gangs stumble into each other in the dark, but they are not alone!

TACTICS CARDS

Each player may select two random Gang Tactics cards. If the total Credits value of one player's fighters is less than their opponent's then they may select an additional card for each full 100 credits of difference.

BATTLEFIELD

This scenario uses the battlefield set up guidelines, as described on page 21 of *Gang War*, and may either be a Zone Mortalis or a Sector Mechanicus battlefield.

CREWS

This scenario uses the standard rules for choosing a crew, as described on page 22 of *Gang War*. Both players use the Custom Selection method to choose their crew.

DEPLOYMENT

This scenario uses the standard rules for deployment from page 22 of *Gang War*.

OBJECTIVES

The gangs are trying to wipe each other out, and hopefully survive the dark.



SKORGEN SVARD
CODE WARDENS
HOUSE VAN SAAR

SPECIAL RULE: PITCH BLACK

Ranged attacks may not be made against targets more than 3" away unless the target has a Blaze marker or a Muzzle Flash marker (see below), or is wearing a refractor field. Fighters with photo-goggles or infra-scopes extend this range to 12". In addition, models may not take the Charge action against enemies they cannot see (i.e., unless their target is within 3" or has a Blaze or Muzzle Flash marker, or is wearing a refractor field).

If the fighter fires a weapon (with the exception of weapons that do not use energy or gunpowder, such as harpoon launchers, needlers or web guns), place a marker next to the fighter to represent its muzzle flash. In the End phase, remove all Muzzle Flash markers from the board.

SPECIAL RULE: HORRORS IN THE DARK

This scenario uses the Horrors in the Dark special rule from page 97 of the *Necromunda: Underhive* rulebook.

ARBITRATING THE SCENARIO

The Arbitrator can add further challenges to this scenario by introducing monsters to stalk the darkness with the gangers. Choose a number of critters and put them to one side, using any appropriate models the players have and assigning them profiles. Then place a counter for each monster anywhere on the board. These counters can be moved during the End phase using the monster's Movement value. Only the Arbitrator knows which counter represents which creature, until a fighter gets within line of sight of them (remembering the Pitch Black special rule) and the counter is replaced with a model. When the monster moves out of line of sight, it is replaced with a counter once more. Underhive monsters are also notoriously sneaky, and in the End phase the Arbitrator can change which counters represent which monsters.

ENDING THE BATTLE

The battle ends when one gang has no fighters left on the battlefield.

VICTORY (SKIRMISH ONLY)

The winner is the last crew with fighters on the battlefield.

REWARDS (CAMPAIGNS ONLY)

EXPERIENCE

Each fighter that took part in the battle gains 1 Experience. Fighters gain an additional 1 Experience if they took an enemy fighter Out of Action. In an Arbitrated scenario, fighters count monsters as enemy fighters.

REPUTATION

Each gang that took part gains 1 Reputation. The last gang with active fighters on the battlefield gains 2 Reputation. In an Arbitrated scenario, a gang gains 1 Reputation for each monster its fighters took Out of Action.

ARCHAEO HUNTERS

Gangs fight over ancient technology deep in the underhive.

BATTLEFIELD

This scenario uses the battlefield set up guidelines, as described on page 21 of *Gang War*, and may either be a Zone Mortalis or a Sector Mechanicus battlefield.

TACTICS CARDS

Each player may select two Gang Tactics cards. If the total Credits value of one player's fighters is less than their opponent's, then they may select an additional card for each full 100 credits of difference.

CREWS

This scenario uses the standard rules for choosing a crew, as described on page 22 of *Gang War*. Players use the Random Selection (D3+7) to choose their crew.

DEPLOYMENT

This scenario uses the standard rules for deployment from page 22 of *Gang War*.

OBJECTIVES

The gangs are trying to crack open the vault before their foes.

SPECIAL RULE: THE AUTOMATA

Gangs are hunting for a rumoured archaeo-vault – but to find it, and crack it open, they need to use an abandoned mining automata. After setting up the board, randomly select one of the edges that is not part of a player's deployment area. Place a door on this edge, as close to the midpoint as possible. This is the entrance to the vault. Next, place a marker or suitable model in the centre of the battlefield to represent the automata. The automata has the following profile:

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
4"	4+	5+	5	5	5	6+	3	12+	2+	6+	10+

The automata is armed with a melta gun and a heavy rock saw. It has a 4+ save. The automata cannot be Pinned.

The automata begins the game in a powered-down state. To power up the automata, a fighter must be in base contact with it, use a Simple action, and make a successful Intelligence test. Once powered up, the automata becomes Ready and is part of the gang who powered it up until it powers down. In the End phase, the automata returns to a powered-down state.

Only the automata can open the vault. If the automata starts in base contact with the door to the vault, it can take a Double action (provided it is powered up) to destroy the door. Thereafter, fighters may move off the table and into the vault via the doorway.

DESIGNER'S NOTE:

ALTERNATIVE MODELS

The Ambot model is especially appropriate for this scenario, and can, at the players' discretion, be substituted for the automata presented here – in this case use the profile for the Ambot that can be found on page 18.

ENDING THE BATTLE

The battle ends when one gang has no fighters left on the battlefield – whether they have fled, been taken Out of Action, or entered the vault.

VICTORY (SKIRMISH ONLY)

The gang with the most fighters in the vault at the end is the winner. If both players have the same number of fighters in the vault, or there are no fighters in the vault, the game is a draw.

ARBITRATING THE SCENARIO

The Arbitrator can take control of the automata, or introduce more than one automata, to make the scenario more challenging for the players. Automata begin the scenario powered up, and fighters must move into base contact with them and make Intelligence tests to take control of them for a round. Unless controlled by a gang, each automata will fight to defend the vault. The Arbitrator could also include a variety of automata, armed with different weapons or with differing profiles.

REWARDS (CAMPAIGNS ONLY)

CREDITS

Each fighter in the vault at the end of the scenario adds D6x10 credits to their gang's Stash.

TURF

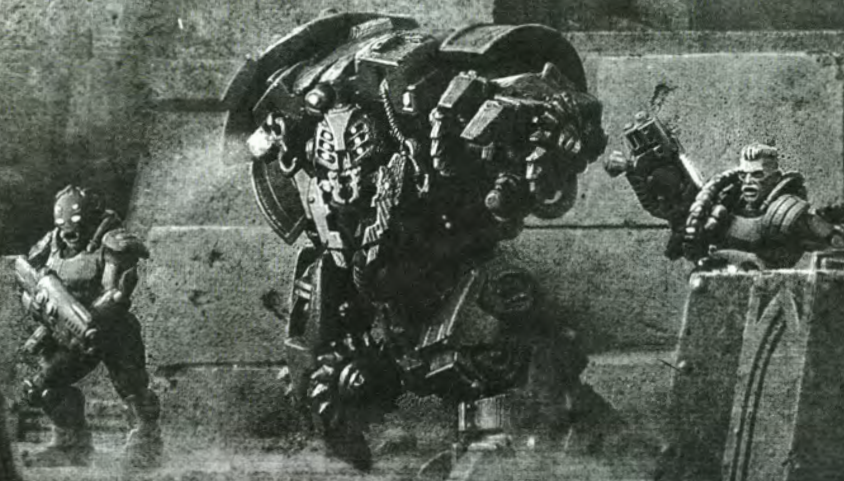
The gang with the most fighters in the vault can claim it for their own after the battle and adds 1 to their Turf Size.

EXPERIENCE

Each fighter that took part in the battle gains 1 Experience. Fighters gain an additional 1 Experience if they entered the vault. In an Arbitrated scenario, fighters that send an automata Out of Action gain D3 Experience.

REPUTATION

Each gang that took part gains 1 Reputation. The gang with the most fighters in the vault at the end gains an additional D3 Reputation.



PRISON BREAK

Captured fighters make their escape from a Guilder prison.

ATTACKER AND DEFENDER

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

BATTLEFIELD

The defender sets up the battlefield, creating the Guild prison. While this scenario can be run as a Sector Mechanicus scenario, it works best as a Zone Mortalis scenario, allowing the defender to create a tunnel complex with sealed rooms and corridors.

TACTICS CARDS

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

CREWS

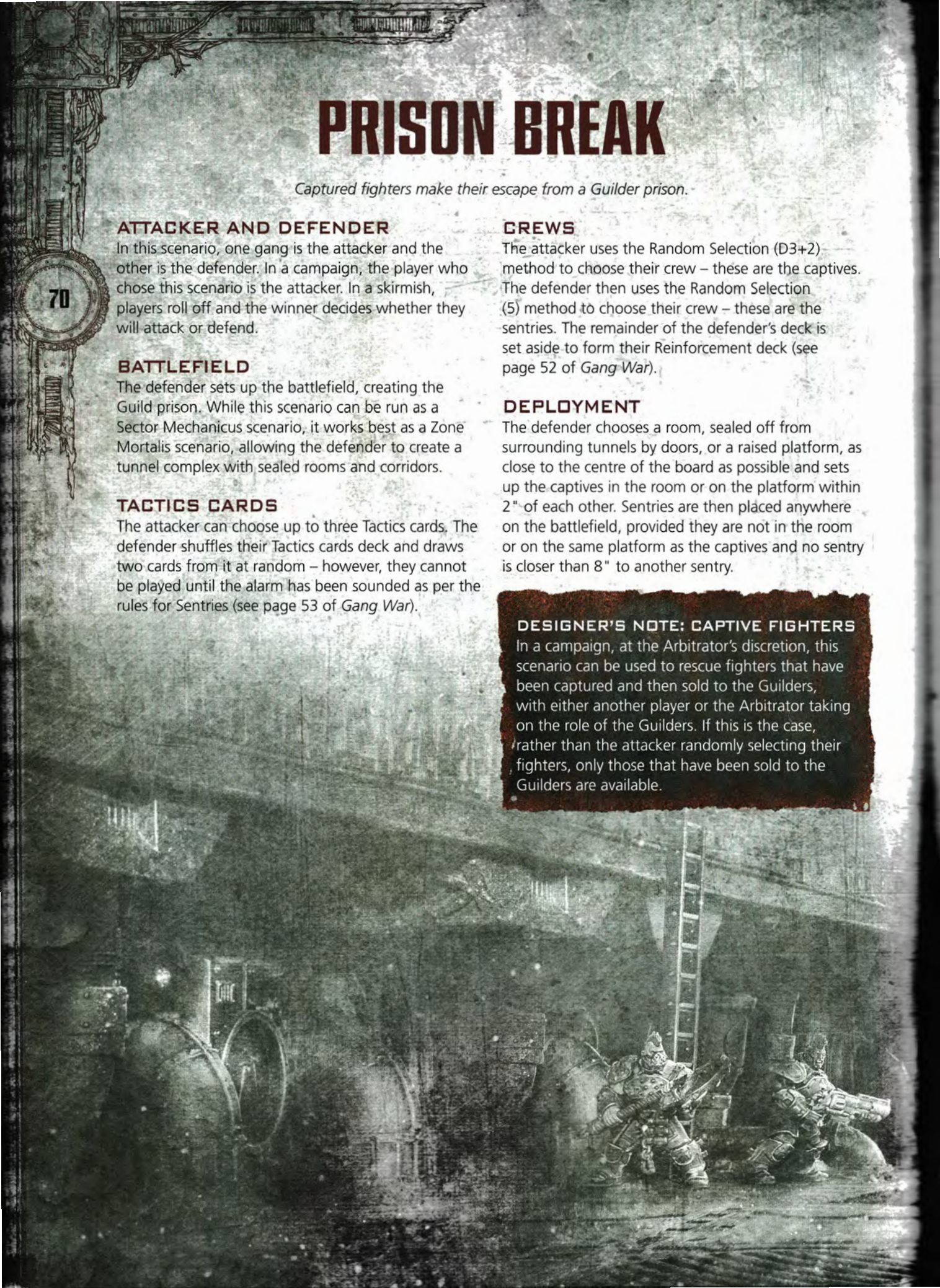
The attacker uses the Random Selection (D3+2) method to choose their crew – these are the captives. The defender then uses the Random Selection (5) method to choose their crew – these are the sentries. The remainder of the defender's deck is set aside to form their Reinforcement deck (see page 52 of *Gang War*).

DEPLOYMENT

The defender chooses a room, sealed off from surrounding tunnels by doors, or a raised platform, as close to the centre of the board as possible and sets up the captives in the room or on the platform within 2" of each other. Sentries are then placed anywhere on the battlefield, provided they are not in the room or on the same platform as the captives and no sentry is closer than 8" to another sentry.

DESIGNER'S NOTE: CAPTIVE FIGHTERS

In a campaign, at the Arbitrator's discretion, this scenario can be used to rescue fighters that have been captured and then sold to the Guilders, with either another player or the Arbitrator taking on the role of the Guilders. If this is the case, rather than the attacker randomly selecting their fighters, only those that have been sold to the Guilders are available.



SPECIAL RULE: GUILDER PRISON

The captives are locked up in their cell, but have freed themselves from their bonds. Now they just need to escape! This scenario uses a number of rules to reflect the desperate situation the attacker's fighters find themselves in.

This scenario uses the Sneak Attacks rules found on page 53 of *Gang War*. All attacking fighters begin the game armed with only a fighting knife, regardless of other weapons on their card. All doors are locked – with the exception of one of those leading to the captives' cell (if using Zone Mortalis), which they are considered to have already unlocked.

The captives can leave the battlefield if, during the End phase, they are within 1" of a board edge and not Engaged. Whenever a captive takes one of the defender's fighters Out of Action in close combat, roll a D6 – on a 1-3, they find a code that can be used to open a locked door and is then discarded. On a 4-6, they can take one of the fighter's weapons and use it for the remainder of the scenario.

HOME TURF ADVANTAGE

The defender has the Home Turf Advantage (see page 52 of *Gang War*).

REINFORCEMENTS

The defender uses Reinforcements (see *Gang War* page 52). In the round that the alarm is raised, and in each subsequent round, D3 random fighters arrive at the start of the End phase until their entire gang has arrived.

ARBITRATING THE SCENARIO

The Arbitrator can take on the role of the defender, using a gang of watchmen to fight the captives. To make the scenario more challenging the Arbitrator could introduce guard automata or beasts to act as sentries – perhaps with a better chance of detecting escaping fighters. In multi-player games, more than one player can pit their crews against the Arbitrator's watchmen, their crews starting in separate cells and then working against both each other and the prison to escape.

This scenario could also be run at the end of a campaign with the Arbitrator facing all the players with fighters who have been sold to the guilders – the players fielding their captive fighters and forced to work together to escape the Guild prison.

ENDING THE BATTLE

The battle ends when one gang has no fighters left on the board.

VICTORY (SKIRMISH ONLY)

If the attacker got at least two captives off the battlefield then they are the winner, otherwise the defender is victorious.

REWARDS (CAMPAIGNS ONLY)

EXPERIENCE

Each fighter that took part in the battle gains 1 Experience. Each captive that escaped the battlefield gains 2 Experience. Defending fighters gain 1 Experience for each captive they send Out of Action.

REPUTATION

Each gang that took part gains 1 Reputation. The attacker gains 2 Reputation for each captive that escapes the battlefield, plus an additional D3 Reputation if all of their captives escaped the battlefield. The defender gains D3+1 Reputation if no more than one captive escaped the battlefield.

MONSTER HUNT

A bounty has been posted for a massive underhive beast.

BATTLEFIELD

This scenario uses the battlefield set up guidelines, as described on page 21 of *Gang War*, and may either be a Zone Mortalis or a Sector Mechanicus battlefield.

CREWS

This scenario uses the standard rules for choosing a crew, as described on page 22 of *Gang War*. Players use Random Selection (D3+7) to choose their crew.

DEPLOYMENT

This scenario uses the standard rules for deployment from page 22 of *Gang War*.

TACTICS CARDS

Each player may choose two Gang Tactics cards. If the total Credits value of one player's fighters is less than their opponent's then they may select an additional card for each full 100 credits of difference.

SPECIAL RULE: THE SUMP HORROR!

The gangs are trying to bag a massive Sump Horror (as well as scrag each other), though first they must flush the creature out. The Sump Horror is attracted to wounded prey. Whenever a fighter suffers a Flesh Wound or is Seriously Injured, the player whose fighter was injured places a Beast's Lair marker (or similar token) within D6" of their fighter. These markers follow all of the rules for the Beast's Lair (see page 65 of the *Necromunda: Underhive* rulebook), with the exception that they cannot be targeted by Shooting actions from more than 6" away.

Once six markers have been destroyed, the Sump Horror will emerge. Replace the final destroyed marker with a large token or appropriate model. The Sump Horror has the following profile:

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
3"	5+	6+	7	6	8	4+	4	9+	2+	6+	12+

The Sump Horror has a 5+ save, cannot be Pinned, and its attacks are Strength 7 and inflict 2 Damage with a save modifier of -3. Coup de Grace actions cannot be taken against the monster. At the start of the End phase of each round, the Sump Horror fights any fighters in base contact, or if there are no fighters in base contact, it moves, or charges (if in range) toward the nearest fighter.



ARBITRATING THE SCENARIO

The Arbitrator controls the Sump Horror in an Arbitrated scenario, and can place Beast's Lair markers anywhere on the board at the start of the round. When the Sump Horror emerges, the Arbitrator moves and fights with it at the start of the End phase. Alternatively, the Arbitrator could include multiple creatures (choosing appropriate models and giving them profiles) instead of using the Sump Horror rules. These creatures wander the battlefield attacking gangers in the End phase, with the gang that can take out the most creatures being the winner.

ENDING THE BATTLE

The battle ends when either the Sump Horror is killed or one gang has no fighters left on the board.

VICTORY (SKIRMISH ONLY)

If the gang that killed the Sump Horror is the winner, otherwise the scenario is a draw.

REWARDS (CAMPAIGNS ONLY)

CREDITS

The gang that slew the Sump Horror can claim the bounty and add 3D6x10 credits to its Stash.

EXPERIENCE

Each fighter that took part in the battle gains 1 Experience. Fighters gain an additional 1 Experience if they destroyed a Beast's Lair maker. The fighter that deals the killing blow to the Sump Horror gains D6 Experience. In an Arbitrated scenario, fighters that send a monster Out of Action gain D3 Experience.

REPUTATION

Each gang that took part gains 1 Reputation. The gang that killed the monster earns D6+1 Reputation.



ABYSSAL BEAST
DELTA-7 DEADZONES



JERGE FURY
COLD FIRE CABAL
HOUSE VAN SAAR

MULTI-PLAYER GAMES

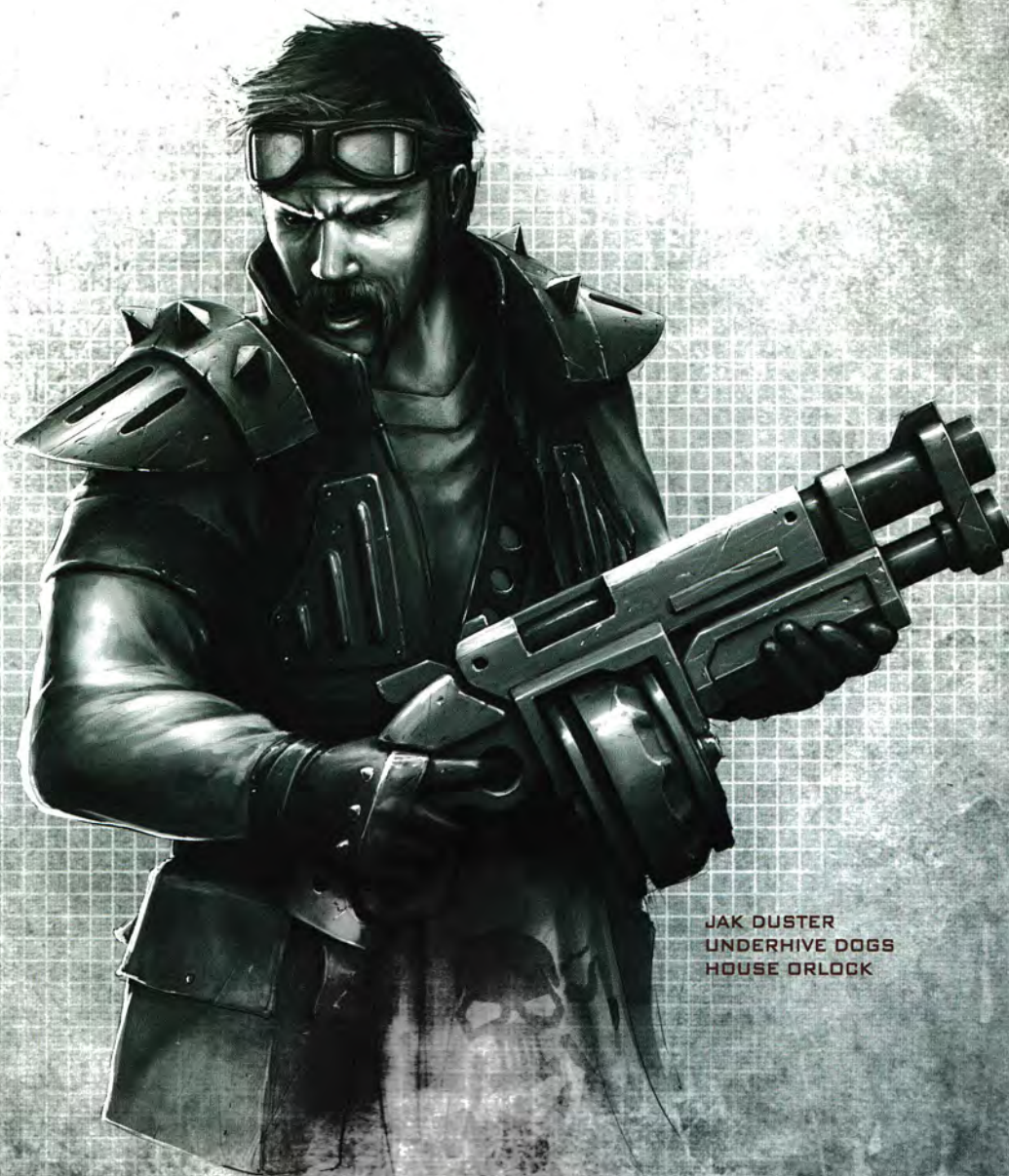
Sometimes more than two gangs find themselves fighting on the same battlefield – either allying together to take out hated foes, or in a bloody free-for-all. Multi-player games use all the normal rules for battles with the following clarifications:

Priority – Players roll for Priority as normal, taking turns activating their fighters. Players can determine play order based on their dice score when rolling for Priority, re-rolling any ties (so for instance, 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 rolled 4 roll off again to determine who is going second and third).

Melee Combat – In close combats, fighters count interference from all models in base contact, even if they are from different gangs. However, fighters can only claim assistance from models from their own gang.

Defenders and Attackers – In scenarios that have defenders and attackers, the gangs must choose one side or the other. Ideally, there will be a roughly equal number of gangs on both sides.

Many of the scenarios presented in this book can be used with more than two players – the following pages present two scenarios specifically designed for battles with more than two gangs.



JAK DUSTER
UNDERHIVE DOGS
HOUSE ORLOCK

GANG MOOT

A gang parlay gets bloody!

BATTLEFIELD

This scenario uses the battlefield set up guidelines, as described on page 21 of *Gang War*, and may either be a Zone Mortalis or a Sector Mechanicus battlefield.

CREWS

This scenario uses the standard rules for choosing a crew, as described on page 22 of *Gang War*, with the exception that players must include their Leader in their crew. The rest of their crew is created using the Random Selection (D3+6) method.

DEPLOYMENT

Players place their Leaders within 6" of the centre of the board. Use Priority to determine the order in which the Leaders are placed. Each player then takes turns placing their fighters anywhere on the board, at least 12" from a Leader and 6" from any already deployed fighter (friend or foe).

SPECIAL RULE: PARLAY

The gangs are meeting to hammer out a treaty or settle some other kind of business – when suddenly, someone goes for a gun! At the start of the game only the Leaders are ready, all other fighters are unaware that their allies are about to become enemies. When a fighter takes a Shoot action (unless their weapon is either a needler or is equipped with a gunshroud), all other unready fighters within 12" can make an Intelligence test. Those that pass immediately become Ready. Fighters attacked in close combat or hit with a shooting attack also become Ready (as long as they survive). In the End phase, each player may move their unready fighters 6" in any direction.

Any Ready fighter may yell a warning to their comrades as a Double action – all friendly fighters within 12" can then make an Intelligence test with a +2 modifier to determine if they become Ready.

ARBITRATING THE SCENARIO

The Arbitrator can field their own gang of watchmen or venators to add to the carnage, the Leader of the watchmen or venators might be taking part in the parley or adjudicating it. Alternatively, the commotion of the moot going south might summon lawmen, and they could turn up using the Reinforcement rules with a mission to arrest the leaders and make them pay for disturbing the peace.

TACTICS CARDS

Each player should shuffle their Tactics card deck and randomly draw two cards.

ENDING THE BATTLE

The battle ends when only one gang has active models left on the board.

VICTORY (SKIRMISH ONLY)

The last gang with active models on the board is the winner.

REWARDS (CAMPAIGNS ONLY)

TURF

The last gang with active models on the board increases their Turf Size by 1.

EXPERIENCE

Each fighter gains 1 Experience for taking part, and an additional 1 Experience for each enemy they take Out of Action. The last active Leader on the board gains D6 Experience.

REPUTATION

Each gang gains 1 Reputation for showing up, plus 2 extra Reputation if one of their fighters takes an enemy Leader Out of Action. The gang whose Leader is the last Leader standing earns an additional 3 Reputation.

PITFIGHT

Chosen champions fight for the honour of their gang.

BATTLEFIELD

This scenario uses the battlefield set up guidelines, as described on page 21 of *Gang War*, and may either be a Zone Mortalis or a Sector Mechanicus battlefield. In both cases, it is advisable to make the battlefield no larger than 24" x 24" – alternatively, players can use the interior of the Necromunda: Underhive box to represent a deadly fighting pit.

CREWS

Each player chooses one of their Champions.

DEPLOYMENT

Players take it in turns to place their Champion in contact with one of the board edges and at least 12" from an already deployed Champion.

SPECIAL RULE: IT'S ONLY A SCRATCH!

No one likes a quick fight, and the Champions know that they need to put on a show with lots of blood. For this scenario, all fighters ignore Flesh Wound results on the Injury dice and treat Seriously Injured results as Flesh Wounds instead. Additionally, no fighter can use the Coup De Grace action – there are no easy deaths here!

SPECIAL RULE: ROUND ONE...

Pitfights have rules... after a fashion. For the first three rounds, no ranged weapons or grenades may be used. In rounds four-five, no ranged weapons with the Unwieldy trait or grenades may be used. From round six onwards, all weapons may be used.

ARBITRATING THE SCENARIO

The Arbitrator can act as arena overseer, setting up the battlefield and controlling its perils. In addition to the placement of doors, gantries and barricades, during the End phase the Arbitrator can add pitfalls, frag or melta traps, ducts or other features to the battlefield.

TACTICS CARDS

Each player may choose one Tactics card from their deck.

ENDING THE BATTLE

The battle ends when all but one Champion (or all the Champions) has been sent Out of Action.

VICTORY (SKIRMISH ONLY)

The gang with the last Champion standing is the winner. If there are no Champions left at the end of the game, it is a draw.

REWARDS (CAMPAIGNS ONLY)

CREDITS

The victorious Champion wins D6x5 credits for each other Champion that took part in the fight.

EXPERIENCE

Each Champion gains 1 Experience for taking part, and an additional 1 Experience for each enemy they took Out of Action. The victorious Champion gains D3 Experience.

REPUTATION

Each gang gains 1 Reputation for showing up, plus 2 extra Reputation if their Champion survives to round six. The gang whose Champion wins earns an additional 4 Reputation.



UNDERHIVE ARMOURY

This reference section contains rules for all of the weapons, armour and wargear available in the Trading Post and House Equipment lists, including those found in *Necromunda: Underhive*, *Gang War* and *Gang War Two*.

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

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BASIC WEAPONS

Weapon	Rng		Acc		S	AP	D	AM	Traits
	S	L	S	L					
Autogun	8"	24"	+1	-	3	-	1	4+	Rapid Fire (1)
Boltgun	12"	24"	+1	-	4	-1	2	6+	Rapid Fire (1)
Combat shotgun									
- salvo	4"	12"	+1	-	4	-	2	4+	Knockback, Rapid Fire (1)
- shredder ammo	-	T	-	-	2	-	1	4+	Scattershot, Template
- firestorm ammo	-	T	-	-	5	-1	1	6+	Blaze, Limited, Template
Lasgun	18"	24"	+1	-	3	-	1	2+	Plentiful
Las carbine	10"	24"	+1	-	3	-	1	4+	Plentiful, Rapid Fire (1)
Sawn-off shotgun	4"	8"	+2	-	3	-	1	6+	Plentiful, Scattershot
Shotgun									
- acid rounds	4"	16"	+1	-	3	1	1	4+	Blaze, Scattershot
- solid ammo	8"	16"	+1	-	4	-	2	4+	Knockback
- scatter ammo	4"	8"	+2	-	2	-	1	4+	Scattershot
- executioner ammo	4"	16"	+1	+1	4	-2	2	6+	Knockback, Limited
- inferno ammo	4"	16"	+1	-	3	-	1	5+	Blaze, Limited
Stub cannon	9"	18"	-	-	5	-	1	3+	Knockback
Suppression laser									
- broad burst	4"	8"	+2	-	2	-	1	4+	Plentiful, Scattershot
- short burst	8"	16"	+1	-	4	-	2	4+	Knockback, Plentiful



JÖRN BARKIN
DUSTFALLS WATCHMAN
EX-HOUSE ORLOCK

PISTOLS

Weapon	Rng		Acc		S	AP	D	AM	Traits
	S	L	S	L					
Autopistol	4"	12"	+1	-	3	-	1	4+	Pistol, Rapid Fire (1)
Bolt pistol	6"	12"	+1	-	4	-1	2	6+	Pistol
Combi-pistol									
- stub gun	6"	12"	+2	-	3	-	1	4+	Combi, Pistol, Plentiful
- plasma (low)	6"	12"	+2	-	5	-1	2	5+	Combi, Pistol, Scarce
Hand flamer	-	T	-	-	3	-	1	5+	Blaze, Template
Las pistol	8"	12"	+1	-	3	-	1	2+	Pistol, Plentiful
Las sub-carbine	4"	12"	+1	-	3	-	1	4+	Pistol, Plentiful, Rapid Fire (1)
Needle pistol	4"	9"	+2	-	4	-1	-	6+	Pistol, Scarce, Toxin
Plasma pistol									
- low	6"	12"	+2	-	5	-1	2	5+	Pistol, Scarce
- maximal	6"	12"	+1	-	7	-2	3	5+	Pistol, Scarce, Unstable
Stub gun	6"	12"	+2	-	3	-	1	4+	Pistol, Plentiful
- with dum dum rounds	5"	10"	+1	-	4	-	1	4+	Limited, Pistol
Web pistol	-	T	-	-	4	-	-	6+	Template, Web

SPECIAL WEAPONS

Weapon	Rng		Acc		S	AP	D	AM	Traits
	S	L	S	L					
Combi-weapon									
- bolter/ OR	12"	24"	+1	-	4	-1	2	6+	Combi, Rapid Fire (1)
- lasgun/ Plus one of the following:	18"	24"	+1	-	3	-	1	2+	Combi, Plentiful
- flamer	-	T	-	-	4	-1	1	5+	Blaze, Combi, Template
- melta	6"	12"	+1	-	8	-4	3	4+	Combi, Melta, Scarce
- needler	9"	18"	+1	-	4	-1	-	6+	Combi, Scarce, Toxin
- plasma	12"	24"	+2	-	5	-1	2	5+	Combi, Rapid Fire (1), Scarce
Flamer	-	T	-	-	4	-1	1	5+	Blaze, Template
Grav gun	9"	18"	+1	-	*	-1	2	5+	Blast (3"), Concussion, Graviton Pulse
Grenade launcher									
- frag grenade	6"	24"	-1	-	3	-	1	6+	Blast (3"), Knockback
- krak grenade	6"	24"	-1	-	6	-2	2	6+	-
- choke gas grenade	6"	24"	-1	-	-	-	-	5+	Blast (3"), Gas, Limited
- scare gas grenade	6"	24"	-1	-	-	-	-	6+	Blast (3"), Fear, Gas, Limited
- smoke grenade	6"	24"	-1	-	-	-	-	4+	Smoke
Long las	18"	36"	-	+1	4	-	1	2+	Plentiful
Meltagun	6"	12"	+1	-	8	-4	3	4+	Melta, Scarce
Needle rifle	9"	18"	+2	-	4	-2	-	6+	Scarce, Toxin
'Nightshade' chem-thrower	-	T	-	-	-	-	-	5+	Gas, Template
Plasma gun									
- low	12"	24"	+2	-	5	-1	2	5+	Rapid Fire (1), Scarce
- maximal	12"	24"	+1	-	7	-2	3	5+	Scarce, Unstable
Rad gun	-	T	-	-	2	-2	1	4+	Rad-phage, Template
Web gun	-	T	-	-	5	-	-	5+	Template, Web

HEAVY WEAPONS

Weapon	Rng		Acc		S	AP	D	AM	Traits
	S	L	S	L					
Harpoon launcher	6"	18"	+2	-	5	-3	1	5+	Drag, Impale, Scarce
Heavy bolter	18"	36"	+1	-	5	-2	2	6+	Rapid Fire, (2), Unwieldy
Heavy flamer	-	T	-	-	5	-2	1	5+	Blaze, Template, Unwieldy
Heavy stubber	20"	40"	-	-1	4	-1	1	4+	Rapid Fire (2), Unwieldy
Rad cannon	16"	32"	-	-1	2	-2	1	4+	Blast (3"), Rad-Phase, Unwieldy
'Krumper' rivet cannon									
- rapid fire	3"	9"	+2	-	4	-1	2	3+	Rapid Fire (1), Unwieldy
- super-heated	3"	9"	+2	-	6	-2	2	3+	Blaze, Unwieldy
Lascannon	24"	48"	-	+1	10	-3	3	4+	Knockback, Unwieldy
Mining laser	18"	24"	-	-1	9	-3	3	3+	Unwieldy
Missile launcher									
- frag missile	24"	48"	+1	-	4	-1	1	6+	Blast (5"), Knockback, Unwieldy
- krak missile	24"	48"	+1	-	6	-2	3	6+	Unwieldy
Multi-melta	12"	24"	+1	-	8	-4	3	4+	Blast (3"), Melta, Scarce, Unwieldy
Plasma cannon									
- low	18"	36"	+1	-	6	-1	2	5+	Rapid Fire (1), Scarce, Unwieldy
- maximal	18"	36"	+1	-	8	-2	3	5+	Blast (3"), Scarce, Unwieldy
Seismic cannon									
- short wave	12"	24"	-	-1	6	-1	2	5+	Knockback, Rapid Fire (1), Seismic, Unwieldy
- long wave	12"	24"	-1	-	3	-	1	5+	Knockback, Rapid Fire (2), Seismic, Unwieldy

GRENADES

Weapon	Rng		Acc		S	AP	D	AM	Traits
	S	L	S	L					
Blasting charge	-	Sx2	-	-	5	-1	2	5+	Blast (5"), Grenade, Knockback
Choke gas grenade	-	Sx3	-	-	-	-	-	5+	Blast (3"), Gas, Grenade
Demo charge	-	Sx2	-	-	6	-3	3	*	Blast (5"), Grenade, Single Shot
Frag grenade	-	Sx3	-	-	3	-	1	4+	Blast (3"), Grenade, Knockback
Incendiary charge	-	Sx3	-	-	3	-	1	5+	Blast (5"), Blaze, Grenade
Krak grenade	-	Sx3	-	-1	6	-2	2	4+	Demolitions, Grenade
Melta bomb	-	Sx3	-	-1	8	-4	3	6+	Demolitions, Grenade, Melta, Scarce
Photon flash grenade	-	Sx3	-	-	-	-	-	5+	Blast (5"), Flash, Grenade
Rad grenade	-	Sx3	-	-	3	-2	1	4+	Blast (3"), Grenade, Rad-phase
Scare gas grenade	-	Sx3	-	-	-	-	-	6+	Blast (3"), Fear, Gas, Grenade
Smoke grenade	-	Sx3	-	-	-	-	-	4+	Grenade, Smoke



NIHILIS PATTERN RAD CANNON
'HAB PURGER'
HOUSE VAN SAAR



HOUSE VAN SAAR
MANUFACTURED PLASMA PISTOL



MAGMA-NEEDLE MK X COMBI
MELTA-LAS

CLOSE COMBAT WEAPONS

Weapon	Rng		Acc		S	AP	D	AM	Traits
	S	L	S	L					
Knives									
Fighting knife	-	E	-	-	S	-1	1	-	Backstab, Melee
Power knife	-	E	-	-	S+1	-2	1	-	Backstab, Melee, Power
Stiletto knife	-	E	-	+1	S	-	1	-	Melee, Toxin
Close Combat Weapons									
Axe	-	E	-	-	S+1	-	1	-	Disarm, Melee
Brute cleaver	-	E	-	+1	S	-1	1	-	Disarm, Melee
Chainaxe	-	E	-	+1	S+1	-1	1	-	Disarm, Melee, Parry, Rending
Chainsword	-	E	-	+1	S	-1	1	-	Melee, Parry, Rending
Digi laser	E	3"	-	-	1	-	1	-	Digi, Melee, Versatile
Flail	-	E	-	+1	S+1	-	1	-	Entangle, Melee
Maul (club)	-	E	-	-	S	-	2	-	Melee
Servo claw	-	E	-	-	S+2	-	2	-	Melee
Stiletto sword	-	E	-	-	S	-1	1	-	Melee, Parry, Toxin
Sword	-	E	-	+1	S	-1	1	-	Melee, Parry
Power/Shock Weapons									
'Hystrar' pattern energy shield	-	E	-	-	S	-	1	-	Melee, Energy Shield, Knockback
Las cutter	E	2"	+1	-	9	-3	2	6+	Melee, Scarce, Versatile
Power sword	-	E	-	-	S+1	-2	1	-	Melee, Parry, Power
Power axe	-	E	-	-	S+2	-2	1	-	Disarm, Melee, Power
Power hammer	-	E	-	-	S+1	-1	2	-	Melee, Power
Power pick	-	E	-	-	S+1	-3	1	-	Melee, Power, Pulverise
Power maul	-	E	-	-	S+2	-1	1	-	Melee, Power
Shock baton	-	E	-	-	S	-	1	-	Melee, Parry, Shock
Shock stave	E	2"	-	-	S+1	-	1	-	Shock, Melee, Versatile
Shock whip	E	3"	-	-	S+1	-	1	-	Shock, Melee, Versatile
Thunder hammer	-	E	-	-	S+1	-1	3	-	Melee, Power, Shock
Two-Handed Weapons									
'Renderizer' serrated axe	-	E	-	-	S+2	-1	2	-	Melee, Pulverise, Unwieldy
Two-handed axe	-	E	-	-1	S+2	-	2	-	Melee, Unwieldy
Two-handed hammer	-	E	-	-1	S+1	-	3	-	Knockback, Melee, Unwieldy
Heavy rock cutter	-	E	-	-	S+4	-4	3	-	Melee, Unwieldy
Heavy rock drill	-	E	-	-	S+2	-3	2	-	Melee, Pulverise, Unwieldy
Heavy rock saw	-	E	-	+1	S+3	-3	2	-	Melee, Rending, Unwieldy

ARMOUR

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

ARMoured BODYGLOVE

Van Saar fighters are somewhat protected from the effects of their own rad weapons by their armour and are therefore immune to the effects of the Rad-phage Weapon Trait (i.e., they will not suffer the additional flesh wound) unless otherwise noted. If a fighter is wearing an armoured bodyglove, their save roll is improved by 1. For example, if they are wearing flak armour and an armoured bodyglove, 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 bodyglove grants a 6+ save. An armoured bodyglove may be combined with other types of armour. It may not however be combined with an armoured undersuit.

X ALSANDER
SENTINELS OF STEEL
HOUSE VAN SAAR



CARAPACE

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

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

FLAK

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

FURNACE PLATES

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

HAZARD SUIT

The Ash Wastes are a hostile place, their dunes are frequently toxic or corrosive, and strong winds whip up regular ash storms capable of blasting any exposed skin raw in minutes. Consequently, those such as ash crust miners and the poor wretches who maintain a hive's outer armoured skin frequently wear heavy suits of rubberized canvas with vulcanised plates that protects 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.

MESH

Mesh armour grants a 5+ save roll.

FIELD ARMOUR

Any fighter may wear a force field. These provide an alternative to conventional armour and may be worn as well as conventional armour. The save they offer cannot 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 a field.

CONVERSION FIELD

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

DISPLACER FIELD

A displacer field reacts to the energy of an impact by teleporting the wearer a safe distance away. The harder the impact, the further the wearer will be moved. If a fighter wearing a displacer field is hit, roll a D6. On a 4+, the fighter is moved a number of inches equal to the Strength of the attack in a random direction, determined by rolling a Scatter dice, and the hit is ignored (even if any part of the fighter is still under the template – if the attack used one – after being displaced). A displacer field will not deposit its wearer inside a terrain feature, the fighter will move by the shortest route possible so that it can be placed clear of any impassable terrain features. Similarly, the fighter's base cannot overlap another fighter's base and the wearer must be moved by the shortest route possible until its base can be placed without overlapping. Note that the wearer may end up within 1" of an enemy fighter and may even end up Engaged as a result of being displaced.

However, displacer fields are notoriously oblivious to safe footings. In a Zone Mortalis game, a fighter wearing a displacer field may be deposited above a pit fall or similar hazard. In a Sector Mechanicus game, a fighter above ground level may simply be flung into the open air. If any part of the fighter's base ends overhanging a hazard or overhanging a platform edge, the fighter must pass an Initiative test or will fall, following all the rules for falling as required by



FISYER 'SPLINTER SHOT'
CODE WARDENS
HOUSE VAN SAAR

the terrain type being fought over. If the entirety of the fighter's base is over a hazard or in the open air, they will simply fall.

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

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

REFRACTOR FIELD

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

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

WARGEAR

AMMO CACHE

Ammo caches are added to the gang's Stash, instead of being carried by a particular fighter. Immediately after the last of the fighters in the crew is set up at the start of a battle, the controlling player can choose to set up any ammo caches from their Stash. If the scenario has an attacker and a defender, and this gang is defending, roll a D6 for each of their ammo caches. On a 1-4, they were not expecting the attackers and the caches cannot be used. On a 5 or 6, they are lucky enough to have them to hand. Each ammo cache must be set up within 1" of one of their fighters, and within their deployment zone if the scenario has one. It is then deleted from the gang's Stash. During the battle, ammo caches follow the rules on page 66 of the *Necromunda: Underhive* rulebook.

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).

CHEM-SYNTH

An Active or Engaged fighter with a chem-synth can make the following action: Synthesise Poison (Basic). If the fighter is Engaged, make a Cool check. If the check is passed, or if the fighter is not Engaged, any Gas or Toxin weapons they use until the end of their activation are enhanced and the target's Toughness is reduced by 1 when resolving those attacks.

DROP RIG

An Active fighter with a drop rig can make the following action while they are within 1" of the edge of a platform: Descend (Basic) – The fighter makes a move of up to 3" horizontally and up to 12" vertically. Any vertical movement must be downwards, i.e., towards the ground.

FILTER PLUGS

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

GRAPNEL LAUNCHER

An Active fighter with a grapnel launcher can make the following action: Grapnel (Double) – The fighter can move up to 12" in a straight line, in any direction. This move can take them to a different level, as long as they do not move through any terrain.

GRAV CHUTE

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

MEDICAE KIT

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

PHOTO-GOGGLES

A fighter with photo-goggles can attack through smoke clouds (see page 90), and is unaffected by low light conditions. In addition, if they are hit by a Flash weapon, add 1 to the result of the Initiative test to see whether they are Pinned.

RESPIRATOR

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



SERVO HARNESS - PARTIAL

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

SERVO HARNESS - FULL

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

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

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

STRIP KIT

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

WEB SOLVENT

A Webbed fighter equipped with web solvent rolls an extra Injury dice in the Recovery phase, picking one of the dice to resolve and discarding the other. Additionally, when a fighter equipped with web solvent assists a Webbed fighter with a Recovery test, roll an extra two Injury dice and choose which one to apply.

WEAPON ACCESSORIES

A weapon may only be fitted with one sight. Multiple sights cannot be combined.

GUNSHROUD (BASIC WEAPONS AND PISTOLS)

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

HOTSHOT LAS PACK

At the expense of reliability, a lasgun or laspistol can be fitted with a hotshot las pack, increasing its Strength to 4 and Armour Piercing to -1. However, the weapon loses the Plentiful trait and its Ammo value is reduced to 4+.

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

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

LAS-PROJECTOR (PISTOLS, BASIC AND SPECIAL WEAPONS)

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

MONO-SIGHT (BASIC, SPECIAL AND HEAVY WEAPONS)

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

SUSPENSORS (HEAVY WEAPONS)

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

TELESCOPIC SIGHT (PISTOLS, BASIC AND SPECIAL WEAPONS)

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

STATUS ITEMS

EXTRAVAGANT GOODS

GOLD-PLATED GUN

Any weapon can be gold-plated. A fighter with a gold-plated gun adds +1 to their Leadership characteristic. Additionally, once per game, the fighter may re-roll a failed Ammo check.

EXOTIC FURS

Should this fighter make a Seek Rare Equipment action in the post-battle sequence, they add an additional +1 modifier to the dice roll to determine the rarity of the items on offer.

OPULENT JEWELLERY

If this fighter makes a Medical Escort action in the post-battle sequence, they will attempt to impress the Doc with their visible wealth. Sometimes this works, sometimes it does not...

You may re-roll the dice when determining the fee the Doc charges, but you must accept the second result, even if it is worse.

UPHIVE RAIMENTS

This ganger generates D6+1x10 credits when working the gang's Turf as a post-battle action.

SERVO-SKULLS

SENSOR SKULL

A sensor skull grants the owning fighter the same benefits as a bio-scanner (see page 84). In addition, when the fighter takes an Aim action, they may add 2 to the result of any hit rolls they make for subsequent shots taken in the same activation rather than the usual 1. This bonus is in addition to any granted by any other wargear or skills the fighter may have.

MEDI SKULL

When making a Recovery test for the owning fighter, roll an extra Injury dice, then pick one of the dice to resolve and discard the other. This is in addition to any friendly fighters assisting the recovery and any other items such as medicae kits, so it is possible that the owning fighter may be rolling several Injury dice to choose from.

GUN SKULL

A gun skull is equipped with a simple ranged weapon and will target whatever or whoever the owning fighter does when they make a ranged attack. Simply roll one extra to hit dice and one extra Ammo dice for the gun skull, ideally of a different colour to those being used for the fighter, to represent the gun skull making a ranged attack. Note though that range, line of sight and cover must be worked out from the gun skull's base rather than that of the owning fighter. If the owning fighter does not possess any ranged weapons, the gun skull may shoot at an enemy it can see, chosen by the owning fighter and following normal target priority rules in relation to the owning fighter's position.

The owning fighter is never considered to be in the way of a gun skull's shooting attacks and cannot be hit by Stray Shots.

A gun skull has a BS of 5+ and may never benefit from aiming or any wargear or skills that modify the owning fighter's to-hit rolls.

The gun skull's weapon has the following stats:

Weapon	Rng		Acc		S	AP	D	AM	Traits
	S	L	S	L					
Gun skull	3"	12"	+1	-	2	-	1	4+	Rapid Fire (1), Scarce

WEAPON TRAITS

The following list contains all of the weapon traits in full, including those from *Necromunda: Underhive* and *Gang War*, alongside all of the new ones introduced in this supplement. If required, any description in this list takes precedence over any earlier version.

BACKSTAB

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

BLAST (3"/5")

The weapon utilises a Blast marker, as described in the *Necromunda: Underhive* rulebook.

BLAZE

After an attack with the Blaze trait has been resolved, roll a D6 if the target was hit but not taken Out of Action. On a 4, 5 or 6 they catch fire – place a Blaze marker on their Fighter card. When a fighter with a Blaze marker is activated, they suffer an immediate Strength 3, AP -1, Damage 1 hit. If the fighter is Seriously Injured, they attempt to put the fire out (see below). Otherwise, they are no longer Pinned and they will move 2D6" in a random direction (determined using the Scatter dice, and stopping if they would move within 1" of an enemy).

A fighter with a Blaze marker cannot take any other actions. At the end of their activation, roll a D6, adding 1 to the result for each other Active friendly fighter within 1". On a 6 or more, the flames go out and the Blaze marker is removed. Alternatively, after they move they may become Pinned. Pinned or Seriously Injured fighters add 2 to the result of the roll to see whether the flames go out.

COMBI

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

CONCUSSION

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

DEMOLITIONS

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

DIGI

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

DISARM

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

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.



NIHILIS PATTERN LASIPISTOL
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ARCHNIS PATTERN
ENERGY SHIELD
HOUSE VAN SAAR

ENERGY SHIELD

An energy shield grants a +2 armour roll 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 energy 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 energy shield cannot be used.

ENTANGLE

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

FEAR

Instead of making a Wound roll for an attack with the Fear trait, 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 are blinded. A blinded fighter loses their Ready marker; if they do not have a Ready marker, they do not gain a Ready marker at the start of the following round. Until the next time the fighter is activated, they cannot make any attacks other than Reaction attacks, for which any hit rolls will only succeed on a natural 6.

GAS

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

GRAVITON PULSE

Instead of rolling to wound normally with this weapon, any model caught in the blast must instead roll equal to or under their Strength on a D6 (a roll of '6' always counts as a fail). After the weapon has been fired, leave the Blast marker in place. For the remainder of the round, any model moving through this area will use 2" of their movement for every 1" they move.

GRENADE

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

IMPALE

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

KNOCKBACK

If the hit roll for a weapon with the Knockback trait is equal to or higher than the target's Strength (before any modifiers are applied), they are immediately moved 1" directly away from the attacking fighter. If the fighter cannot be moved the full 1" because of a wall, obstacle or another fighter, they move as far as possible and the attack's Damage is increased by 1. If a Blast weapon has the Knockback trait, roll a D6 for each fighter that is hit. If the result is equal to or higher than their Strength, they are Knocked Back as described above – however, they are moved directly away from the centre of the Blast marker instead. If the centre of the Blast marker was over the centre of their base, roll a Scatter dice to determine which way they are moved (re-rolling hits). If a Melee weapon has the Knockback trait, the attacking fighter can choose to follow the target up, moving directly towards them after they have been Knocked Back to remain in base contact. If the attack was made across a barricade, the attacker cannot do this.

LIMITED

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

MELEE

This weapon can be used during close combat attacks.

MELTA

If this weapon is fired at Short Range, no Injury roll is made – instead, the target automatically goes Out of Action.

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.

PISTOL

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

PLENTIFUL

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

POWER

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



MARTEEUS 'NINE EYES'
COLDFIRE CABAL
HOUSE VAN SAAR

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.

RAD-PHAGE

In addition to any other damage inflicted, any model hit by this weapon suffers an automatic flesh wound.

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.

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).

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; a 5" Blast marker can be used to determine this area, but it should be considered to extend vertically as well as horizontally. Fighters can move through the smoke, but it blocks line of sight, so attacks cannot be made into, out of or through it. In the End phase, roll a D6; on a 4 or less, the cloud dissipates and the counter is removed.



TEMPLATE

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

TOXIN

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

VERSATILE

If the wielder of a Versatile weapon is Engaged, it counts as a Melee weapon. Otherwise, it counts as a Ranged weapon.

UNSTABLE

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

UNWIELDY

A Shoot action made with this weapon counts as a Double action as opposed to a Single action.

In addition, a fighter who uses an Unwieldy melee weapon in close combat cannot use a second weapon at the same time – this one requires both hands to use.

WEB

If the wound roll for a Web attack is successful, no wound is inflicted, and no save roll or Injury roll is made. Instead, the target is automatically Webbed. Treat the fighter as if they were Seriously Injured. A fighter that is Webbed at the end of the game does not succumb to their injuries and will automatically recover. When rolling to determine if any enemy fighters are captured at the end of the game, add +1 to the dice roll for each enemy fighter currently Webbed.

Note: You may find it convenient to note which fighters are Webbed to differentiate them from those that are Seriously Injured. We recommend making a note on their Fighter card.

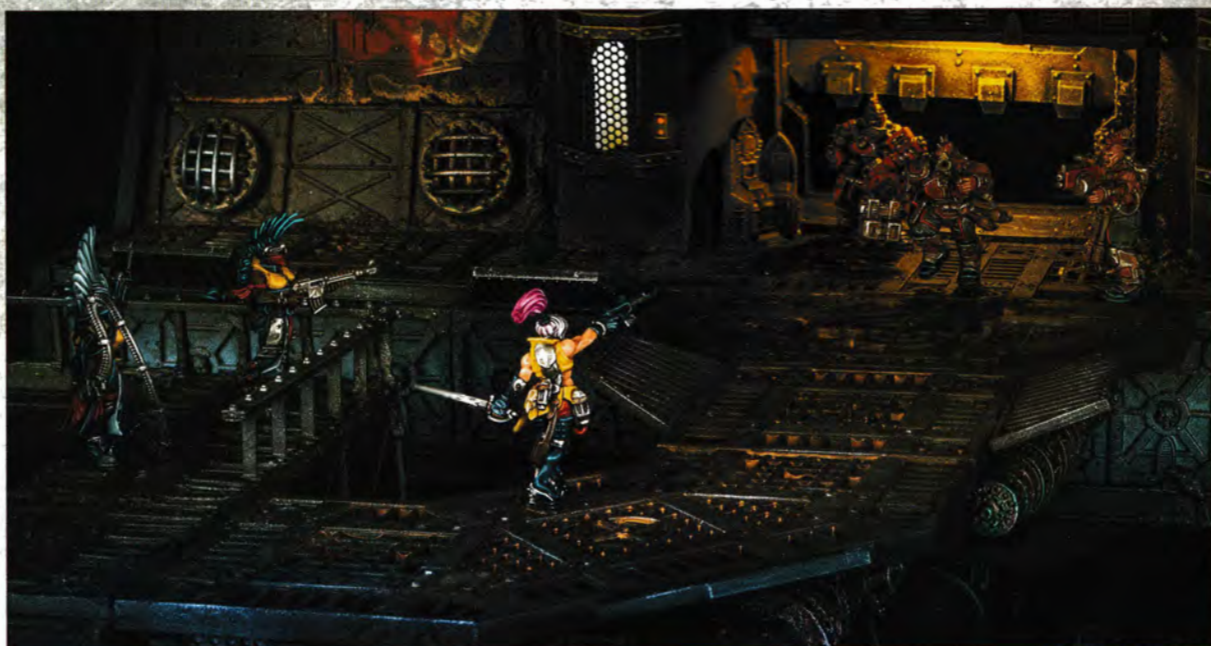


CABLIS VALKYR
THE NEXUS NINES
HOUSE VAN SAAR

SCENERY OF THE UNDERHIVE

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WELCOME TO THE UNDERHIVE

This impressive diorama gives us a glimpse into the rusting depths of a Necromundan Hive; telling the tale of a Goliath raid into territory held by an Escher gang. Built by the Warhammer World Studio team, it utilises numerous scenery kits and bespoke building materials to create a huge vertical environment – showing us a world of thrumming machines, deep shadows and dripping pipes. It's also filled with loads of little

details and stories, such as the ramshackle lift carrying the Goliath champion down into the fray and the betentacled 'thing' living in the sump tank.

If you want to see this breath-taking diorama in the flesh, it can be found on display in the Exhibition Centre at Warhammer World – check out our website for more details.



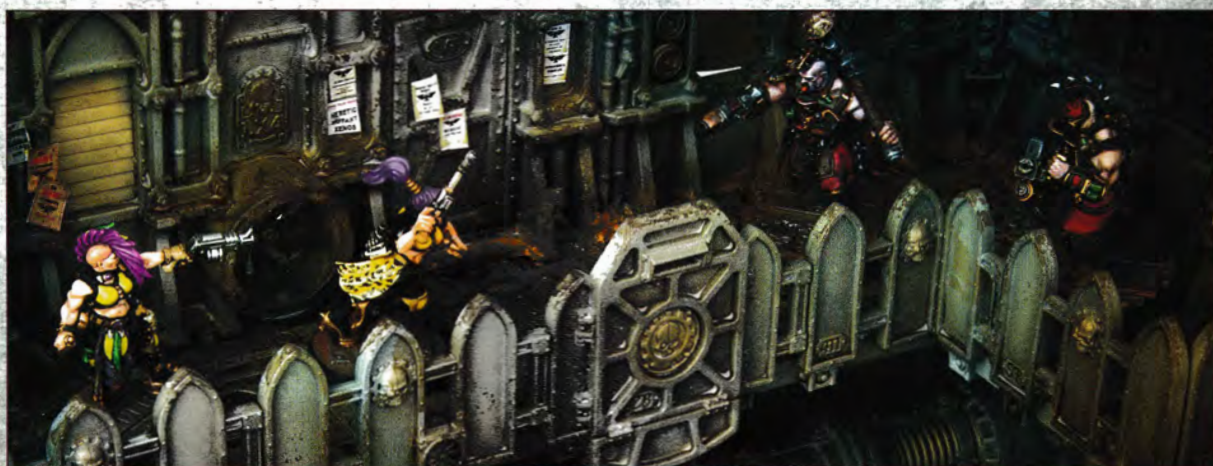


NEGROMUNDA DIORAMAS

These two dioramas show off the huge scope offered by the Sector Mechanicus and Zone Mortalis scenery ranges. The diorama on the left, which was built by Owen Patten, shows an Escher gang ambushing a Goliath gang. This board is filled with awesome details, such as the Escher sinking her stiletto knife into a Goliath. The diorama below, which was created by Mark Bedford, has its own unique additions, such as the Imperial propaganda posters pasted to the walls, to anchor it to the oppressive Imperial regime.



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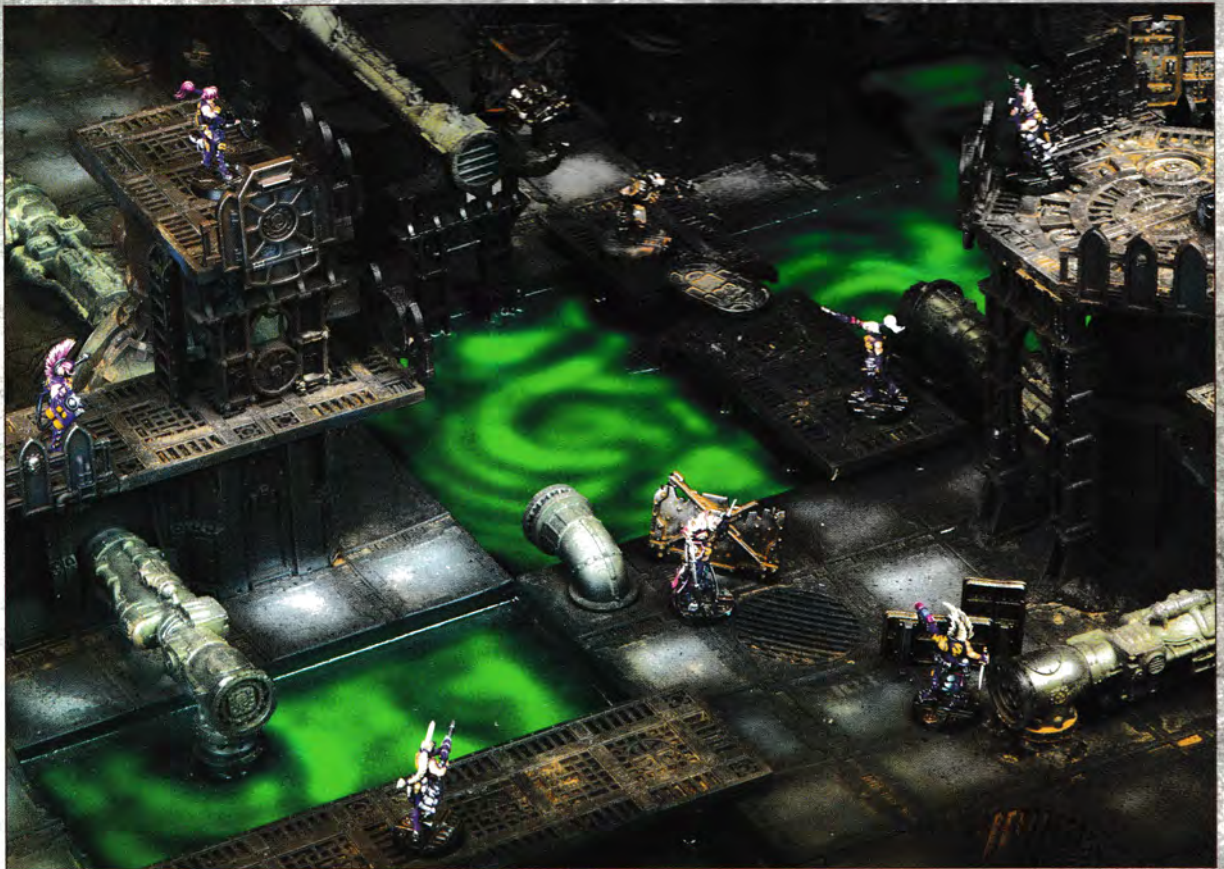


GAMING ON SCENIC BOARDS

This board, created by the Warhammer World Studio, shows off the kind of diverse battlefields Necromunda can be played on. The use of multiple levels, plenty of scatter terrain, and perilous toxic pitfalls bridged by rusting gantries can only add to the excitement of the game – giving fighters lots of places to spring their ambushes or take cover from their foes.

With a bit of time and dedication, anyone can create one of these boards; utilising the extensive range of Citadel Scenery and Citadel Paints, to create an amazing Necromundan battlefield.





NECROMUNDA

NECROMUNDA: GANG WAR THREE

Necromunda is the tabletop skirmish wargame of anarchy and violence, where players control rival gangs of fighters battling each other for supremacy in the nightmare depths of the underhive.

Necromunda: Gang War Three continues to expand on the game, introducing a wealth of new rules to add even more variety, scope and excitement to your battles in the underhive.

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Gangs of House Van Saar: Rules and background for the tech-savvy gangers of Necromunda's ancient artificer House.

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ISBN-13: 978-1788262385



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ENGLISH
LANGUAGE
PRINTED
IN THE UK

60040599014

*This is a supplement.
You will need a copy of
Necromunda: Underhive
and Gang War to use the
contents of this book.*



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