

NECROMUNDA

UNDERHIVE



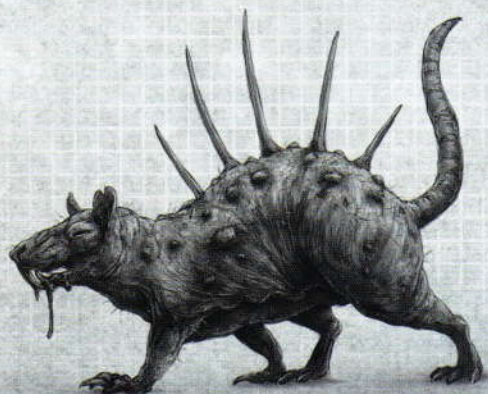
NECROMUNDA[®]

UNDERHIVE

WHAT NIGHTMARE ARE THESE HIVE WORLDS?

IN THESE PLACES WHERE MAN HAS BEEN ALLOWED TO GROW UNCHECKED, TEEMING BILLIONS INFEST THE VAST HIVE CITIES. EVEN HERE THE PRESS OF HUMANITY IS NOT STRONG ENOUGH TO TURN BACK THE MADNESS, OR DEFLECT THE DISTAFF FORCES OF CHAOS, HERESY AND DEATH. LIFE IS CHEAP. THE BULLET AND THE GRENADE ARE KINGS. NEITHER DAY NOR NIGHT TOUCHES THE BILLIONS OF SOULS TRAPPED IN THIS NIGHTMARISH WORLD. FOR THEM, THERE IS JUST THE UNBLINKING SEPTIC GLOOM OF ANCIENT FLUORESCENCE. THE PUTRID ATMOSPHERE OF THE UNDERHIVE IS STAINED WITH THE DARK PATINA OF AGE. A BROWN HAZE FILLS AIR WHICH HAS BEEN RECYCLED A MILLION MILLION TIMES AND OFFERS THE INHABITANTS BUT THE MEANEST MEASURE OF LIFE IT CAN WITHOUT CHOKING THEM.

BEWARE THE SHADOWS OF THE HIVE,
WHERE ONLY THE STRONGEST ENDURE...



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>>> Subject: Event log: Shift 336 of the year of Him of Terra 996.M41

>>> Conduit: Necro-vox KZ873

>>> Thought for the Day: 'A questioning mind betrays a treacherous soul'
Subjects of Lord Helmawr, heed well the voice of Necromunda...

++ Productivity in Sector Omega-112 up 0.12% over three shifts. Unacceptable!
Manufactory Commissar Squad deployed.

++ Industrial Serf Wastage [Class 3> industrial accidents] -0.2%. Shift Execution
Detail deployed.

++ House Ulanti gross yield (adjusted) +3.2%. Indentured serf expenditure +6.8%.

++ Hive Ceres unregistered external shanty sprawl incineration 98% effective.

++ Average authorised gang violence quotient +5% all mid-hive dome-sectors.

++ Average unauthorised gang violence quotient +12.3.

++ Psychopathology maladjustment grade +2% (cf House Goliath and House
Escher territory wars)

>>> With average productivity levels rising over seventeen successive shifts,
consequent downhive violence has seen a concomitant rise [see attached sub-
file 'Proxy House Wars']. Let all know that it is the will of the Imperial House of
Necromunda that this admirable display of psychopathy remains contained and
be directed towards the interests of the Great Houses. Let all give thanks to
Him of Terra for the sacrifice of those who fight and die in the depths that the
productivity of their betters shall be increased. Let them fight in our name, let
them settle our duels, let them prove our honour, while peace and productivity
prevails within our manufactories. <<<

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

TOKENS



READY MARKER
(SEE PAGE 45)



BROKEN MARKER
(SEE PAGE 62)



OUT OF AMMO MARKER
(SEE PAGE 57)



BLAZE MARKER
(SEE PAGE 78)



FLESH WOUND MARKER
(SEE PAGE 61)

Reverse can be used to represent two Flesh Wounds

BOOBY TRAPS (SEE PAGE 67)



MELTA TRAP



GAS TRAP



FRAG TRAP

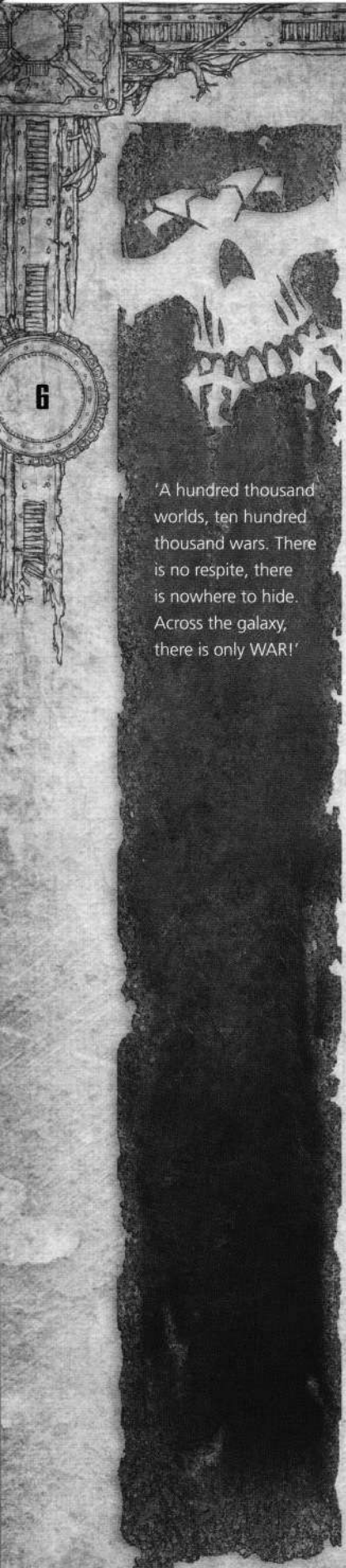


BOX CONTENTS

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

1. Range ruler (see page 40).
2. Vision Arc template (see page 42).
3. Fighter cards (see page 38).
4. Tactics cards (see page 63).
5. Doors (see page 64).
6. Door terminals (see page 64).
7. Barricades (see page 64).
8. Ductways (see page 65).
9. Beast's lair (see page 65).
10. Loot casket (see page 66).
11. Ammo cache (see page 66).
12. Pitfall craters (see page 67).
13. Gang relic (see page 67).
14. Priority marker (see page 45).
15. Dice (see page 41).
16. Blast markers and Flame template (page 43).





EMPIRE IN THE STARS

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

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

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

THE MILLION WORLDS OF MANKIND

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

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

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

HIVE WORLDS

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

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

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



'FIRECRACKER' ZANNE,
THE FERAL CLAWS,
HOUSE ESCHER



AXON,
THE IRONTREE REAVERS,
HOUSE GOLIATH

NECROMUNDA

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

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

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

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

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

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

ANATOMY OF A HIVE CITY

THE SPIRES

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

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

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

THE SHELL

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

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

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

HEAT SINKS

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

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

HAB ZONES

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

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

THE BEARERS OF FATE

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

MANUFACTORY ZONES

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

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

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

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

Workers usually live in hab zones which are located very near to the manufactories where they work and are as much a resource as the machines they tend. In some cases, workers are surgically adapted to

perform specialist functions. Such physical and mental enhancements can be very expensive to finance, which makes such workers extremely valuable to those who they labour for.

RUINED MANUFACTORIES

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

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

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

THE UNDERHIVE

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

These undercity zones – called by most the 'underhive' – often predate the construction of the hive above by many centuries, even millennia. They are remnants of Necromunda's true cities, built before the planet's natural ecology was destroyed, when there were no encroaching ash wastes, and it is quite possible that the remains of the colony vessels that first brought Mankind to the planet still lie beneath some hives.

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

THE HIVE BOTTOM

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

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



KYLEENE,
THE SKINNERS,
HOUSE ESCHER

MUTATION AND MADNESS

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

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

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

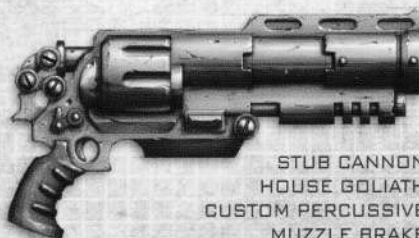
THE SHANTIES

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

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

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

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



STUB CANNON
HOUSE GOLIATH
CUSTOM PERCUSSIVE
MUZZLE BRAKE



THE UNSEEN TRADE

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

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

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

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

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

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

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

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

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

HIVES CITIES OF NECROMUNDA

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

THE PALATINE HIVE – HIVE PRIMUS

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

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

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

THE EYE OF SELENE

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

TRAZIOR

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

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

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

ACROPOLIS HIVE

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

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

THE TEMENOS

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

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

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

QUINSPIRUS CLUSTER

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

THE SKULL

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

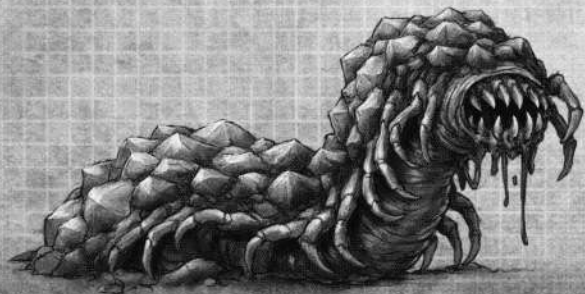
The hives were besieged and destroyed during the campaign. Now the tops have caved in and they lie abandoned and choked with dust. No one knows what fearful things have made their home amid the ruins of the Skull, and even the nomads and scawies fear to go near them.



HIVE SECUNDUS

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

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



HIVE MORTIS

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

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

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

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

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

GOTHRUL'S NEEDLE

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

Gangs and gang warfare are prohibited by the Gothrul Council, and the Clan Houses are tolerated upon the proviso that they keep their populations in check. Even so, criminal elements run rife in the lower levels of the hive, and Gothrul's citizen protection officers – the hive's volunteer enforcer cadres – are constantly tested. House Delaque is a principle player in the destabilisation of Gothrul's Needle, its subservient gangs routinely committing acts of sabotage and murder. From the sump-choked

depths of the hive, Sych Guvros, the most powerful of the Delaque overlords, wages his war of terror. His gangers raid the upper levels, attacking hab parks and exchange plazas, each one a blow against the Council. Guvros has become a legend among his House, and scores of Delaque gangs have come from other hives to join his fight.

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



THE FORBIDDEN CITIES

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

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

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

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

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

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

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

LORD HELMAWR

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

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

Helmawr's main obligation to the Imperium is to provide a tithe which takes the form of a percentage of all the goods Necromunda produces. As the entire production capacity of the world is given over to providing manufactured goods for the never-ending demands of Mankind, the tithe is taken as a straight discount on the revenue earned. So long as Necromunda continues to meet these responsibilities, and so long as its production capacity is sufficiently high, the Imperium remains

quite satisfied. Of course, should the hive world's economy begin to show signs of flagging then Lord Helmawr's position would be very different indeed.

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

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

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

THE HOUSES OF NECROMUNDA

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

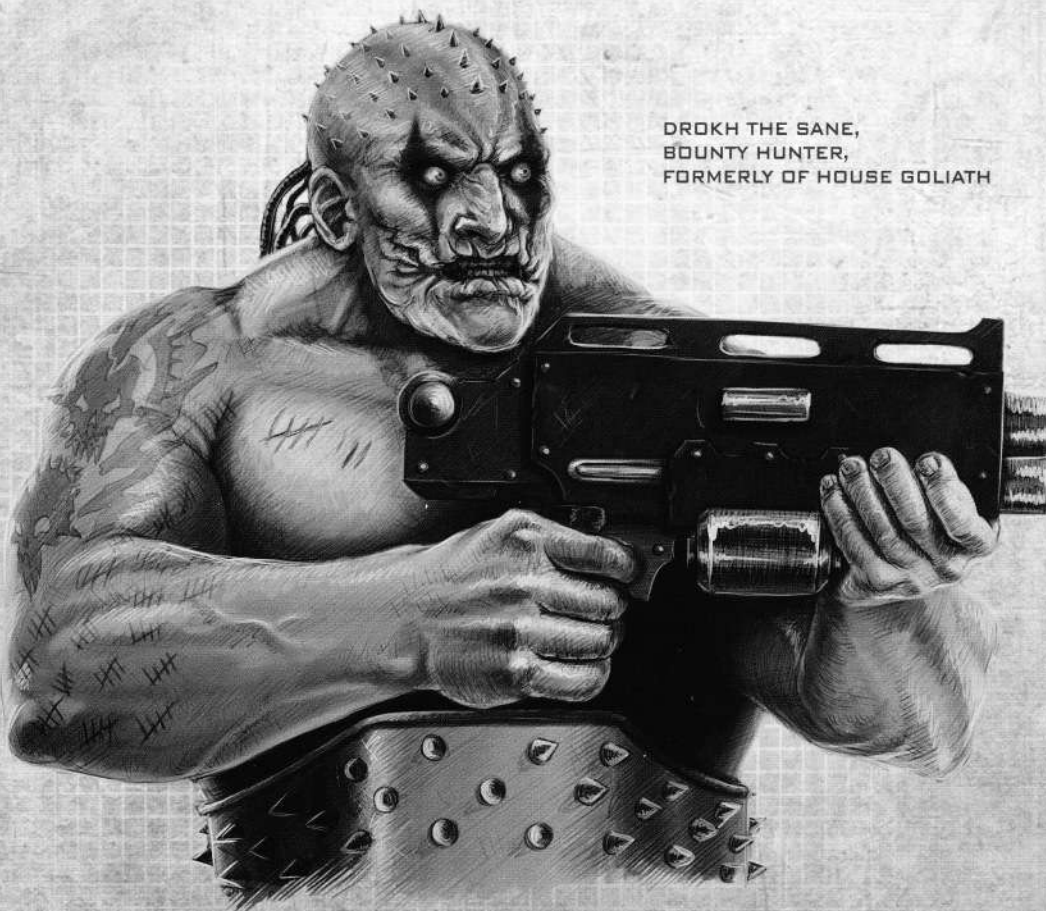
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THE GREAT HOUSES

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

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

DROKH THE SANE,
BOUNTY HUNTER,
FORMERLY OF HOUSE GOLIATH



THE CLAN HOUSES

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

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

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

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

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

HOUSE CAWDOR

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

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

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

HOUSE DELAQUE

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

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

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

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

HOUSE ESCHER

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

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

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

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

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



CUSTOMISED BOLTGUN
FEATURING AUXILIARY
NEEDLE RIFLE,
HOUSE ESCHER

THE LOST HOUSE

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

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

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

HOUSE GOLIATH

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

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

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

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



'LOBO' KURMAN,
THE TWISTED GIRDERS,
HOUSE GOLIATH

HOUSE ORLOCK

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

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

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

HOUSE VAN SAAR

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

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

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

THE MERCHANT GUILD

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

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



**'DEAD EYE' LOLAH,
THE CARRION QUEENS,
HOUSE ESCHER**

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

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

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

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

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

A full-page illustration of a female warrior, Belladonna, standing in a dynamic pose. She has long, flowing white hair with purple highlights and a large, spiky purple and white feathered headdress. She wears ornate, dark armor with gold and silver accents, including a breastplate with a yellow flame-like emblem. She holds a large, curved, metallic weapon in her right hand. The background is a dark, textured purple with faint, stylized patterns and glowing orange sparks or embers floating around. The overall style is reminiscent of high-quality comic book art.

BELLADONNA,
NOBLE BOUNTY HUNTRESS
FORMERLY OF HOUSE ESCHER

WARS OF THE UNDERHIVE

30

The underhive lies beneath the hive cities, beyond the laws of House and hive. Its depth varies from a few hundred metres to several kilometres, and its extent is neither constant nor strictly delineated, the crumbling margins of the hive above simply melting into the upper zones of the underhive. It is a no-man's land: the Badzones... downhive. Here an individual can make a new beginning or come to a sudden end, and everyone knows there are fortunes to be won in the depths for those willing to take the chance.

The physical structure of the underhive is the same as the rest of the hive. It is speculated that most hives began as a single hab dome of plascrete or some other highly durable material. Over the years, more domes were added together with tunnels and shafts to connect them. Eventually, new domes were built on top of the old, and further domes were raised on top of these, producing a honeycomb of large enclosed spaces. The thick outer walls were added later to protect the towering structure and it is the foundations of these man-made caverns that give the hives their structural integrity.

Like the manufactory zones far above, the interior spaces of the underhive often take the form of unimaginably vast, industrial-scaled cathedrals of ferrous-decay. Long abandoned and sometimes fallen unto rust, the ancient machines of these zones are far beyond functioning and often merge into the structure of the hive itself. Mechanisms the size of battleships slowly rust into mountains of slag, their original function long forgotten. Some may bear a spark of machine life yet however, occasionally powering up into spontaneous un-life to crush the unwary in cyclopean pistons. It is said that gangs of particularly debased underhive mutants worship these machines as hungry gods, sacrificing captives upon their iron altars.

A dome provides a broad open space which is further divided into zones of factories, houses, commercial buildings and myriad other structures. Each dome sits upon a deep foundation layer which incorporates a sub-level maze of power lines and supply pipes. Larger domes also have tall reinforcing pillars which support the roof. The geography of the hive is therefore one of a series of interconnected domes or caverns linked by major tunnelways or shafts, and divided internally into built-up areas.

Between each dome is to be found a labyrinth of tunnels, some used as accessways to vital hive infrastructure, others decayed and long forgotten. It is amongst this maze that the most bitter of wars are often fought, far from the gaze of the enforcers, the gangs using them to infiltrate far into enemy territory in order to launch daring and bloody raids.

BATTLES IN THE BADZONES

It is with good reason that hivers often refer to the underhives of Necromunda as the Badzones. The hab and manufactory areas of the hives are dark, polluted and decaying, but the underhive is a hundred times worse. Its domed caverns are dark and ruinous. Collapsed floors and fallen buildings have reduced many areas to waste zones of rubble and debris, and poisonous effluvia, toxic dust and the filth of the hive seep downwards and bury everything in a thick layer of detritus.

The underhive has a geography all of its own and fighting through it is a battle in itself, regardless of the intentions of a gang's rivals. Amongst the tangle of ruins there are isolated pockets which can be made habitable with a little effort and these are therefore worth fighting over. In places the rubble conceals remnants of previous occupation – machinery or artefacts which can be reclaimed or traded, and these are fought over especially hard by gangs. Scattered across the underhive are outcrops of naturally formed ores or ancient refuse which can yield rare and valuable minerals. Entire regions remain unexplored, and much of the hive is unreachable because of blocked and flooded tunnels. Plenty of domes are simply waste zones, neither habitable nor containing anything of obvious worth.

Tunnels and vertical shafts link the domed chambers together and these are the sites of constant battles to control passage. The tunnel structures are weaker than the domes they serve, so they are often destroyed or partially blocked even if the dome itself is intact. Sometimes a narrow crawl hole in the debris may allow a person to squeeze through, but these tunnels are dangerous and often lead nowhere or end in flooded sumps or sudden drops. The entire underhive is thus a complex maze where it is only too easy to become disorientated and lost, and gangs will pay richly for the services of a scout able to guide them into the heart of a rival group's territory using such hidden ways.

Many hundreds of metres below ground level, the depths of the underhive give way to the collapsed and compacted ruins of the hive bottom, the ancient foundation layer long since abandoned and forgotten by its inhabitants. This is a domain of stagnant darkness, where poisoned fumes rise from the putrid sump lake at the hive's bottom and choke the labyrinth of crude crawl holes and ruinous caverns. Here in the darkness dwell things spawned in the toxic waste of millennia, creatures that hide from even the pallid lights of the underhive. Sometimes they crawl from their holes, slithering up from the blackness, driven by their hunger, perhaps, for human flesh and blood. Their eyes can be seen glimmering amongst the ruins as they study the progress of a slave train, watching for stragglers and the wounded.

Throughout the underhive they can be heard howling and snarling in the dark hours of lights-out, always close by yet always unseen, a sound to haunt the sleep. Occasionally, a hunter or an ore prospector might bring in a pelt of some strange bestial thing. Some of them are men, or once were, with scabrous rotting skin and talon-like nails, eyes vestigial and covered with white membranes, or black and staring without visible iris. Others have only the sham of human form, scaly and vile things with dripping maws of pointed teeth and long red tongues. Over the far wall of the Down Town trade hole, there are nailed the skins of many such beasts, hundreds upon hundreds of them, some rotten and eaten away by time or infestation, others gleaming with green and golden scales, a few of the skins of savages and outlaws brought in for bounty.

THE STRUGGLE FOR SURVIVAL

Despite the appalling conditions, there is no shortage of people seeking to make their home in the underhive. The discontented, the poor, the disinherited and outcasts naturally gravitate downhive, away from the power of the Guild and family patriarchs, and these refugees from uphive are sometimes called 'green hivers' by established downsiders.

The Badzones are a place of opportunity for impoverished hivers who are unable or unwilling to endure hive life. With hard work, tunnels can be opened up, generators and air pumps can be installed, effluent flows can be diverted and water stills erected. Slurry pits and hive dust can be coaxed to yield crops of algae, mutant fungus and nutritious slime. Over the years order can be restored and eventually an area may even be reclaimed and re-integrated into the hive itself.

Underhive communities tend to be small affairs, a few simple holes and dens rather than entire towns. There are also some fair sized and well established settlements such as Glory Hole, Slag Town, Dust Falls and Dead End Pass far beneath Hive Primus. Larger downhive settlements are often protected by tall stockades which the inhabitants raise out of the surrounding debris. Shelters and other buildings are converted from the ruins, and materials scavenged from the refuse. It is possible to survive by cultivating edible fungi, algae, slime or the parasitic lichen that grows upon them, and in some places, settlers raise animals native to the Badzones such as rats, blood beetles, giant slugs, blind snakes and mutant dogs.

The bigger settlements have a kind of order, albeit utterly unlike the strict social codes of the hive cities themselves. There are places to trade, small workshops where equipment can be made or repaired, and people offering services to travellers. A bed for the night, a room, an annual bath, or just food and drink, all can be readily bought or bartered. The most valuable commodity of all though is often information. News of ore strikes and tunnel openings are typical of the rumours that can make a man rich if he's quick enough!

TRADE WARS

Most settlements have trade posts where Guilders sell their wares or buy things that have been found, made or stolen in the underhive, and sometimes they hire gang fighters to protect themselves or their cargoes. The Guilders' heavily guarded slave trains carry goods within the underhive, and between the underhive and the hive city above. In larger communities it is the Guilders that really run things. Anyone trying to cheat or harm a Guilder soon meets with rough justice as Guilders are notoriously protective of their own kind, and will hunt down anyone who kills or robs from them. Nonetheless, Guilders are not immune from attack and their cargoes are a favourite target for outlaw gangs. Poorer Guilders sometimes strike out alone, chasing rumours of ore strikes or finds of archaeotech. For every lone explorer that makes their way back to a settlement like Dust Falls, likely as not mad-eyed with their clothes in tatters and babbling of untold riches, a hundred are never seen again. The underhive simply swallows them up.

ORES AND MINERALS

Some hivers come to the Badzones to make their fortune from the vast natural wealth of the underhive. Pollutants transmute over the millennia, gradually losing their toxic properties and forming new stable compounds, including sparstone, adonite crystals, carnotite gems and dark nuggets of igneous adamantorite. These precious substances are found in the deeper parts of the underhive at the hive bottom. Rich deposits are very rare and searching for them amongst the poisonous wastes is hazardous. Mineral ore deposits are more common and these often originate from liquid discharges from the hive above. Working their way downwards, ore-laden wastes reach open spaces and form stalagmites and stalactites of ferrous haematite or 'iron slag'. Some pollutant liquids filter through porous wastes which act as sieves, depositing solid ore in the form of a crust or pan. These substances are bulky and not tremendously valuable, but their exploitation is relatively easy.

Ore diggers work either on their own or in groups. They often build temporary shelters round the site of a strike, and may well have to defend their workings from marauding outlaw gangs. The richer the find, the more attention it draws from jealous eyes, such that years of bitter gang warfare might be fought in order to protect an ore site from its owner's rivals, drawing in mercenary gangs and hired guns from all around the region.

HIVE FUNGUS

Great wealth can be gleaned from the mutant fungoid life forms which grow in the dark underhive. The detritus of the downhive provides the ideal medium for fungi to grow in and, as a result, the underhive supports a substantial ecology of parasites and mutant creatures. There are tens of thousands of varieties of fungi and moulds, some of them are edible or otherwise useful, others highly toxic and downright dangerous.

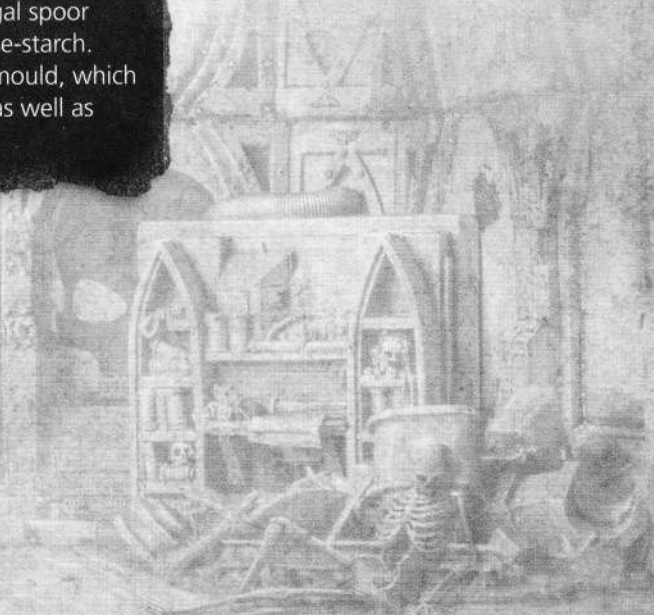
Rare fungi are much sought after. The slow growing pearl spore forms tiny lustrous pearls within its flesh; the colour and quality of individual 'pearls' depending upon which pollutants the fungus grows upon as well as its age. The most valuable of all is the Necromundan black pearl, a single large example of which is sufficient to keep a person in life-long luxury. Iron mould is not valuable in itself, but grows on rust piles and detritus saturated with sequestered iron and other metals. The mould extracts water and bound oxygen from the substrate, leaving nodules of metal underneath.

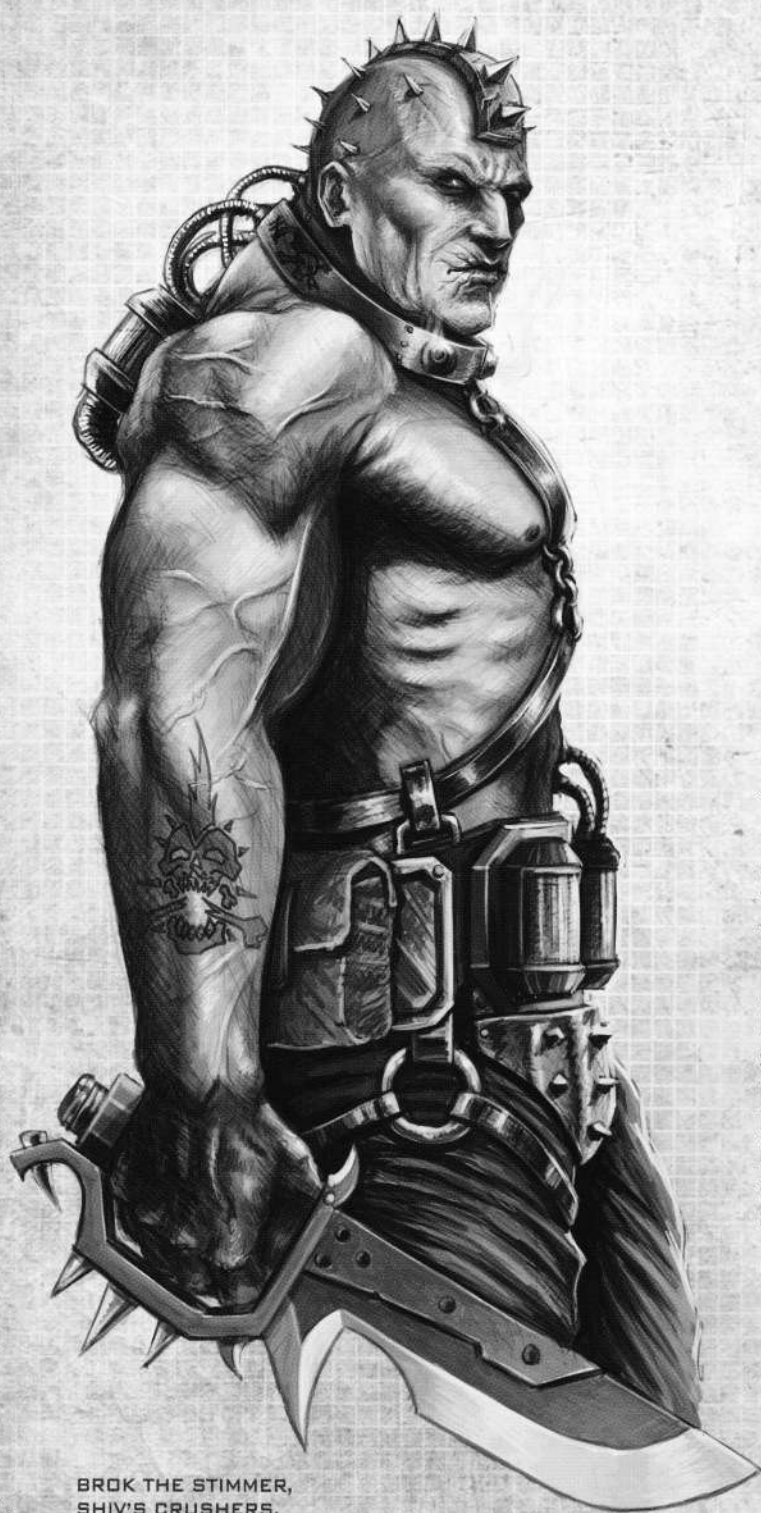
Other fungi have medical or intoxicant properties. Examples include the dangerous and costly icrotic slime. The possession of living icrotic slime is one of the most serious crimes in many hive cities and its export from Necromunda is forbidden by Imperial decree. Spook is the most notorious fungal form, a psychic stimulant formed from fungal spoor growing on ancient caches of corpse-starch. More useful is the curative stinger mould, which has powerful recuperative abilities as well as strong antibiotic properties.

THE HUNT FOR ARCHAEOTECH

Much of the underhive is unexplored or inaccessible and amongst the ruins lie factories, machines, stockpiles of raw materials and stores of artefacts buried millennia ago. Sudden structural catastrophes are not uncommon in the lower parts of the hive, so it is easy to imagine how a collapsed dome could be buried along with its inhabitants. Over time the dome will be forgotten, waste leaks in from above, and layers of hive dust pile on top of the ruins. All this can remain untouched for centuries, perhaps for millennia, until erosion or a hive quake opens up a small crawl hole into the ancient dome. When a tunnel into a new area is discovered, it becomes a magnet for fortune hunters, as well as those who would forcibly take what others have earned. Any attempt at secrecy can only succeed for a short while, and soon the dome will be teeming with rivals. Inevitably, there will be battles over the spoils, and the victors will carry away the choicest items for themselves.

Archaeotech is the term given to ancient technological artefacts. The richest source of archaeotech is lost domes, but it is possible to find old machines or components at the bottom of any deep layer of hive debris. The value of an item depends very much on what it is. Old rusted machinery is only good for scrap and will have to be sold for the value of the metal it contains. Isotropic crystal fuel rods, on the other hand, remain viable so long as they are unused, and can be traded for a good price.





BROK THE STIMMER,
SHIV'S CRUSHERS,
HOUSE GOLIATH

FLOTSAM AND JETSAM

The underhive exists beyond the laws of House and hive. The Great Houses have little influence and clan patriarchs care little about life beyond their borders. Even the Imperial House would think twice about trying to impose its will in the anarchic bowels of the hive. The underhive provides a natural refuge for those seeking to escape retribution or revenge, for criminals and dissidents can melt into society without fear. Larger groups of outcasts can find a secluded place to make their home, amongst them crazed religious zealots, mutant-hating Redemptionists, Utopionists, cannibals, head-hunters and any number of misfits and madmen.

Amongst those who have taken refuge in the underhive are members of the ruling line itself. When Lord Marius Helmawr was murdered centuries ago, his surviving son, Caetrus, fled into the depths beneath Hive Primus where he became a celebrated outlaw leader and popular hero. Although his uncle Lord Tiberius Helmawr tried to capture or kill Caetrus for many years, he never succeeded. The Delaque agents sent to root out Caetrus and his followers were finally forced to admit defeat and Caetrus lived to reclaim his birthright after Tiberius' death, but never forgot his underhive years and rewarded his supporters generously. Though Tiberius is long dead, rumour persists of lost branches of the Helmawr bloodline living in the underhive, biding their time until they unite the masses, rise up and reclaim their birthright.

RATSKIN RAIDS

The Ratskin people are said to have lived in the ruins of the underhive for as long as time itself, and they regard the place as their ancestral home. They know almost nothing about the world that lies above their heads or beyond the hive shell, and have lived apart for so long that they have developed their own language, and only the few of their kind who visit the underhive settlements to trade bother to learn the common tongue of the hive.

Ratskins possess senses uniquely adapted to the conditions of the underhive. Their sight is incredibly keen and it is commonly supposed they can see in pitch darkness. A Ratskin can smell out tiny differences in air quality and can track other hivers or hive creatures by scent. Their hearing is also finely attuned to the hive and the slightest sounds tell them where others might be, whether a tunnel is safe, or if dangerous creatures lurk nearby.

Ratskins care nothing for the spires or the hivers that come from above. They do not understand the hivers' insane lust for scrap metals and glittering stones. Most of all they are baffled by the foolish manner in which settlers eat toxic fungus, fall down holes, blunder into roof falls, and generally act in a senseless and dangerous fashion. Although the outsiders puzzle and often anger them, they are content to leave hivers alone so long as they leave the Ratskins in peace. Adventurous Ratskins will trade with the hivers and sometimes hire themselves out as guides or trackers, but they are generally a self-sufficient and proud people who neither need nor want much from the outsiders.

Ratskins know their way around the underhive better than anyone else. They know about the main tunnels, the small crawl holes, and the shifting drains and sumps of the effluvial flows. They know ways into and through the underhive, ways which the hivers are utterly ignorant of, and can find paths into domes which remain undiscovered and buried to ordinary people. Ratskins move through the hives effortlessly and mysteriously, disappearing almost magically and then reappearing as if from nowhere.

Some Ratskins hire themselves out as guides or trackers, and a few become semi-civilised as a result of contact with hivers and can be found and hired in the larger settlements such as Dust Falls, Glory Hole and Dead End Pass of Hive Primus. There are few expeditions that would venture into unknown waste zones without the expert aid of a Ratskin tracker. Sadly, some Ratskins are attracted to the strange ways of the hivers, and acquire a taste for intoxicants, gambling and riotous living. These troublesome individuals hang around the settlements until their inhabitants lose patience and throw them out into the wastes. When these outcasts do occasionally form into bands of Ratskin renegades, they are a nuisance to settlers and their own kin, and have a well-deserved reputation for savagery.





THE RULES

This book contains rules that allow you to play out the bitter and vicious tunnel fights fought between rival Escher and Goliath gangs, focusing on 'Zone Mortalis' style games using the contents of the *Necromunda: Underhive* boxed set. The separately available *Necromunda* rulebook then takes the action out of the tunnels and into the multi-levelled industrial battlefields of the manufactory zones above.

Many of the rules that follow will be familiar to players of *Warhammer 40,000* as they utilise a lot of the same core mechanics. But beware, certain elements, in particular the Turn sequence, have been modified in order to bring to the fore the highly tactical and narrative character of deadly battles fought in the dark tunnels between rival gangs.

GANGS AND FIGHTERS

In Necromunda, each player controls a 'gang', which is made up of a number of miniatures. Each of these models is referred to as a 'fighter'. Each might have their own rank – Leader, Ganger, Juve and so forth – but 'fighter' covers them all.

CHARACTERISTICS PROFILES

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

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

MOVE (M)

This is the distance, in inches, that the fighter can usually move.

WEAPON SKILL (WS)

This shows the fighter's proficiency with melee weapons.

BALLISTIC SKILL (BS)

This shows the fighter's proficiency with ranged weapons.

STRENGTH (S)

The higher a fighter's Strength, the more likely they are to inflict damage on an opponent when they are in close combat.

TOUGHNESS (T)

The higher a fighter's Toughness, the less likely they are to be wounded by an attack.

WOUNDS (W)

A fighter's Wounds characteristic is a measure of their ability to survive hits which injure them, and keep on fighting.

INITIATIVE (I)

Initiative measures a fighter's dexterity and reflexes.

ATTACKS (A)

When a fighter is engaged in close combat, their Attacks characteristic determines how many dice are rolled when they attack in close combat.

LEADERSHIP (LD)

This is a measure of the fighter's ability to issue commands and lead their gang mates.

COOL (CL)

A fighter's Cool represents their capacity for keeping calm under fire.

WILLPOWER (WIL)

Willpower is a measure of a fighter's mental fortitude and resilience.

INTELLIGENCE (INT)

Intelligence represents a fighter's mental acuity and ability to apply knowledge.

MODIFYING CHARACTERISTICS

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

If the characteristic is given as a target number (eg, 4+ – meaning they would need to roll a 4 or more), the modifier is effectively applied to the dice roll. For example, if a fighter with Initiative 4+ is given a +1 Initiative modifier, the Initiative would effectively be improved to 3+ (because a roll of 3, with a +1 modifier applied, would score a 4).

SKILLS

As well as their characteristics profile, some fighters may have access to one or more Skills, which will be listed on their Fighter card. Each skill gives the fighter an advantage in certain circumstances, or a special rule. The skills for our gangs can be found on pages 85 and 89.

"Choose your fights
before your fights
choose you."

Necromundan underhive
saying

MINIATURES AND FIGHTER CARDS

Each player's gang is made up of a number of fighters, each of which is represented by a plastic miniature and a Fighter card. Necromunda: Underhive contains two sets of Fighter cards representing the Ironlords Goliath gang and the Carrion Queens Escher gang, as well as a number of blank Fighter cards. We recommend that new players use the Ironlords or the Carrion Queens to start with, but experienced players might wish to generate their own gang (as detailed on page 81), for which they will need to use the blank Fighter cards.

Before playing their first game, each player will need to assemble their fighters (and ideally paint them!), so that each one is carrying the appropriate equipment. The assembly guide included in the box shows how to assemble each fighter so that they match up with one of the Ironlords or Carrion Queens Fighter cards.

Each Fighter card is split into several areas:

1. The fighter's name. If they are a Leader or Champion, it will also be shown here.
2. The fighter's value, in credits. This is only used in the advanced rules.
3. The fighter's characteristics. The last four (Ld, Cl, Wil, Int) are shaded as a reminder that checks against those characteristics are made on 2D6 (see page 43).
4. The weapons the fighter is carrying.
5. Any skills the fighter may have.
6. Any equipment (including armour) carried by the fighter.

1 JELENA (LEADER)

2

240
CREDITS

3

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

Weapon	Rng		Acc		Str	Ap	D	Am	Traits
	S	L	S	L					
Combi-bolter									
Boltgun	4	12" 24"	+1	-	4	-1	2	6+	Combi, Rapid Fire (1)
Needle rifle		9" 18"	+1	-	4	-1	-	6+	Combi, Scarce, Toxin
Shock whip		E 3"	-	-	4	-	1	-	Shock, Versatile

SKILL:

Rallying Shout 5

WARGEAR:

Flak armour (6+), chem-synth 6

WEAPON PROFILES

Each weapon has a characteristics profile, in the same way as a fighter, describing how it attacks, the damage it deals and so forth. For example, here is the profile for a lasgun:

Weapon	Rng		Acc		Str	AP	D	Ammo	Traits
	S	L	S	L					
Lasgun	12"	24"	+1	-	3	-	1	-	Plentiful

A weapon's characteristics are defined as follows:

RANGE (RNG)

Each weapon has two ranges: Short (S) and Long (L). As long as the target is within Long range, the weapon can make attacks against them, but there are often benefits to being within Short range (most commonly an Accuracy bonus, as explained below). Some weapon ranges show a letter rather than a number. If a weapon's range is listed as an E, it can only be used against targets that are Engaged with the wielder. If a weapon's range is T, it uses the Flame template – see page 59. Weapons with range E or T normally only have a Long range, not a Short range.

ACCURACY (ACC)

This shows the modifiers that are applied to the hit roll when attacking with the weapon. The 'S' modifier applies if the weapon is attacking at Short range, and the 'L' modifier applies if the weapon is attacking at Long range.

STRENGTH (STR)

This is the weapon's Strength, which is used when making wound rolls against the target. If the Strength is listed as a modifier, this is applied to the wielder's Strength.

ARMOUR PENETRATION (AP)

This shows how good the weapon is at punching through a target's armour.

DAMAGE (D)

The higher a weapon's Damage, the more chance there is of it injuring the target or taking them Out of Action.

AMMO (AM)

Weapons with a low Ammo value have a plentiful supply of ammunition, or are quick and easy to reload. Weapons with a high value are more specialist, and clearing a weapons jam or loading fresh ammo might take considerable skill.

TRAITS

Most weapons have one or more traits, each of which gives the weapon a unique bonus or changes the way it attacks. These are covered on page 78.

Designer's Note: The Golden Rule

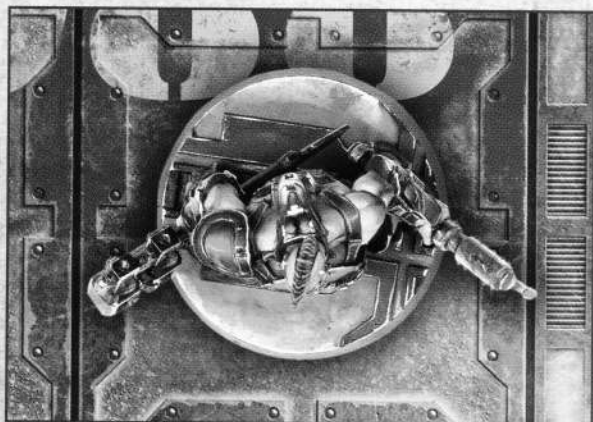
Necromunda is a game with lots of moving parts, and it's inevitable that rules might sometimes come into conflict. When it's not clear how to proceed, both players should discuss what they think is the most sensible solution – and if an agreement can be reached, roll off to decide. The most important thing is to not let debates get in the way of a fun game!

GENERAL PRINCIPLES

MEASURING DISTANCES

In Necromunda, distances are measured in inches (") with the plastic range ruler or a tape measure. Distances can only be measured when the rules call for it (for example, when checking the range between an attacking fighter and their target) – in the underhive, there are very few certainties!

Distances between fighters and any other objects (terrain features, objectives and so forth) are always measured from the closest point on one base to the closest point on the other. If an object does not have a base, measure to or from the closest point overall. When measuring to or from a Prone fighter (one that is lying down, as described on page 43), assume that their base is still upright, as shown in the diagram below.

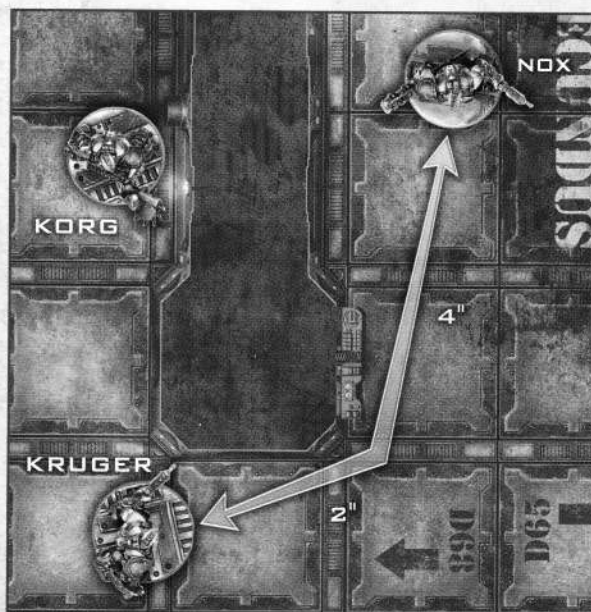


Nox the Ripper occupies the same space whether he is standing or Prone as shown above.

WALLS

Most tiles feature thick walls, which fighters cannot move, see or attack through. Unless specifically stated, distances cannot be measured through walls.

In the example shown below, Nox has an ability which affects friendly fighters within 6". Although Korg is less than 6" away, there is a wall between them – so he is not in range of the ability. Kruger, however, is in range – it is 4" from Nox to the corner of the wall, and a further 2" to Kruger, totalling 6". Note that the distance is measured to the part of Kruger's base that is closest to the corner around which the measurement is being made, as opposed to the part of its base that is closest to Nox.



OBSTACLES

Walls are not the only thing that can get in the way of the action – obstacles such as barricades and other detritus may also be scattered around the board. Anything that is at least 1" tall is counted as an obstacle. Generally, fighters cannot move through obstacles and any attacks they make through them will be obscured.

DICE

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

D6

This is a regular six-sided dice, marked 1 to 6 (with the Necromunda logo on the 6), and is the most commonly used dice in the game. It can be rolled by itself, in which case the rules will say 'roll a D6', or can be rolled in multiples – for example 'roll 2D6', which means roll two D6 and add the results together.

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

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

MODIFYING ROLLS

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

INJURY DICE

Injury dice are used when a fighter is wounded, to see how severe the injury is. They might suffer a debilitating Flesh Wound, they might be put out of the fight temporarily or they might go Out of Action entirely.

FIREPOWER DICE

The Firepower dice are used in the advanced rules when a fighter makes a ranged attack. For the majority of weapons, it is only used to see if there is a chance that the weapon's ammo will be depleted, as shown by the Ammo symbol. The other faces (each showing between one and three hits, represented by bullet holes) are only used when making an attack with a Rapid Fire weapon (see page 79).

SCATTER DICE

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

RE-ROLLING AND ROLLING OFF

Sometimes, a rule will allow a player to re-roll a dice. To do this, just pick up the dice and roll it again. The second result always stands, even if the first roll was preferable, and a dice can never be re-rolled more than once. If multiple dice were rolled and added together (a 2D6 or 3D6 roll, for example), all of them must be re-rolled if a re-roll is made. However, if multiple dice are rolled separately (for example, multiple Attack dice in a close combat attack), the player can choose to only re-roll some of them.

Players may also be instructed to roll off – this happens most commonly at the start of a round, when determining which gang has Priority. Each player rolls a D6, with the highest player winning. In the case of a tie, roll again unless otherwise instructed.

NATURAL ROLLS

A 'natural roll' is the actual number rolled on a dice, regardless of any modifiers applied. For example, when making an attack, a 'natural roll of 1' on the hit roll is always a miss; this means that when the dice roll for the characteristic check is a 1, before applying any modifiers, the attack always misses.



D6



SCATTER
DICE



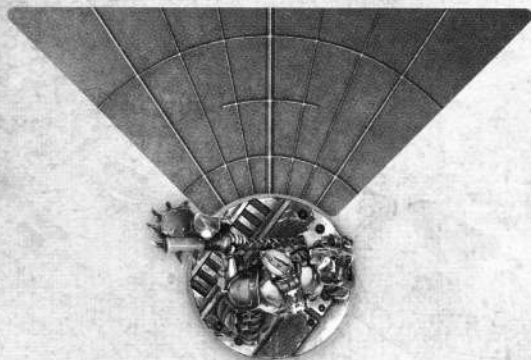
FIREPOWER
DICE



INJURY
DICE

VISION ARC

Each fighter has a vision arc, representing the area that is visible to them. This is 90° to their front, starting from the centre of their base, as shown in the diagram below. Two card Vision Arc templates are included (one for Escher fighters and one for Goliath fighters), which can be used to determine a fighter's vision arc.



Designer's Note: Which Way's Forward?

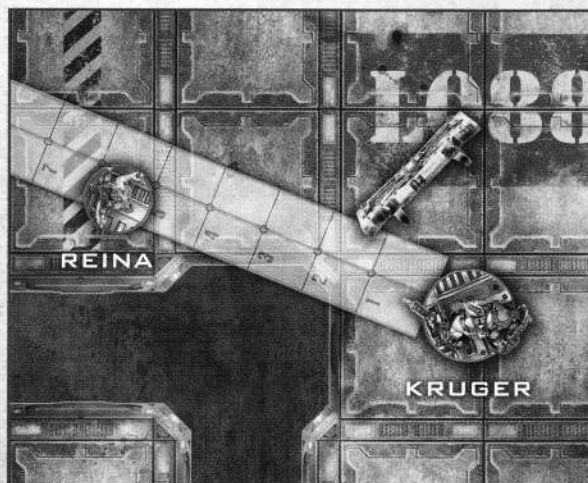
It's not always obvious, especially with a dynamically-posed miniature, where a model's 'front' is. As long as both players agree how this will be worked out, this is fine – consistency is all that matters. We recommend using the way that the fighter's head is facing to determine their front; alternatively, it can be useful to mark the fighter's base, either with a single mark to determine their front, or with two marks to show their vision arc.

LINE OF SIGHT

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

A fighter has line of sight to another fighter if a straight line can be drawn from the centre of the first fighter's base to any part of the other fighter's base without crossing a wall or closed door (obstacles and other fighters do not block line of sight). The central line on the plastic range ruler is ideal for checking line of sight.

In the example below, Kruger has line of sight to Reina, as a line can be drawn to the edge of her base. The fact that Reina is mostly hidden from sight means that it will be harder to hit her (this is covered in the rules for shooting), but for now all that matters is that Kruger has line of sight.



CHARACTERISTIC CHECKS

Players will often be called on to make a characteristic check for a fighter – for example, a Ballistic Skill check is made when a fighter attacks with a ranged weapon. To make a characteristic check, roll a D6 (for a Weapon Skill, Ballistic Skill or Initiative check) or 2D6 (for a Leadership, Cool, Willpower or Intelligence check). If the result is equal to or higher than the characteristic, the check is passed. Otherwise, it fails.

FIGHTER STATUSES

During a game of Necromunda, a fighter's status can change. This is generally represented by how the model is positioned on the table, as described below:

STANDING

A fighter that is upright is said to be Standing.

ACTIVE

A standing fighter is Active if there are no enemy fighters in base contact with it. This is the default status for a fighter, and Active fighters have very few restrictions on how they can act.

ENGAGED

If a standing fighter's base is touching an enemy's base, they are Engaged with that enemy. An Engaged fighter can generally only choose to fight or retreat.

PRONE

A fighter that is laid down is Prone. A Prone fighter has no facing and they effectively do not have a vision arc. Unless otherwise stated, Prone fighters never block line of sight – they are considered to be well out of the way of any combat.

PINNED

A Prone fighter that is laid face-up is Pinned, representing the fighter keeping their head down as bullets are flying. Fighters are generally pinned as the result of enemy fire, and will need to spend an action to stand up. If a Pinned fighter ever comes into contact with an enemy, they stand up and engage the enemy fighter – suddenly they have more pressing things on their mind than ducking for cover!

SERIOUSLY INJURED

(ADVANCED RULES ONLY)

A Prone fighter that is laid face-down is Seriously Injured, and can never make attacks. A Seriously Injured fighter is likely to spend at least a few turns on the ground.

SECONDARY STATUSES

A fighter is always either Active, Engaged, Pinned or Seriously Injured, but in games using the advanced rules they might also have a secondary status. Fighters can be Broken or Out of Ammo, for example.

Secondary statuses are represented by a token on the fighter's card.

BLAST MARKERS AND FLAME TEMPLATES

Explosions, jets of flame and area effects are represented in the game by Blast markers and Flame templates, which are used to determine how many fighters are hit by such an attack or an effect. Blast markers are round, either 3" or 5" in diameter, with their centre marked by a small hole. The Flame template is teardrop-shaped and is approximately 8" in length.

DIRECTLY TOWARDS AND DIRECTLY AWAY FROM

Sometimes the rules will say that a fighter needs to move directly towards another fighter. Trace an imaginary straight line that crosses the centre of each fighter's base – the moving fighter moves along this line towards the other fighter. Moving directly away from another fighter is dealt with in the same way but in the opposite direction.

This cannot make a fighter move through a wall or closed door; if they would, they stop and do not move any further.

Designer's Note: Keeping Things Clear

The rules for placing tokens are written with the intention of keeping the board clear of anything other than miniatures, to avoid clutter and make sure the game looks as good as it can. However, we found that some of our play testers preferred putting tokens next to the relevant fighter instead of on their card, as it makes it easier to see the state of play at a glance. As long as both players agree, either system works fine.



BASIC RULES

To make the game easier to learn, the rules for Necromunda: Underhive are split into two sections: the basic rules and the advanced rules. The section that follows presents the basic rules and contains everything that players need to enjoy their first few games, including an introductory scenario. It is recommended that players use only the basic rules on the following pages for their first game, or until they feel comfortable with them.

It won't take long to learn the basic rules, as they relate to the core mechanics of the game such as moving, shooting, fighting in close combat and the turn structure, much of which experienced Warhammer 40,000 players will be familiar with already. Even players who are familiar with Warhammer 40,000 should consider using only the basic rules for their first game however, as the turn sequence used in Necromunda is very different indeed.

GAME STRUCTURE

A game of Necromunda is split into several rounds. During a round, the players take turns activating one or more fighters and making an action with them. Each fighter can only be activated once per round; if one player runs out of fighters to activate, the other player can activate all of their remaining fighters in turn. Once all fighters have been activated, or neither player wishes to activate any more, the round ends and a new one begins.

ROUND SEQUENCE

A round is split into three phases, which are resolved one at a time:

PRIORITY PHASE

In the Priority phase, the players roll off to see which gang has the drop on their opponent and each fighter receives a Ready marker. The Priority phase is covered in more detail later on this page.

ACTION PHASE

In the Action phase, the players take turns activating a fighter, starting with the player who has the Priority marker. The Action phase is covered in more detail on page 46.

END PHASE

The End phase comes at the end of the round, after all of the fighters have had a chance to make an action. Fighters who are suffering from Serious Injuries have a chance to recover from, or succumb to, their wounds, then the round ends. The End phase is covered in more detail on page 53.

THE PRIORITY PHASE

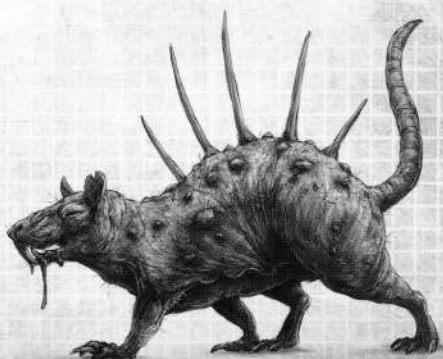
The Priority phase has two steps: first players roll for Priority, then fighters are Readied.

ROLL FOR PRIORITY

Each player rolls a D6, and the player who rolls the highest takes the Priority marker. In the case of a tie, the player who had the Priority marker in the last round passes it to their opponent. If the first Priority roll of the game is tied, when neither player has the marker, both players roll again.

READY FIGHTERS

Each fighter is then Readied. The box contains a number of Ready markers, which can be placed on the Fighter cards to show they are Readied, then removed after they have been activated. Alternatively, if players wish, they can track which fighters are Readied by positioning the Fighter cards differently (for example, putting them in a line and sliding them up out of the line once they have been activated).



THE ACTION PHASE

The Action phase consists of a number of turns, alternating back and forth between the two gangs. First the gang with the Priority marker gets to take a turn, then the other gang does, and so on.

During a gang's turn, they pick one of their fighters and make up to two actions with them (referred to as activating the fighter). Only Readied fighters can be activated. Once a fighter has been activated, they are no longer Readied, meaning that a fighter can only be activated once per round.

CHANGING FACING

An Active fighter can turn to face any direction when they are activated, before making either of their actions.

TYPES OF ACTION

There are three types of action:

BASIC ACTION

This is the most common type of action. Each Basic action can only be made once during a fighter's activation (a fighter could not make two Shoot actions when they are activated, for example).

SIMPLE ACTION

A fighter can make the same Simple action more than once during their activation; each time still uses up one of their actions for the turn.

DOUBLE ACTION

Making a Double action counts as making two actions – meaning it takes up the fighter's entire turn. If a fighter only has one action available for any reason, they cannot make a Double action.

ACTIONS

The following actions are always available to fighters, as long as they have the appropriate status.

ACTIVE FIGHTERS

Fighters who are standing and not Engaged (see below) are Active. They can make the following actions:

MOVE (SIMPLE) – The fighter makes a Standard Move (see page 47).

SHOOT (BASIC) – The fighter makes an attack with a Ranged weapon. Shooting is covered in more detail on page 48.

AIM (BASIC) – If the fighter makes a subsequent Shoot action in the same turn, add 1 to the result of any hit rolls they make.

CHARGE (DOUBLE) – The fighter makes a Standard Move, adding D3" to the distance they can move. They can move within 1" of a standing or Pinned enemy (or more than one if they wish) but if they do, they must move into base contact, becoming Engaged. If they do this and are Engaged at the end of the action, they can immediately make a free Fight (Basic) action as described below.

ENGAGED FIGHTERS

Fighters who are standing, and whose base is touching a standing enemy fighter's base, are Engaged. They can make the following actions:

FIGHT (BASIC) – The fighter makes close combat attacks against one or more enemies they are Engaged with – see page 50 for full details on close combat attacks.

RETREAT (BASIC) – Make an Initiative check for the fighter. If it is passed, they can make a move of up to D6" – they cannot move within 1" of any other enemies though. If it is passed, they can make a Standard Move, moving up to D6" regardless of their Movement characteristic. Furthermore, each enemy that is Engaged with them can make an Initiative check. If they pass, they can make Reaction attacks (see page 51) as though the fighter who attempted to retreat had attacked them.



PINNED FIGHTERS

Fighters who are Prone (laying down) and face-up are Pinned. They are keeping their head down and cannot generally make attacks. They can make the following actions:

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

CRAWL (DOUBLE) – The fighter makes a Half Move.

ADVANCED RULES

The advanced rules add a number of new actions, and introduce rules for activating multiple fighters at once. These are detailed on page 57.

MOVING

A number of actions allow a fighter to make a move – most usually a Standard Move, a Double Move or a Half Move. A Standard Move lets the fighter move up to their Movement characteristic in inches. A Double Move lets them move up to twice their Movement characteristic in inches. A Half Move lets them move up to half of their Movement characteristic in inches. There may also be Quarter Moves, Triple Moves and so on. After the fighter moves, they can turn to face any direction.

Unless their action specifically states otherwise, fighters cannot move through walls or closed doors (their base cannot cross them at any point during their move). They can move through friendly fighters, but cannot end their move with their bases overlapping. Fighters cannot move within 1" of a standing or Pinned enemy unless they are making an action that specifically allows them to.

Fighters can also be moved involuntarily. For example, Knockback causes a fighter to move 1" directly away from the attacker. When a fighter moves involuntarily, all of the above rules apply, with the following exceptions:

- They must move the full distance (unless they would move into a wall or closed door)
- They cannot change their facing at the end of the move.

They still cannot move within 1" of an enemy fighter and will stop 1" away.

BARRICADES AND OBSTACLES

Fighters can move across barricades and other obstacles while making any Move action except Charge, but doing so costs 2" of their move.

ADVANCED RULES

In the advanced rules, different parts of the playing area can have an effect on how a fighter moves. These are detailed in Terrain Features on page 64.



"I've always taken pride in my House. Without the Goliaths, Necromunda would crumble. We're the steel that keeps the hive standing. Whether you're working a furnace, processing slag or holding our ground in a gang, you're part of something bigger."

*Axon,
the Ironree Reavers,
House Goliath*

SHOOTING

MAKING RANGED ATTACKS

When a fighter makes a ranged attack, follow this sequence:

- 1 Declare the Shot
- 2 Check the Range
- 3 Make the Hit Roll
- 4 Target is Pinned
- 5 Resolve Hits

1. DECLARE THE SHOT

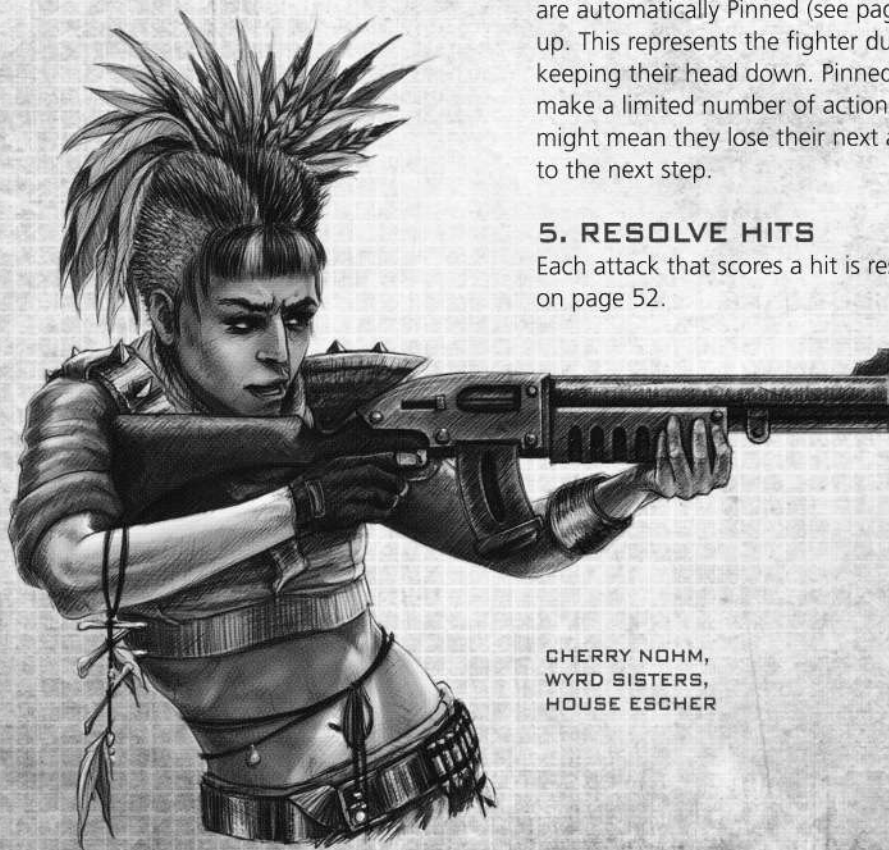
Pick a ranged weapon carried by the fighter, and pick an enemy within their vision arc and line of sight (see page 42) to be the target.

MULTIPLE WEAPON PROFILES

Some weapons have more than one weapon profile – shotguns, for example, which can fire two different types of ammo. When declaring an attack with one of these weapons, the player must declare which of its profiles they will use.

FIGHTERS IN HIDING

The attacking fighter cannot target an enemy if the enemy is both Prone (see page 43) and in cover (see page 49) – they are assumed to be out of sight.



2. CHECK THE RANGE

Measure the range from the attacker to the target. If the target is outside the weapon's Long range (see page 39), the attack has no effect. If the target is in range, proceed to the next step.

3. MAKE THE HIT ROLL

Make a Ballistic Skill check for the attacker. If it is passed, a hit is scored – proceed to the next step. Otherwise, it misses and the attack ends. Some situations will modify the result of the hit roll – apply these modifiers before comparing the score of the dice to the attacker's Ballistic Skill. If a natural 1 is rolled, the attack misses.

HIT MODIFIERS

The following situations apply a modifier to the hit roll:

- **In Partial Cover (-1):** The target is in partial cover (see page 49).
- **In Full Cover (-2):** The target is in full cover (see page 49).
- **Accuracy Modifier (+/-?):** Each weapon has an Accuracy characteristic, which varies depending on the range to the target.
- **Engaged (-1):** The target is Engaged.
- **Prone (-1, at Long range only):** The target is Prone, and the attacker is firing at Long range.

4. TARGET IS PINNED

When an Active fighter is hit by a ranged attack, they are automatically Pinned (see page 43) and laid face-up. This represents the fighter ducking for cover and keeping their head down. Pinned fighters can only make a limited number of actions, and standing up might mean they lose their next action. Then proceed to the next step.

5. RESOLVE HITS

Each attack that scores a hit is resolved as described on page 52.

CHERRY NOHM,
WYRD SISTERS,
HOUSE ESCHER

RANGED WEAPON TRAITS

Most weapons have one or more traits, giving them additional rules in certain circumstances. In the basic rules, only the Knockback trait is used. Any other traits listed for weapons are ignored in the basic rules.

KNOCKBACK

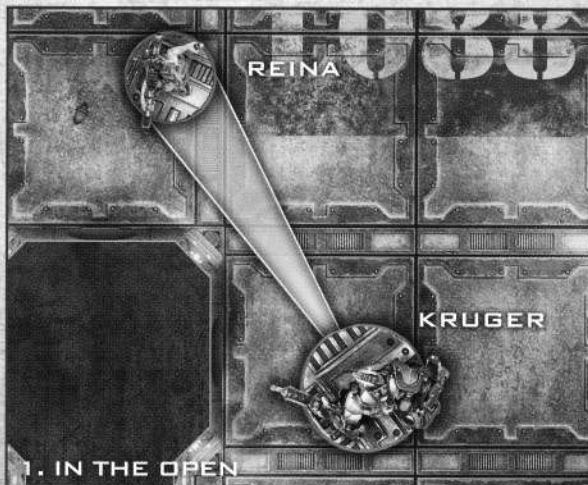
If the hit roll for a weapon with the Knockback trait is equal to or higher than the target's Strength (before any modifiers are applied), they are immediately moved 1" directly away from the attacking fighter. If the fighter cannot be moved the full 1" because of a wall, obstacle or another fighter,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

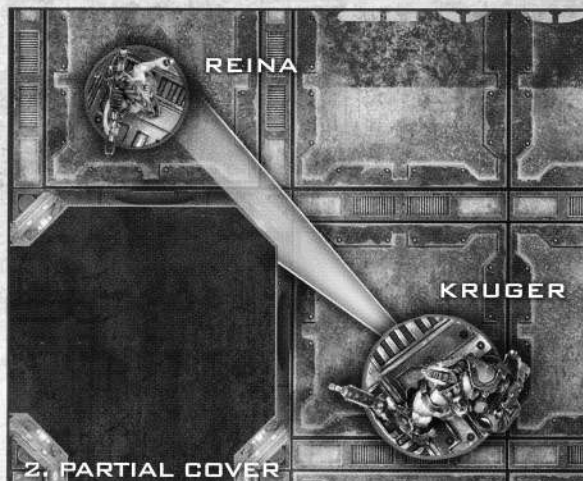
COVER

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

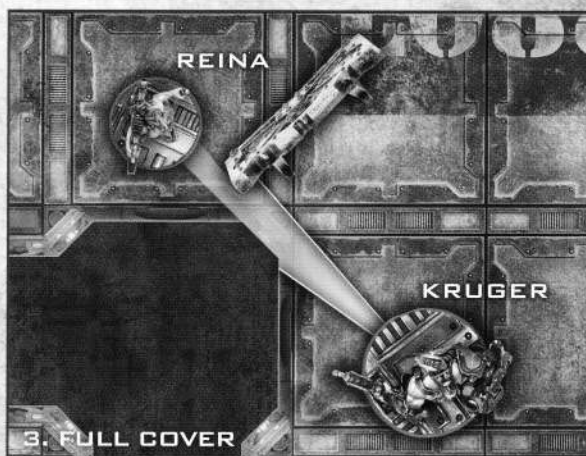
If the line can be traced to all parts of the target's base without crossing a wall, obstacle or fighter, the target is not in cover (they are 'in the open').



Otherwise, if the line can be traced to at least half of the target's base without crossing a wall, obstacle or intervening fighter, they are in partial cover.



If the line can be traced to less than half of the target's base without crossing a wall, obstacle or intervening fighter, they are in full cover.



Examples: In the first diagram, Reina is in the open – a line can be traced from the centre of Kruger's base to any part of her base. In the second diagram, Reina's base is partially obscured by the wall, but at least half of it can still be reached, so she is in partial cover. In the third diagram, less than half of Reina's base can be reached, so she is in full cover.

ADVANCED RULES

The advanced rules expand shooting considerably – weapons can run out of ammo, fighters can be hit by stray shots, and much more. The advanced shooting rules begin on page 57.

CLOSE COMBAT

MAKING CLOSE COMBAT ATTACKS

When a fighter makes close combat attacks, follow the sequence below. Fighters can only make close combat attacks against enemy fighters who are Engaged with them.

- 1 Turn to Face
- 2 Pick Weapons
- 3 Determine Attack Dice
- 4 Declare Targets
- 5 Make the Hit Roll(s)
- 6 Resolve Hits
- 7 Enemies make Reaction Attacks
- 8 Consolidate

1. TURN TO FACE

The attacking fighter can optionally turn to face a direction of their choice – however, doing so will reduce the result of each of their hit rolls by 1.

2. PICK WEAPONS

The attacking fighter's player declares which weapon(s) the fighter will use for this combat. A fighter can use up to two weapons, each of which must have either the Melee or Pistol trait. If the fighter does not have any weapons that can be used, they make an unarmed attack instead.

3. DETERMINE ATTACK DICE

The number of Attack dice that the fighter has is determined by their Attacks characteristic, with certain other bonuses:

- **Dual Weapons (+1):** If the fighter is using two weapons, add 1 Attack dice.
- **Charging (+1):** If the fighter is making their attacks as part of a Charge action, add 1 Attack dice.

If a fighter is using more than one weapon, their Attack dice are split as evenly as possible between them (if there is an odd number of Attack dice, the controlling player chooses which weapon makes the odd attack). The only exception to this are pistols; a pistol can only have one Attack dice allocated to it. Any other Attack dice that would have been allocated to it are allocated to the other weapon instead, or, if the attacker does not have another weapon (or if the other weapon is a pistol), they are made as unarmed attacks.

UNARMED ATTACKS

A fighter making an unarmed attack might be fighting with their fists, clubbing the enemy with the stock of their gun, using improvised weapons recovered from the battlefield, and so on. An unarmed attack uses the fighter's own Strength, has no AP and has a Damage of 1.

4. DECLARE TARGETS

Declare a target enemy fighter who is a) Engaged with the attacker and b) in their vision arc. They can split their attacks between multiple targets if they wish. If they are using more than one weapon, it must be made clear which attacks are using each weapon, remembering that overall, the attacks must be split between the two weapons as evenly as possible.

5. MAKE THE HIT ROLL(S)

Make a Weapon Skill check for the attacker with each Attack dice. If two weapons are being used, and/or multiple enemies are being targeted, roll separately for each.

If a dice passes the check, that attack is on target and a hit is scored. Otherwise, it misses and the attack ends. Some situations will modify the result of the hit rolls (for example, if the attacker turned to face in step 1, reduce the score of each dice by 1). Apply these modifiers to each dice before comparing the scores to the attacker's Weapon Skill. If a dice rolls a natural 1, that attack misses.

PISTOLS AT CLOSE QUARTERS

If a fighter is attacking with a pistol in close combat, the Accuracy modifier does not apply – this is only used when shooting.

ADVANCED RULES

In the advanced rules, facing off against more than one opponent at once is significantly more dangerous. See Assisting and Interfering on page 60.

6. RESOLVE HITS

Each attack that scores a hit is resolved as described on page 52.

7. ENEMIES MAKE REACTION ATTACKS

If there are still any enemies Engaged with the attacker, each of them can make close combat attacks against the attacker, following steps 1-6. All of their attacks must target the attacker. Remember that Seriously Injured enemies cannot make attacks (see page 47) – this includes Reaction attacks.

8. CONSOLIDATE

If the attacker is no longer Engaged with any enemies, they can move up to 2" in a direction of their choice. This move can bring them into base contact with another enemy.

CLOSE COMBAT WEAPON TRAITS

In the basic rules, these traits affect close combat weapons. Any other traits listed for weapons are ignored in the basic rules.

BACKSTAB

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

MÉELEE

This weapon can be used during close combat attacks.

PARRY

After an enemy makes close combat attacks against a fighter armed with a Parry weapon, the 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.

POWER

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



DURA THE SHADE
UNDERHIVE TRACKER
FORMERLY OF HOUSE ESCHER

RESOLVING HITS

When a fighter is hit by an attack, regardless of how it was inflicted, follow these steps:

- 1 Make the Wound Roll
- 2 Opponent makes a Save Roll
- 3 Inflict Damage

1. MAKE THE WOUND ROLL

Cross-reference the weapon's Strength (or the attacker's Strength, if they are making an unarmed attack) with the target's Toughness on the table below, then roll a D6. If the result is equal to or greater than the value shown on the table, the attack inflicts a wound. A natural 6 always inflicts a wound and a natural 1 always fails to inflict a wound.

WOUND ROLL

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

2. OPPONENT MAKES A SAVE ROLL

If the attack causes a wound, and the target is equipped with any armour, the opponent makes a save roll.

Each type of armour grants the fighter who is wearing it a Save. For example, flak armour favoured by Escher gangs grants a 6+ Save. This is detailed in the armour's rules and should be noted on the fighter's card.

To make a save roll, roll a D6. If the result is equal to or greater than the Save value, the fighter is protected by their armour and the wound is ignored.

If the result is lower than the Save value or is a natural 1, or if the fighter does not have armour, proceed to the next step.

BASIC ARMOUR TYPES

FLAK ARMOUR

Flak armour grants a 6+ save roll. In the advanced rules, this is increased to a 5+ save roll against weapons that use a Blast marker.

FURNACE PLATES

Furnace plates grant a 6+ save roll. This is increased to a 5+ save roll against attacks made by fighters who are within the fighter's vision arc (the 90° arc to their front). 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 target benefits from the increased save.

ARMOUR PENETRATION

Weapons have an Armour Penetration (AP) characteristic, which is a modifier applied to any save rolls made against attacks by that weapon. For example, if a weapon has an AP of -1, the results of any save rolls against that weapon's attacks are reduced by 1.

POSITIVE SAVE MODIFIERS

If a situation ever gives a positive modifier to a save roll, fighters who are not wearing any armour are treated as having a Save roll of 7+. In other words, if a fighter with no Save gets a +1 to their save roll, it would succeed on a roll of 6.

3. INFLICT DAMAGE

The target's Wounds characteristic is reduced by the attacking weapon's Damage value (or by 1 if the attack does not have a Damage value). This reduction lasts for the rest of the battle. If this reduces the target's Wounds to 0 (or below), they are taken Out of Action and take no further part in the battle – remove them from play.

ADVANCED RULES

The advanced rules add a lot more detail to Injuries, and introduce the psychological effects of seeing a friendly fighter taken out – see page 61.

THE END PHASE

When all fighters have been activated, the Action phase ends and the End phase takes place. Note that all fighters must be activated, even if the controlling player does not want to make any actions with them. In the basic rules, the End phase only serves to mark the end of the round. A new round then begins.

ADVANCED RULES

The End phase is considerably fleshed out in the advanced rules – it becomes the phase where fighters can recover from their injuries and regain their nerve, or flee from the battle (see page 63).

INTRODUCTORY SCENARIO: TURF WAR

Brae let out a low whistle as the loading bay opened up ahead of them. After several hours walking around claustrophobic tunnels, the broad chamber was a welcome change. Before she could properly take in her surroundings, there was a roar of gunfire and a projectile whistled past her shoulder. They weren't alone...

FIGHTERS

Each player controls a selection of fighters drawn from their gang. The Carrion Queens crew consists of Kaiya, Reina, Zarann and Brae. The Ironlords crew consists of Rork, Varik, Drago and Nox the Ripper.

Designer's Note: Custom Gangs

The Fighters section assumes that the players are controlling the Ironlords and the Carrion Queens, but the rules on page 81 allow players to found their own gangs. If you've done this, you can still play this scenario by each choosing four fighters with a total cost of no more than 450 credits. Have a look at the lists of basic Weapon traits on pages 49 & 51 – we recommend avoiding any fighters whose weapons have any other traits as they're only covered in the advanced rules. Also, we'd recommend not using Champions or Leaders; if you do, do not use their Skills for this battle.

MAP SET-UP

This scenario uses the map printed on the inside of the Necromunda: Underhive box. Set up eight barricades as shown.

SETTING UP

Both players roll off, and the winner sets up one of their fighters so that their base is touching their edge of the battlefield. The other player then does the same – repeat this until all eight fighters have been set up. Then the first round begins. In the first round, do not roll for Priority – instead, the player who won the roll-off and set up the first fighter takes the Priority marker.

SPECIAL RULES

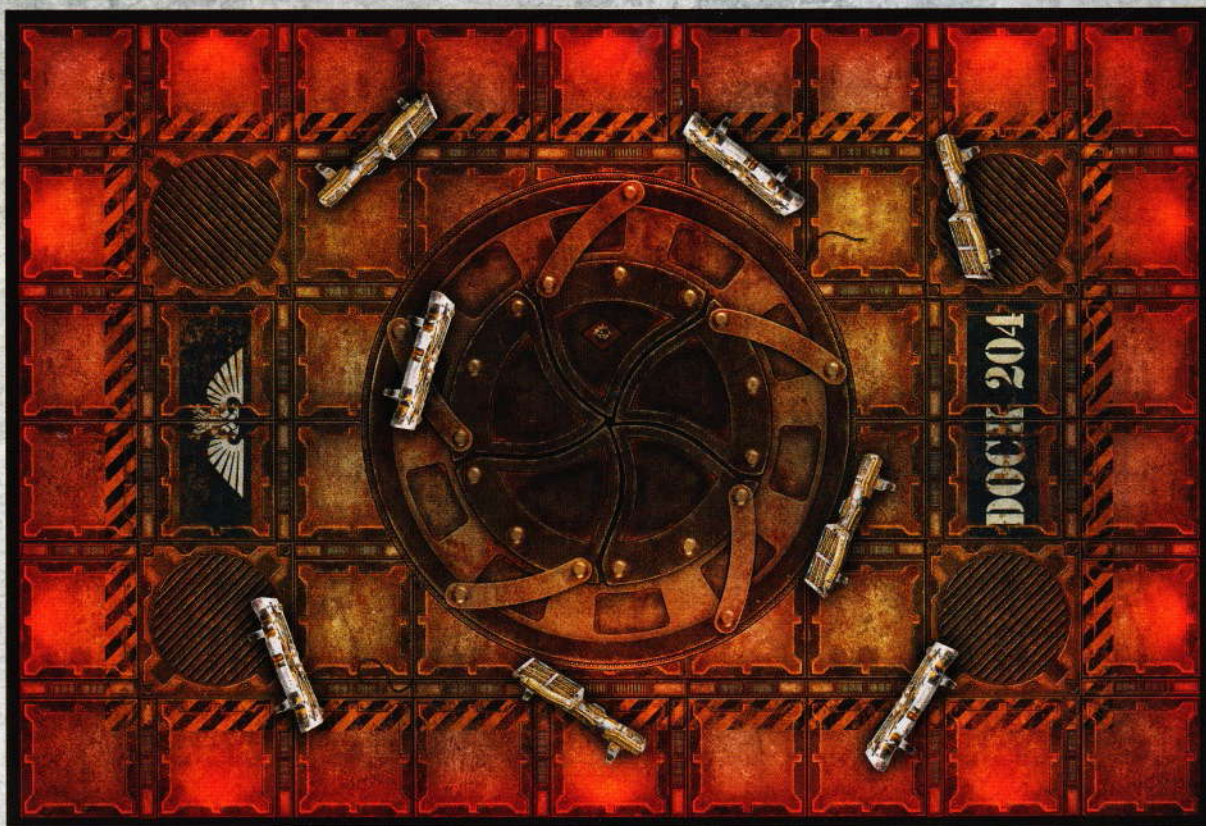
For the purposes of this battle, ignore any equipment carried by fighters other than their armour.

ENDING THE BATTLE

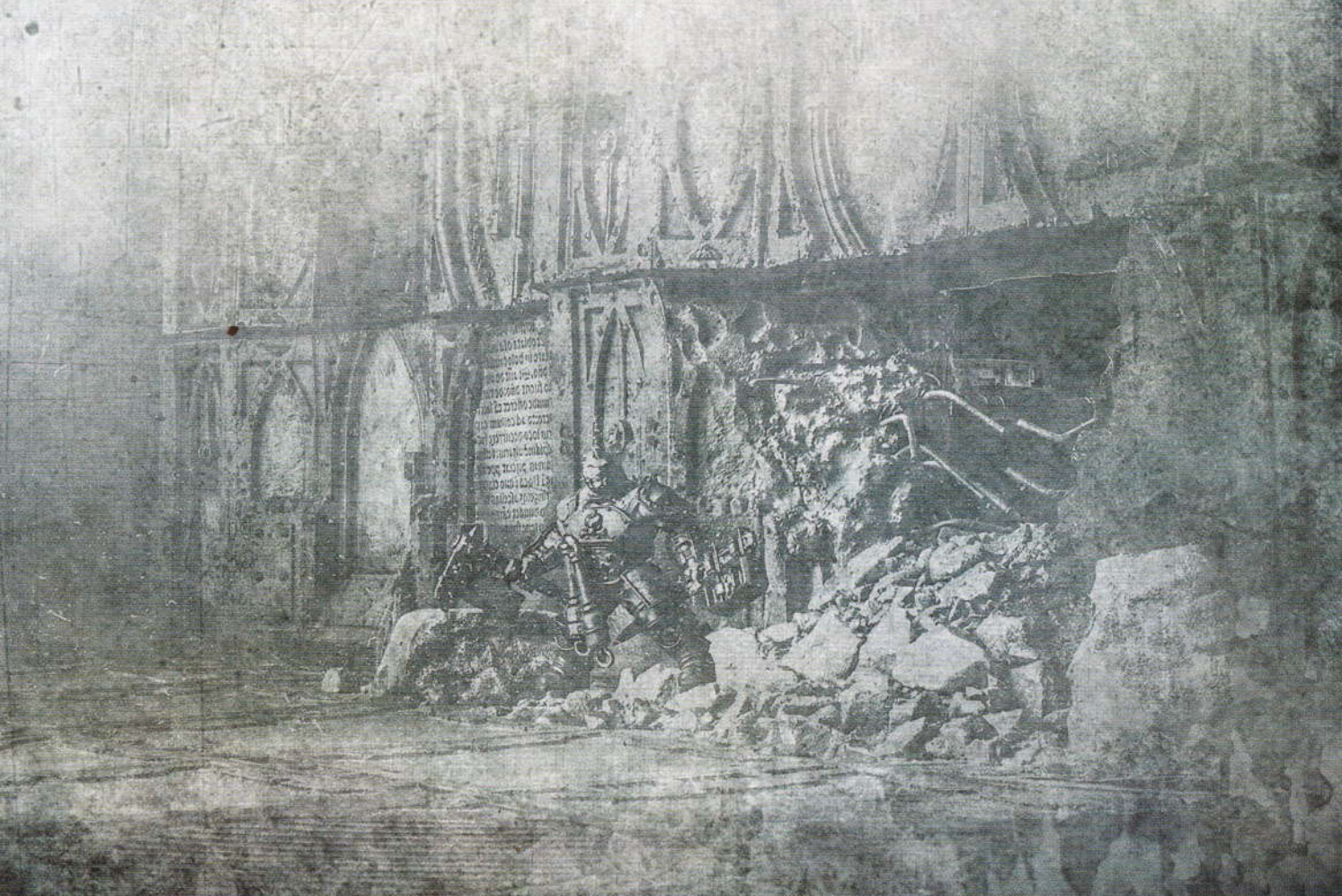
As soon as all of the fighters from one gang are taken Out of Action, the battle ends and the other gang is victorious. Alternatively, if six rounds elapse (use a spare D6 to track them), the battle ends in a draw.

Designer's Note: Stop here!

This is the end of the basic rules section. By reading this far, you know enough to play your first couple of games. We recommend not reading on until you've played at least one game using the basic rules.



The original purposes of the loading dock at Girder Falls have been lost to history – even the great portal in the floor refuses to open now, its mechanism having seized centuries ago.





ADVANCED RULES

The section that follows completes the Necromunda: Underhive rules by providing additional details which really bring the setting alive. In particular, rules for weapons running out of ammunition in the middle of a fight and the injuries which can be sustained by gangers taking hits from enemy fire provide an additional level of detail appropriate to the gritty, up-close-and-personal nature of gang warfare in the 41st Millennium.

Not every single rule that follows will apply in every single game of Necromunda: Underhive, how many are used will in part depend on the make-up of the gang and the scenario being played. The larger the gang fielded and the more detailed the scenario, the more special rules will see play, and so players are encouraged to read through the entire section and play through a game using just the basic rules before using those that follow. After only a few games, players will find that the game truly comes to life and even the advanced rules will become familiar.

THE ACTION PHASE

NEW ACTIONS

In the advanced rules, a number of new actions are available to fighters, depending on their status:

ACTIVE FIGHTERS

TAKE COVER (BASIC) – The fighter dives for cover, attempting to stay out of the line of fire. They can make a Half Move and are then Pinned.

COUP DE GRACE (SIMPLE) – Pick a Seriously Injured enemy fighter within 1" and within the vision arc of the fighter making the action. That fighter immediately goes Out of Action.

A fighter making a Charge action who ends the move within 1" of a Seriously Injured enemy, and not Engaged with any other enemies, can make a Coup de Grace action instead of making a Fight action.

PINNED FIGHTERS

BLIND FIRE (DOUBLE) – The fighter makes a shooting attack, treating their vision arc as 360°. Subtract 2 from the result of any hit rolls.

SERIOUSLY INJURED FIGHTERS

CRAWL (DOUBLE) – The fighter makes a Half Move.



ACTIVATING GROUPS

When a player activates their Leader or one of their Champions, they can choose to activate additional Readied fighters at the same time (one additional fighter for a Champion, or up to two additional fighters for the Leader). Each additional fighter must be within 4" of the Leader or Champion. If the additional fighter is also the Leader or a Champion, this does not allow the player to activate even more fighters!

The player must nominate all of the fighters who will be activated before any of them makes an action. Then they pick one of the nominated fighters and activate them as normal (discarding their Ready marker and making up to two actions). Once that fighter's activation is complete, they activate another fighter, and so on until all nominated fighters have been activated.

ADVANCED SHOOTING

RUNNING OUT OF AMMO

In the basic rules, ranged weapons can fire continuously, but in the advanced rules there is a chance that they will run out of ammunition.

THE FIREPOWER DICE

When making an attack with a ranged weapon (including firing a pistol in close combat), roll a Firepower dice at the same time as the hit roll (even if the hit roll is not made – for example, if the target is out of range then the shot automatically misses, but the Firepower dice must still be rolled). If the Ammo symbol is rolled, there is a chance the weapon has run Out of Ammo. Make an Ammo check for the weapon (this is a characteristic check on a D6 using the weapon's Ammo characteristic). If the test is failed, the weapon runs Out of Ammo – mark it with an Out of Ammo marker. The current attack is still resolved, but the weapon cannot be used again until it is reloaded. If the weapon has more than one profile (for example, shotguns have two types of ammunition), none of them can be used until the weapon is reloaded. The other faces of the Firepower dice show a number of hits, represented by bullet holes – these have no effect unless the rules specifically state otherwise (they are most commonly used with Rapid Fire weapons, see page 79).

RELOADING WEAPONS

An Active or Pinned fighter with one or more weapons in need of reloading can attempt to load one of them by making this action:

RELOAD (SIMPLE) – Pick one of the fighter's weapons that is Out of Ammo and make an Ammo check (as described previously). If the check is passed, the weapon is reloaded and the Out of Ammo marker is removed. If the check is failed, the fighter fails to reload the weapon, either because they do not have a reload to hand or they are too distracted by the fighting to reload. A fighter can attempt to reload the same weapon more than once in a turn.

TWIN GUNS BLAZING

If a fighter is armed with two pistols, they can choose to fire both of them when making a ranged attack. Resolve a full attack with each pistol, one after the other; both must be made against the same target and the hit roll for each has a -1 modifier.

TARGET PRIORITY

If a fighter making a ranged attack can see more than one enemy, they must target the closest one by default – after all, they represent the most obvious threat. If the fighter wishes to target a more distant enemy, they must make a Target Priority test.

Make a Cool check for the fighter. If the check is passed, proceed as normal. If it is not passed, the attacker's nerve fails and they target the nearest enemy fighter instead.

There is an exception to this rule. If the target that is declared is easier to hit than all of the closer visible enemy fighters (ie, the required hit roll is lower because of hit modifiers), the Target Priority test does not need to be made.

IMPROBABLE SHOTS

If the hit modifiers applied to a ranged attack mean that it is impossible to score a hit, the attack is an improbable shot. For example, if a fighter with a Ballistic Skill of 5+ makes a shot with a total -2 modifier, they would need to roll a 7 or higher on a D6 in order to score a hit – which is not normally possible.

To make a hit roll for an improbable shot, roll a D6. On a 1-5, the attack misses. On a 6, there is a chance it will hit; make a hit roll as normal, using only the fighter's Ballistic Skill and ignoring any modifiers.

STRAY SHOTS

When making a ranged attack, if another fighter is within 1" of an imaginary line drawn between the centre of the attacker's base and the target's base, they are at risk of being hit by a stray shot. Also, if the target is Engaged, each fighter they are Engaged with is at risk of being hit by a stray shot. Fighters who are not in the attacker's line of sight can still be at risk of being shot – this represents ricochets, shots punching through walls and fighters choosing very bad moments to peek around corners, etc.

If the ranged attack misses, roll a D6 for each fighter that is at risk of being hit by a stray shot, starting with the one that is closest to the attacker. On a roll of 1, 2 or 3, they are hit by the attack instead of the target (do not roll for the rest of the at-risk fighters). On a 4, 5 or 6, the shot misses them – move on to the next fighter who is at risk of being hit.

If the ranged attack could have scored more than one hit (for example, it has the Rapid Fire trait as described on page 79), make a Stray Shot roll for each potential hit – for example, a ganger firing an autogun (Rapid Fire 1) is at risk of hitting a friendly fighter. They roll to hit and the attack misses; also, the Firepower dice rolls two bullets, meaning there would have been two hits. They would then roll twice to see whether either of the stray shots has hit the fighter.

BLAST MARKERS

Some weapons cause explosions or inflict damage over a wide area. These weapons will have the Blast trait, and make use of the 3" or 5" Blast marker (see page 48).

When declaring a shot with a Blast weapon, instead of picking an enemy, place the appropriately sized Blast marker (determined by the number in brackets after the trait) so that the central hole is anywhere within line of sight. If the central hole is out of range, the attack still goes ahead; the Blast marker is moved directly back towards the attacker until the central hole is in range.

Then roll to hit as normal. If the attack hits, the marker stays where it is. Otherwise, roll a Scatter dice and a D6. The marker moves in the direction shown on the Scatter dice (using the small arrow if the Hit symbol is rolled) a number of inches equal to the number on the D6. The marker stops if the central hole comes into contact with a wall or closed door.

If the Scatter dice rolls a Hit and the D6 rolls a 1, something has gone wrong; roll the D6 again. On a 1, centre the Blast marker over the attacking model. On a 2-6, the shot is a dud and the attack ends.

Once the marker's position has been established, each fighter (friend or foe) whose base is touched is hit by the attack unless there is a wall or closed door between them and the centre of the blast. Note that the marker can scatter out of range or line of sight, representing a ricochet or the shot blasting clean through a wall.

Follow the remaining steps of the Shooting sequence – starting with Target is Pinned – for each fighter who has been hit, in an order of the attacking player's choice.

FLAME TEMPLATES

Some weapons fire a gout of flame, a cloud of noxious chemicals or something similar, hitting every target within a short range. These weapons will have the Template trait, and make use of the Flame template.

When declaring the shot with the weapon (see page 48), instead of targeting an enemy, place the Flame template so that the narrow end is touching the front of the attacker's base and the entire template is within their vision arc. Each fighter (friend or foe) whose base is touched by the template is hit automatically by the attack unless there is a wall or closed door between them and the attacker. Follow the remaining steps of the Shooting sequence – starting with Target is Pinned – for each fighter who has been hit, in an order of the attacking player's choice.

GRENADES

Grenades are dangerous in the close confines of a hive tunnel network, but this does not deter many fighters from using them.

Grenades are treated as a special type of ranged weapon. A fighter with grenades can throw one as a Shoot action. Grenades do not have a Short range, and their Long range is determined by multiplying the attacking fighter's Strength by 3

(for example, a fighter with a Strength of 4 would have a Long range of 12" when throwing a grenade).

Grenades are always a lot more limited than other ranged weapons. As such, the Firepower dice is not rolled when attacking with a grenade. Instead, after the attack has been resolved, an Ammo check is made automatically. Grenades cannot be reloaded – once they are gone, they are gone for the entire battle.

Weapon	Rng		Acc		Str	AP	D	Ammo	Traits
	S	L	S	L					
Frag grenade	-	Sx3	-	-	3	-	1	4+	Blast (3"), Grenade, Knockback
Krak grenade	-	Sx3	-	-1	6	-2	2	4+	Demolitions, Grenade

"In the broiling social froth of the Necromundan hives, it is not the strongest individual who survives, nor the most intelligent. It is the one who is the most adaptable to change."

Excerpt from Xonariarius the Younger's Nobilite Pax Imperator – The Triumph of Aristocracy over Democracy

ADVANCED CLOSE COMBAT ASSISTING & INTERFERING

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

ASSISTS

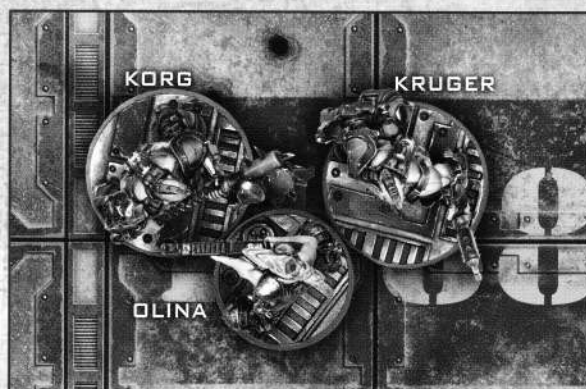
When a fighter makes close combat attacks, they can claim an assist from each other friendly fighter who is a) also Engaged with their target, and b) not Engaged with any other fighters in the target's gang.

Each assist adds 1 to the result of the hit roll.

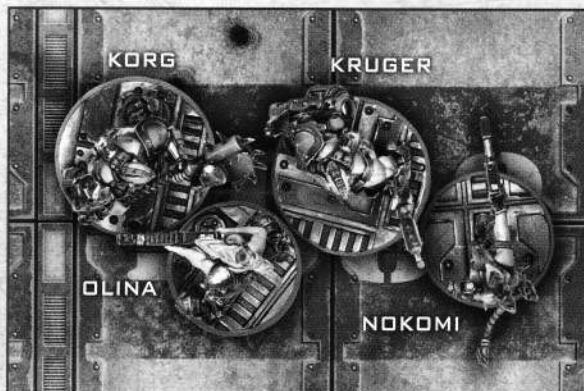
INTERFERENCE

When a fighter makes close combat attacks, they suffer interference from each other enemy fighter who is a) Engaged with the attacker, and b) not Engaged with any other fighters in the attacker's gang.

Each interference subtracts 1 from the result of the attacker's hit roll.



If Korg is making attacks against Olina, he can claim an offensive assist from Kruger. Similarly, if Olina is making attacks against Korg, Kruger causes interference.



Adding Nokomi to the previous example means that Kruger is no longer able to assist or interfere, because he is now Engaged with another fighter.

INJURIES

In the basic rules, a fighter whose Wounds characteristic is reduced to 0 or below, is taken Out of Action and will play no further part in the battle. The advanced rules introduce battlefield injuries, which could mean that the fighter continues fighting (albeit in a reduced capacity) or spends some time recovering before returning to the action.

If a fighter's Wounds characteristic is reduced to 0 by an attack, or if an attack Inflicts Damage on a fighter whose Wounds characteristic has already been reduced to 0, the attacking player makes an Injury roll by rolling a number of Injury dice equal to the attacking weapon's Damage characteristic, and resolving each dice as follows:

OUT OF ACTION

The fighter immediately goes Out of Action and is removed from play.

SERIOUS INJURY

The fighter is laid face-down – they are Seriously Injured (see page 43), until they successfully recover in a subsequent End phase.

If the injury was caused in close combat, and the attacker is not Engaged with any other fighters, they can immediately make a free Coup de Grace action (see page 57) against the target. Close combat can be deadly!

FLESH WOUND

The fighter suffers a Flesh Wound. This is marked by putting a Flesh Wound marker on the target's Fighter card. Each Flesh Wound marker on the fighter's card reduces their Toughness by 1. If a fighter's Toughness is reduced to 0, they go Out of Action.

INJURY DICE

Injury dice are marked with three different symbols:



Out of Action



Serious Injury



Flesh Wound

NERVE TESTS

When a fighter is Seriously Injured or goes Out of Action, a Nerve test must be made for each other Active friendly fighter within 3" of them (Engaged fighters have other things to worry about, Pinned fighters are busy keeping their heads down and Seriously Injured fighters are unlikely to notice!). To make a Nerve test, make a Cool check for the fighter, adding 1 to the result for each other active friendly fighter within 3".

If the test is passed, there is no effect. If it is failed, the fighter's nerve breaks and they immediately start running for cover (see below). They are now Broken (this can be recorded with a Broken marker on their Fighter card) until they successfully rally in the End phase.

BROKEN FIGHTERS

Broken fighters cannot make any actions – they cannot move, cannot shoot, and so on. However, if they are visible to any enemies when they are activated, they will Run for Cover again. In addition, they never count as Active fighters, and cannot assist or interfere in close combat. They remain Broken even if they become Pinned, Seriously Injured or Engaged; the only way to recover from being Broken is to rally in the End phase (see page 63).

The only attacks Broken fighters can make are Reaction attacks in close combat (see page 51), but a -2 modifier is applied to all their hit rolls.

RUNNING FOR COVER

When a fighter fails a Nerve test, or when a Broken fighter is activated and they are within line of sight of an enemy, they immediately run for cover. The controlling player moves the fighter up to 2D6" as though they were making an action, but the following criteria must be met:

- The fighter cannot move within 3" of an enemy that they were not within 3" of at the start of their move.
- If possible, the fighter must end their move so that they are not visible to any enemy fighters.
- Otherwise, they must end their move so that they are in partial cover or full cover from the point of view of as many enemy fighters as possible.
- Otherwise, they must end their move as far away from any enemy fighters as possible.

ADVANCED END PHASE

In the advanced rules, the End phase has three steps:

1. Make Bottle tests (if necessary).
2. Make Recovery tests for any Seriously Injured fighters.
3. Make Rally tests for any Broken fighters.

BOTTLE TESTS

When two gangs square up to fight, tensions run high. Both crews are ready for violence, and are willing to do whatever it takes to win. However, watching a gang mate take a slug to the head is a good reminder of one's own mortality. Although retreat in the face of increasingly bad odds might be a sound tactical decision, the gangs of the underhive value bravado over careful strategy, and so any gang that begins to fall back from a fight is shamefully said to have 'bottled out'.

At the start of the End phase, either or both players will need to make a Bottle test if at least one of their fighters is either Seriously Injured or Out of Action. To make a Bottle test, the player rolls a D6 and adds the number of fighters in their gang who are either Seriously Injured or Out of Action. If the result is higher than the total number of fighters in their crew (the number who were present at the start of the scenario, plus any that have been added since), the gang Bottles Out.

Once a gang has Bottled Out, its fighters may begin to flee the battlefield. At the start of the Action phase, immediately before picking their first fighter to activate, the controlling player makes a Cool check for each of their Active or Pinned fighters – if they are Broken, this test is made on a D6 rather than 2D6. If the check is passed, the fighter stays on the battlefield. If it is failed, they flee as follows:

LEADING BY EXAMPLE

A fighter is assumed to automatically pass their Cool check if there is a Leader from their gang within 12" or a Champion from their gang within 6" who has already passed their Cool check this round. Champions cannot gain this benefit from other Champions, but can gain it from the Leader. Leaders cannot gain this benefit at all.

FLEEING FIGHTERS

A fighter who flees is removed from the board, and takes no further part in the battle. For the purposes of the scenario, they are treated as having been taken Out of Action.

RECOVERY TESTS

For each Seriously Injured fighter on the board, the controlling player makes a Recovery test by rolling an Injury dice. If the result is Out of Action, the fighter succumbs to their injuries and is removed from play. If the result is Seriously Injured, the fighter remains as they are. If the result is Flesh Wound, the fighter suffers a Flesh Wound (see page 61) and is turned face-up – they are now Pinned.

ASSISTANCE

When making a Recovery test for a fighter, one active friendly fighter within 1" can assist. If they do so, roll an extra Injury dice, then pick one of the dice to resolve and discard the other. A fighter can only assist one recovering fighter in each End phase.

RALLY TESTS

After making Recovery tests in the End phase, make a Rally test for each Broken fighter.

To make a Rally test, make a Cool check for the fighter. If there are one or more active friendly fighters within 3" of the Broken fighter, add 1 to the result for each. If the check is passed, the fighter is no longer Broken. If it is failed, the fighter remains Broken and immediately Runs for Cover (see page 62).

TACTICS CARDS

No two battles are ever the same, and nowhere is this more true than in the gloomy depths of the underhive. Unlike the rigid politics that govern life above, there are very few rules in gang warfare, and those that do exist are often overlooked in favour of victory.

Necromunda: Underhive contains a number of Tactics cards, which can be used to represent the myriad tricks and schemes employed by the gangs. There are three types of Tactics cards: Gang Tactics, which can be used by any gang, and Escher Tactics / Goliath Tactics, which can only be used by the relevant gang.

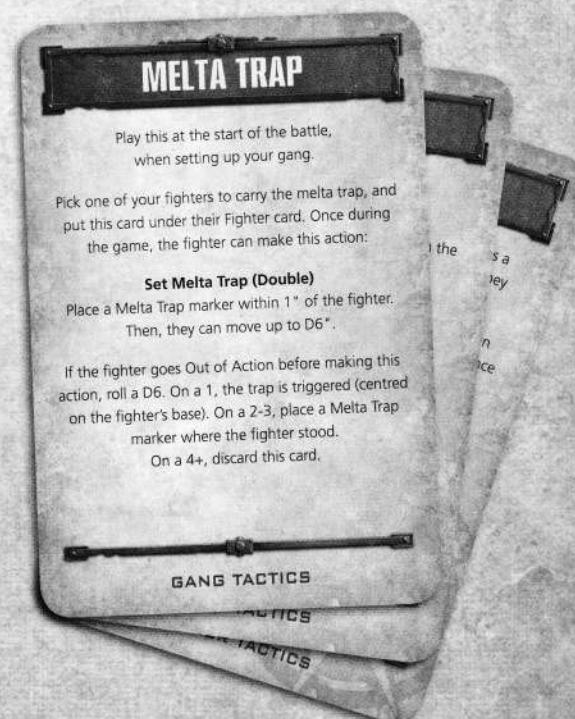
CHOOSING CARDS

At the start of each battle that uses Tactics cards, each player receives a deck of Tactics cards. By default this includes one copy of each Gang Tactics card (there are two copies of each), plus all of their own gang's cards. If a player has access to other Tactics cards (for example, if they have purchased an expansion set), they are added to their deck.

Each scenario will state how many Tactics cards each side has access to and how they are chosen. Players can usually choose which cards they will take, but sometimes they will be selected at random. In either case, these cards are drawn from the player's own deck and kept secret from their opponent until they are played. Any other cards in the players' decks are not used in the battle and can be put to one side.

PLAYING TACTICS CARDS

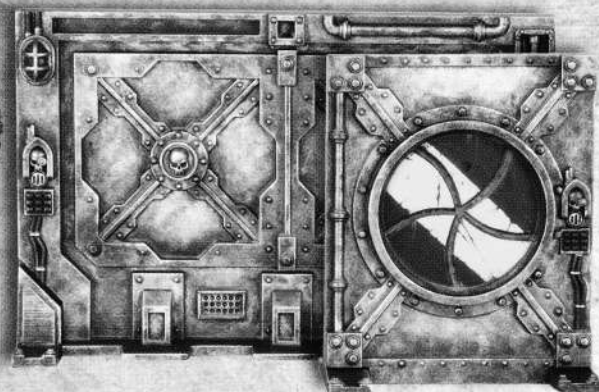
Each card will detail how and when it is played. Cards can only be used once each – once a card has been played, it is discarded and returned to its deck. Players cannot keep cards from one game to the next; any cards not used at the end of the battle are discarded.



TERRAIN FEATURES

DOORS

Doors come in two sizes, but the rules are the same for both.



By default, doors are closed at the start of the battle, in which case they block movement, line of sight and measurements in the same way as a wall. However, they can be opened (usually by a fighter making an Operate Door action), in which case the door is moved to one side. The area that the door occupied is now referred to as an open doorway, and is treated as open ground until it is closed again.

Closed doors can be targeted by attacks. They are treated as having a Toughness of 5 and 4 Wounds; if a door's Wounds characteristic is reduced to 0, it is removed from the board.

MIND THE DOORS...

If a fighter is standing in an open doorway when the door is closed (in other words, they are in the way of the closing door), they must make an Initiative check. If the check is passed, they move up to 2" in a direction of their choice, but cannot end the move within 1" of an enemy fighter. If they cannot clear the doorway with this move, or if the Initiative test is failed, make an Injury roll for them using a Damage characteristic of 3. If they survive, move them as short a distance as possible so that they are no longer obstructing the door (randomise which side of the door they end up on if they are directly between the two sides); they cannot move within 1" of an enemy unless there is no alternative.

Active fighters within 1" of a door or open doorway can make a new action:

OPERATE DOOR (SIMPLE) – Either open a closed door within 1" of the fighter, or close an open doorway within 1" of the fighter.

DOOR TERMINALS AND LOCKED DOORS

Door terminals can be placed touching the wall next to a door to indicate it is locked, requiring an access code to open it. A locked door usually has a terminal on each side, but some may only have a terminal on one side – making them very secure indeed!

The Operate Door action cannot be made on a locked door. Instead, a fighter adjacent to the door's terminal can make the following action:

ACCESS TERMINAL (BASIC) – Make an Intelligence check for the fighter with a -2 modifier. If the check is passed, the fighter makes an Operate Door action on the terminal's door.

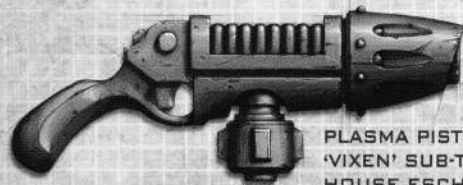
Alternatively, a fighter in base contact with a locked door can make the following action:

FORCE DOOR (BASIC) – Roll a D6 and add the fighter's Strength, adding 2 to the result for each other friendly fighter that is in base contact with the door. On a result of 9 or more, the door is opened.

If locked doors are being used in a scenario that has an attacker and a defender, the defender is assumed to have the access codes for any locked doors, and can make Operate Door actions on them as normal.

BARRICADES

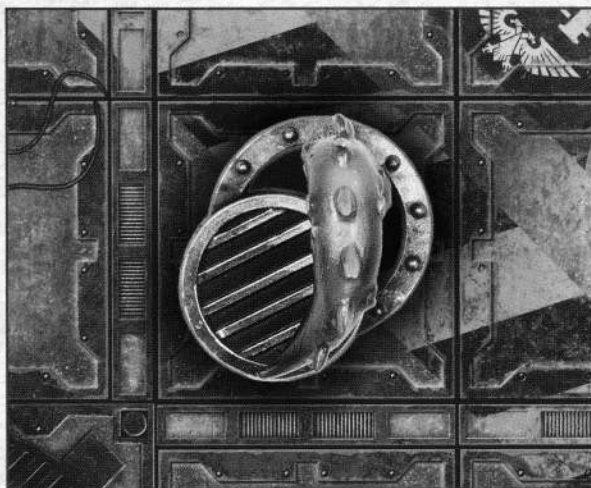
A fighter who is in base contact with a barricade counts as being Engaged with a fighter that is in base contact with the other side of the barricade, even though their bases are not touching, as long as the two fighters are within ½" of each other. Close combat attacks made across a barricade in this way have a -1 modifier to any hit rolls.



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

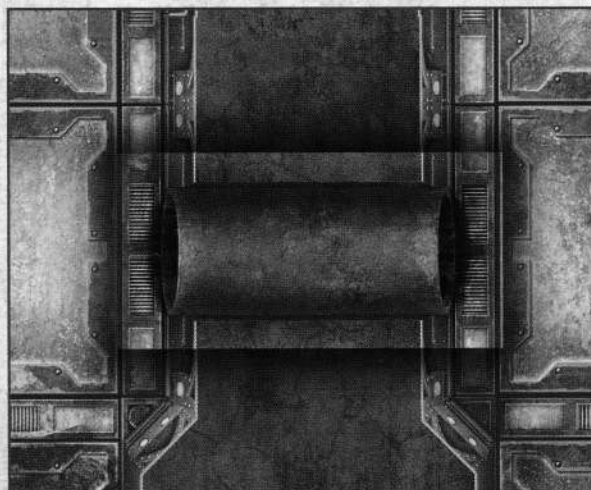
BEAST'S LAIR

If a fighter starts or ends an action within 6" of the Beast's Lair, they risk rousing the beast. A fighter can only risk rousing the beast once during their activation. To see whether the beast is roused, roll a D6. If the result is a 6, or is higher than the number of inches between the fighter and the marker, they are attacked by the reclusive creature. This is treated as a Strength 6, AP -2, Damage 3 attack with the Knockback trait, originating from the centre of the Beast's Lair marker. Fighters can attack the Beast's Lair marker, subtracting 2 from the result of any hit rolls; it is treated as having a Toughness of 4 and 3 Wounds. If its Wounds characteristic is reduced to 0, the marker is removed.



DUCTWAYS

Ductways are always placed across a narrow wall, as shown below.



Ductways are tight access points, just large enough for a fighter to squeeze through, often found high up on tunnel walls or secreted beneath rusting floor panels. Ductways are treated as walls in all respects – they still block line of sight, movement and Blast weapons, but an active fighter within 1" of a ductway can make one of the following actions:

CRAWL THROUGH (DOUBLE) – Move the fighter to the other side of the wall, setting them up within 1" of the ductway and not within 1" of any enemy models. If this is not possible, this action cannot be taken.

FIRE THROUGH (BASIC) – The fighter makes a ranged attack against an enemy fighter within 1" of the other side of the ductway. Regardless of the attacker's Ballistic Skill or any modifiers, this attack will only hit on a roll of 5+. Weapons that normally use a Flame template do not use the template here. Instead, they automatically hit each fighter within 2" of the other side of the ductway.

PITFALLS

Certain tiles feature holes in the surface that lead to long, potentially deadly drops. Fighters cannot voluntarily move into these holes. If a fighter is moved into a pitfall involuntarily (for example, by a weapon with the Knockback trait), or is forced to go Prone while within 1" of a hole (not if they voluntarily go Prone), make an Initiative check for them. If it is failed, they fall and go Out of Action. If it is passed, they stop at the edge of the hole and, if they are standing, they become Pinned.

LEAPING ACROSS

A standing fighter who is moving as part of an action can attempt to leap across a pitfall, providing that the gap they are crossing is no wider than 2". They must have enough movement left to reach across the gap, otherwise they cannot attempt the leap.

Move the fighter to the edge of the pitfall, then roll a D6. On a 1, their actions ends. Then make an Initiative check for them – if it fails, they fall and are taken Out of Action. On a 2-4, they cross the gap – move them across so their base is in contact with the opposite edge. On a 5 or 6, they cross the gap and can then continue their move as normal.

A fighter can attempt to leap across multiple gaps in a single action if they have enough movement to do so.

TOXIC SLUDGE

Some tiles feature pools of toxic sludge. While a fighter is standing at least partially in a pool of toxic sludge, their Toughness characteristic is treated as being one lower than normal. In addition, at the start of the End phase, roll a dice for each Prone fighter that is at least partially in a pool of toxic sludge. On a roll of 1, they go Out of Action.

LOOT CASKETS

Loot caskets can contain anything from food supplies to valuable munitions – their exact contents will not be known until they are opened. Active fighters within 1" of a loot casket can make the following actions:

SMASH OPEN (BASIC) – Roll a D6 and add the fighter's Strength. If the result is 6 or more, the casket is opened (as follows); however, subtract 1 from the result when rolling to determine the casket's contents, to a minimum of 1.

BYPASS LOCK (BASIC) – Make an Intelligence check for the fighter. If the check is passed, the casket is opened (as follows).

CARRY (SIMPLE) – The fighter makes a Standard Move, carrying the loot casket or ammo cache with them as they go. Once they have finished their move, set up the loot casket in base contact with the fighter. The casket cannot be placed on top of anything else.

OPENING CASKETS – If a casket is opened, roll a D6 to see what its contents are:

D6 Result

- 1 Dangerous Goods:** The casket has been booby-trapped, or its contents have deteriorated to the point where they are volatile. Remove the lid, turn the casket over to its blank side and place a Frag Trap marker inside it. It is now a frag trap (see page 67).
- 2-3 Nothing Useful:** If the casket contains anything, it isn't something that a fighter can immediately put to use. Remove the lid and turn the casket over to its blank side. It plays no further part in the game.
- 4-6 Ammo Cache:** The casket contains a number of spare ammo clips, weapon parts and loose munitions. Remove the lid. The loot casket is an ammo cache.

AMMO CACHES

Before an Ammo check is made for a fighter within 1" of an ammo cache, the controlling player can declare that they will ransack the cache, adding 2 to the result of the Ammo check. Also, a fighter within 1" of an ammo cache can use a Reload action to attempt to reload a weapon with the Scarce trait, even though they cannot normally be reloaded – an Ammo check is made as normal, without adding 2 to the result. In either case, if a natural 6 is rolled for the Ammo check, the cache is exhausted – turn it over to show that it is empty.

In addition, ammo caches can be carried like loot caskets using the Carry (Simple) action.

BOOBY TRAPS

Ingenious fighters often improvise traps out of grenades and other explosives, leaving them either in plain sight to deter rivals or concealed within loot stashes or other valuable targets. In Necromunda, there are a number of different booby traps – their effects once triggered are different, but the rules for triggering them are the same.

A booby trap is represented by a marker. If a fighter starts or ends an action within 2" of the marker or moves within 2" of a marker during an action, they risk triggering it (their move is interrupted and the rules which follow are resolved; if the fighter is not Pinned or Injured, they can then continue with their action). Also, if a door opens or closes within 1" of a marker, it may be triggered. A fighter can only risk triggering a particular booby trap once during their activation. To see whether a booby trap is triggered, roll a D6. On a 1, the booby trap is a dud and is removed. On a 2 or 3, it does not go off but is left in place. On a 4, 5 or 6, the booby trap is triggered and the marker is removed.

SHOOTING AT BOOBY TRAPS

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

FRAG TRAPS

The most common booby trap is a bundle of frag grenades attached to a detonator. When a frag trap is triggered, centre the 5" Blast marker on the marker. Each fighter hit by the Blast marker is Pinned, and suffers a Strength 3, AP -, Damage 1 hit.

MELTA TRAPS

Melta bombs are a more unusual choice for a booby trap and function rather differently. When triggered, they unleash a directed blast that collapses a section of the floor. Centre a Pitfall Crater marker on the Booby Trap marker's location before removing it. This remains in play for the rest of the battle, counting as a pitfall. Any fighter whose base is entirely within the crater falls down and is taken Out of Action. Any fighter whose base is touched by the crater, or is within 1" of it, is at risk of falling. Make an Initiative check for them. If it is passed they are Pinned, then moved as short a distance as possible so that they are no longer touching the crater. If it is failed, they fall and go Out of Action.

GAS TRAPS

A gas trap has the potential to clear an entire room. When a gas trap is triggered, roll 2D6 to see how far the gas cloud spreads. Each fighter within that many inches of the marker is treated as having been hit by a Gas weapon (see page 78).

GANG RELIC

A gang relic always belongs to one gang or the other; if the scenario has an attacker and a defender, the relic belongs to the defender. Otherwise, roll off before the battle begins to determine which gang owns the relic.

Add 2 to the result of any Cool checks and Leadership checks for fighters while they are within 6" of a gang relic owned by their gang.



'PHILOSOPHY' LYX,
CHEM FALLS RUNNERS,
HOUSE ESCHER

UNDERHIVE ARMOURY

The many and varied gangs of Necromunda utilise a staggering range of weaponry in their never-ending wars, from highly advanced and heavily restricted, imported devices to industrial tools pressed into service at a moment's notice. The six Clan Houses each maintain their own weapons foundries which, under the ever-watchful eyes of the Tech-priests of the Adeptus Mechanicus, churn out weapons of numerous classes. Most are intended for service on Necromunda itself, but millions of tonnes of weapons are exported across the Segmentum every month.

Each of the Clan Houses manufactures weapons to its own specifications. Thus, while a laspistol or autogun, for example, is functionally identical regardless of its manufacturer, they vary enormously in appearance from one Clan House to the next. The firearms favoured by gangers allied to House Escher appear lethal and artfully refined, while those favoured by the warriors of House Goliath are brutal and oversized, just like their owners.

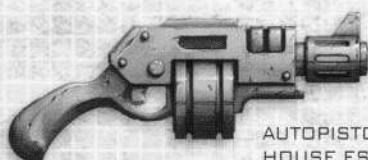
This section presents descriptions and rules to cover the weapons and equipment that come with the models in the Necromunda: Underhive box. Many more weapons will be introduced in future supplements.



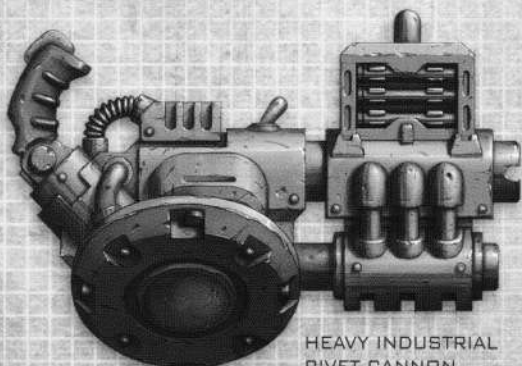
SHOTGUN,
HOUSE ESCHER
SEMI-GRIP DUELLING STOCK



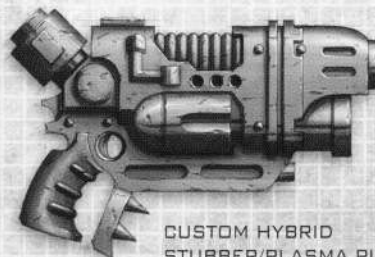
LASPISTOL,
HOUSE ESCHER
DUELLING GRIP



AUTOPISTOL,
HOUSE ESCHER
RETROFIT



HEAVY INDUSTRIAL
RIVET CANNON,
HOUSE GOLIATH
FABRICATION ('KRUMPER')



CUSTOM HYBRID
STUBBER/PLASMA PISTOL,
HOUSE GOLIATH

RANGED WEAPONS

This category includes everything from small pistols that can be wielded single-handed and which are extremely useful in the tight confines of a tunnel fight, all the way to military grade heavy weapons able to scythe down multiple foes with every blast.

AUTOGUN

The autogun is a basic but effective automatic rifle based upon a pattern that has been in use for countless millennia. Loaded with caseless high velocity rounds made from plastic, ceramic or metal, the weapon can lay down a withering hail of fire. Autoguns are easy to produce and repair, and even crude underhive workshops can fabricate them. Ammunition is also plentiful with a healthy trade in 'second hand' rounds dug out of dead gangers.

Weapon	Rng		Acc		Str	AP	D	Ammo	Traits
	S	L	S	L					
Autogun	9"	24"	+1	-	3	-	1	4+	Rapid Fire (1)

AUTOPISTOL

Autopistols are cheap machine-pistols that fire solid ammo. Though they lack the range and punch of heavier or more advanced sidearms, the autopistol makes up for it by saturating the area in a burst of rounds and can be deadly at close range where foes cannot avoid it. For this reason, it is especially popular with less capable marksmen who might favour weight of fire over accuracy.

Weapon	Rng		Acc		Str	AP	D	Ammo	Traits
	S	L	S	L					
Autopistol	4"	12"	+1	-	3	-	1	3+	Pistol, Rapid Fire (1)

COMBAT SHOTGUN

Self-loading shotguns, auto shotguns or combat shotguns, are more advanced versions of the basic shotgun most often constructed to higher standards for native planetary defence force units or off-world sale. A drum or belt feed allows the auto shotgun to lay down a storm of fire, each booming bark of the weapon ripping chunks out of anything hapless enough to be in its path, be it tunnel walls or screaming gangers.

Weapon	Rng		Acc		Str	AP	D	Ammo	Traits
	S	L	S	L					
Salvo fire	4"	12"	+1	-	4	-	2	4+	Knockback, Rapid Fire (1)
Shredder blast	-	T	-	-	2	-	1	4+	Scattershot, Template

"The lasgun! Foundation of the Imperium! Scourge of aliens, mutants and anyone who tries muscling in on your turf! The Necromunda-pattern lasrifle is used by Guard regiments across the galaxy, but you can take one today at a special one-time low price. Reliable, affordable and absolutely deadly. Buy yours now!"

Fennick Marr,
arms tradesman,
Girder Falls

"Listen up kid, this might save your pretty face: chem-throwers make a real distinct sound when they're firing up. You hear it, you hit the dirt and you hold your breath and you pray to the Throne that they're aiming at someone else."

Brun the Looker,
the Slaughterfists,
House Goliath

GRENADE LAUNCHER

Grenade launchers use gas or electro-magnetic charges to send their payload arcing across the battlefield. Cheap to produce and simple to operate, these weapons are popular among enforcer suppression teams, hive militia platoons and gangers alike for their ability to suppress or destroy large numbers of enemies. The simple design lends itself to the use of a variety of grenades, allowing a choice between blowing holes in heavy armour, delivering smoke or gas, or simply shredding foes in an explosion of shrapnel.

Weapon	Rng		Acc		Str	AP	D	Ammo	Traits
	S	L	S	L					
Frag grenade	6"	24"	-1	-	3	-	1	6+	Blast (3"), Knockback
Krak grenade	6"	24"	-1	-	6	-2	2	6+	-

'KRUMPER' RIVET CANNON

House Goliath like their weapons large, noisy and lethal, all things the so-called 'krumper' rivet cannon provides. Intended to hammer together the armoured plates of battle tanks and ship hulls, its gas cylinders can throw out a stream of rivets in a machine gun-like burst, the metal slugs capable of pulping flesh and bone when used as an improved gang war weapon. Alternatively, the firer can use the gun's internal forge to super-heat its ammo, sacrificing rate of fire for devastating molten projectiles.

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

LASGUN

Lasguns are among the most widely produced weapons of the Imperium – based on ancient and easily replicated laser technologies. Simple to use, they fire concentrated blasts of energy from high capacity power clips, each shot accompanied by a distinctive whip-like crack and flash of light. The true advantage of the lasgun is its legendary reliability, and for this reason it is a favoured weapon of hive gangs who often have to make do with old or scavenged las weaponry.

Weapon	Rng		Acc		Str	AP	D	Ammo	Traits
	S	L	S	L					
Lasgun	16"	24"	+1	-	3	-	1	2+	Plentiful

LASPISTOL

Laspistols are a more compact version of the lasgun and employ the same effective and reliable technologies as their larger cousins. A common sidearm at all levels of society, the laspistol is a favoured back-up weapon for many gangers where its reputation for reliability comes in handy should their primary weapon jam or run dry.

Weapon	Rng		Acc		Str	AP	D	Ammo	Traits
	S	L	S	L					
Laspistol	8"	12"	+1	-	3	-	1	2+	Pistol, Plentiful

NEEDLE/BOLTER COMBI-WEAPON

Combining two exotic weapons into a single compact frame, the needle/bolter is as deadly as it is prestigious. Each of the weapon's two modes of fire is lethal in its own way. The needle rifle combines a tight-beam laser with a monomolecular toxic dart, punching through the target's armour before delivering a tailored cocktail of synth-poisons. The boltgun is altogether more simple, but no less terrifying, launching self-propelled explosive munitions that detonate fractions of a second after impact.

Weapon	Rng		Acc		Str	AP	D	Ammo	Traits
	S	L	S	L					
Boltgun	12"	24"	+1	-	4	-1	2	6+	Combi, Rapid Fire (1)
Needle rifle	9"	18"	+1	-	4	-1	-	6+	Combi, Scarce, Toxin

'NIGHTSHADE' CHEM-THROWER

Developed from industrial gas injectors used in the gene-labs of House Escher, the 'nightshade' chem-thrower can project a stream of deadly chemicals down a corridor or fill a tunnel with a choking fog. Laced with a virulent cocktail of bio-toxins, the gas spewed out by the nightshade can be tailored for a range of effects. Toxin gas, for example, attacks the cellular structure of any unprotected target, liquefying flesh, bursting organs or turning bone to paste, while choke gas renders a foe incapable of fighting. One of the more exotic types overloads the target's brain with debilitating hallucinations, their exact nature dependent on the unique formula favoured by the wielder.

Weapon	Rng		Acc		Str	AP	D	Ammo	Traits
	S	L	S	L					
Chem-thrower	-	T	-	-	-	-	-	5+	Gas, Template

PLASMA PISTOL

Based upon ancient and esoteric technologies, the plasma pistol is a temperamental yet immensely powerful weapon. Utilising barely stable energy coils, it fires a blazing plasma bolt that explodes like a small sun when it strikes its target, searing through armour and flesh. Such power comes at a cost, for when fired on its maximal setting, the pistol's cooling mechanisms struggle to cope with the intense heat and the weapon can become as deadly to the wielder as it is to their foes.

Weapon	Rng		Acc		Str	AP	D	Ammo	Traits
	S	L	S	L					
Low power	6"	12"	+2	-	5	-1	2	5+	Pistol, Scarce
Maximal power	6"	12"	+1	-	7	-2	3	5+	Pistol, Scarce, Unstable

"Nothing more blood-curdling than the roar of a combat shotgun firing on full auto, 'specially down in the tunnels where it bounces around and it sounds like a whole House got riled up and came to scrag you."

Ariann,
Ice Cold Savages,
House Escher

"The weapon you fight with says a lot about you. Long ranged rifle? Maybe you've got something to hide, because you love skulking in the shadows. Shotgun? You like to keep your options open. Nothing but a pair of knuckledusters? You're my kind of crazy, friend."

Fennick Marr,
arms tradesman,
Girder Falls

PLASMA/STUB COMBI-PISTOL

This combi-pistol is an amalgamation of a slug thrower and plasma pistol, an uncommon design of which the gunsmiths of House Goliath are nonetheless especially fond. This particular combination balances the unstable nature of plasma weaponry with the simple reliability of the stubgun. Should the plasma containment coil fail and the pistol overheat, the wielder has a handy back-up in the stub gun. Few gangers can resist the notion of two guns welded together, and owning such weapons is regarded as something of a status symbol.

Weapon	Rng		Acc		Str	AP	D	Ammo	Traits
	S	L	S	L					
Stub gun	6"	12"	+2	-	3	-	1	4+	Combi, Pistol
Plasma pistol (Low power)	6"	12"	+2	-	5	-1	2	5+	Combi, Pistol, Scarce

SHOTGUN

Smooth bore combat shotguns fire low velocity shot that fragments in flight. Shotguns can be brutal at short range and are ideal for close quarters tunnel-fighting or when foes cower behind cover, their blasts showering an area in shrapnel or punching through armour with solid rounds. The simplistic design of the shotgun also allows gangers to use improvised ammo and at a pinch nails, coins or even bone fragments can be shoved down the barrel.

Weapon	Rng		Acc		Str	AP	D	Ammo	Traits
	S	L	S	L					
Solid slug	8"	16"	+1	-	4	-	2	4+	Knockback
Scatter shell	4"	8"	+2	-	2	-	1	4+	Scattershot

STUB CANNON

Stub cannon (sometimes called 'stub blasters' or simply 'stubbies') are oversized handguns that fire equally massive, high calibre rounds. Often adapted for specific users, they incorporate custom pistol grips, improvised recoil baffling or ad hoc muzzle brakes to deal with their punishing kick as the firer pulls the trigger. Of course, the risk of a broken arm or being thrown to the ground is a price most gangers are willing to pay when compared to the sizable hole a hand cannon punches in its target.

Weapon	Rng		Acc		Str	AP	D	Ammo	Traits
	S	L	S	L					
Stub cannon	9"	18"	-	-	5	-	1	3+	Knockback

STUB GUN

Stub guns or 'stubbies' are basic slug throwers. They are heavy and reliable, and come in a variety of classes and models, from those with revolving chambers to automatic feeds, and can just as equally be ornate works of art as crude homemade weapons. Produced and used in huge numbers within the hives, more often than not a ganger's first weapon will be one of these humble but effective handguns.

Weapon	Rng		Acc		Str	AP	D	Ammo	Traits
	S	L	S	L					
Stub gun	6"	12"	+2	-	3	-	1	4+	Pistol, Plentiful

CLOSE COMBAT WEAPONS

A wide categorisation, close combat weapons range from primitive yet reliable knives, swords and clubs to advanced weaponry such as power axes and monomolecular stilettos.

BRUTE CLEAVER

A weapon every bit as brutal and crude as those wrought on the many primitive feral and feudal worlds of the Imperium, these heavy, bladed weapons have found a place among the bitter close quarter battles fought between hive gangs. Usually turned out by black market machine shops, brute axes are made from the heaviest scrap available, with heads sharpened to a wicked edge and often including a bill-hook for snagging enemies. With enough muscle behind them, these axes can cleave through armour, meat and bone alike.

Weapon	Rng		Acc		Str	AP	D	Ammo	Traits
	S	L	S	L					
Brute cleaver	-	E	-	+1	S	-1	1	-	Disarm, Melee

FIGHTING KNIFE

Fighting knives are greatly prized among gangers, for while many confrontations are settled with fists or weapon butts, a well-made blade between the ribs will end most close encounters before they have even begun.

Weapon	Rng		Acc		Str	AP	D	Ammo	Traits
	S	L	S	L					
Fighting knife	-	E	-	-	S	-1	1	-	Backstab, Melee

POWER HAMMER

The disruption field technology used in power swords is sometimes incorporated into other weapons, as is the case with the mighty power hammer. The force of these massive melee weapons is due in part to their size as well as having a hefty, if more unstable, disruption field to impart tremendous power on anything they are brought to bear on, from magna-rivets to human bodies. Few foes can survive a direct hit from a power hammer, for even if the energy field doesn't kill them, the weight of the weapon probably will.

Weapon	Rng		Acc		Str	AP	D	Ammo	Traits
	S	L	S	L					
Power hammer	-	E	-	-	S+1	-1	2	-	Melee, Power



"What's wrong with a good, old-fashioned dagger?"

Spiker,
Death's Right Hand,
House Goliath

"There is something undeniably apt about the Goliaths' re-implementation of machine tools as weapons. It functions both as an indicator of their pragmatic nature and a visual reminder of their House's predilection for industry."

*Excerpt from
Karolae Vex – Paradigms
of Necromundan Culture*

POWER SWORD

Power swords are blades that incorporate a disruption field, shrouding their length in a haze of energy. This field literally tears apart any solid matter it touches, making a blow from a power sword capable of cleaving apart armour as easily as flesh. Rare and expensive weapons, power swords are often ornately constructed and passed down from one owner to the next, making them prized possessions among any hive gang lucky enough to own one.

Weapon	Rng		Acc		Str	AP	D	Ammo	Traits
	S	L	S	L					
Power sword	-	E	-	-	S+1	-2	1	-	Melee, Parry, Power

'RENDERIZER' SERRATED AXE

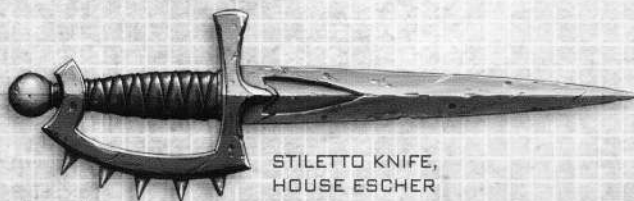
This mighty, two-handed axe is as much a status symbol among Goliath gangers as it is an actual weapon, for its head is wrought in imitation of the favoured symbols and icons of the Clan House. The head is given crushing weight by the solid metal skull form, while the axe blade is wickedly serrated, ensuring any target struck by it suffers a brutal and invariably terminal combination of blunt trauma and flesh-rendering tissue damage.

Weapon	Rng		Acc		Str	AP	D	Ammo	Traits
	S	L	S	L					
Renderizer	-	E	-	-	S+2	-1	2	-	Melee, Pulverise, Unwieldy

SHOCK WHIP

Especially favoured by certain Escher gangers, shock whips are made from highly conductive ceramic wires that can stun or even kill foes with their energised coils. Their crackling length is difficult to defend against as it wraps and entangles the foe, and even the slightest touch can be debilitating. A skilled shock whip wielder is a true horror to behold in combat, as they stride from one foe to the next, seemingly holding a living bolt of lightning in their grasp.

Weapon	Rng		Acc		Str	AP	D	Ammo	Traits
	S	L	S	L					
Shock whip	E	3"	-	-	4	-	1	-	Shock, Versatile



STILETTO KNIFE,
HOUSE ESCHER

SPUD-JACKER

In the industrialised depths of a hive, tools are commonly turned into clubs or crude blades, as they are both plentiful and easy to obtain. Gangers allied to House Goliath are especially fond of wielding huge, powered wrenches known in the slang of the underhive as 'spud-jackers', or sometimes as 'mug-sluggers' or simply 'thumpers'. The spud-jacker is one of a range of weaponised omni-tools, each one selected more for its size and weight than anything else. Gangers sometimes make their own additions to these makeshift weapons by welding on additional protrusions or hammering them into more lethal shapes, before driving them through enemy skulls.

Weapon	Rng		Acc		Str	AP	D	Ammo	Traits
	S	L	S	L					
Spud-jacker	-	E	-	-	S+1	-	1	-	Knockback, Melee

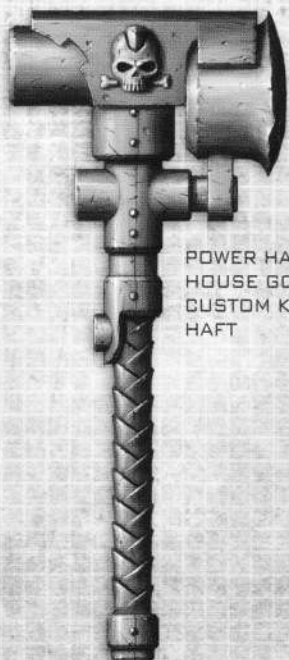
STILETTO KNIFE

A smaller version of the stiletto sword, the stiletto knife is a favoured weapon among Escher gangers, as well as spire-assassins and death cultists. Held hidden up a sleeve or behind their back, a fighter can flick out the knife as they enter the embrace of close combat. Few foes ever see it coming, and as they raise a fist or sword to ward away the main attack, the stiletto knife is already piercing their organs and ending their life.

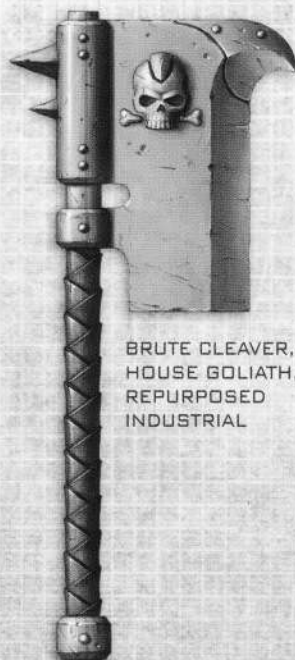
Weapon	Rng		Acc		Str	AP	D	Ammo	Traits
	S	L	S	L					
Stiletto knife	-	E	-	+1	S	-	1	-	Melee, Toxin

"Most gangers like to keep at least one gun on them at all times, but I've known my share of psychopaths who prefer to do all their killing up close. They either die quickly or live long enough to become truly terrifying."

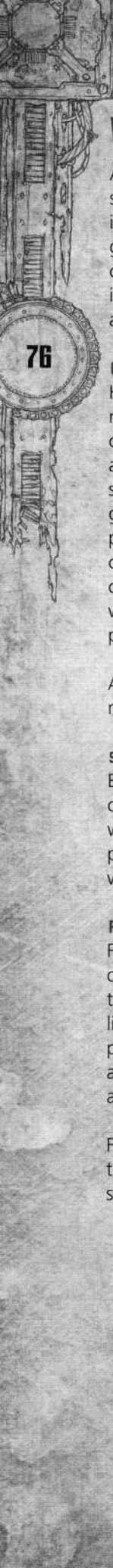
Noala,
the Red Widows,
House Escher



POWER HAMMER,
HOUSE GOLIATH,
CUSTOM KNURLED
HAFT



BRUTE CLEAVER,
HOUSE GOLIATH,
REPURPOSED
INDUSTRIAL



WARGEAR

A staggering array of equipment can be found for sale in the weapons markets of the underhive, and it is said that with a little imagination and some elbow grease even the most seemingly innocuous device can be pressed into use as a lethal weapon. Wargear includes a range of items from simple gas masks to armoured plates.

CHEM-SYNTH

House Escher is famed across Necromunda for the numerous elixirs produced by its artisan alchemists for consumption by the spire-dwelling nobility, as well as the many poisons utilised by assassins across the segmentum. It is a matter of pride that House Escher gangers maintain their own, bespoke mixture of poisons and carry them at all times in a special vessel called a chem-synth. When pressed, the ganger can draw a small lode from their chem-synth and with it turn even a light knife blade into a lethally poisoned weapon.

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

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

FLAK ARMOUR

Flak armour is made from high-tensile padded fabric, often in the form of a sleeveless jacket which covers the upper torso or armoured pads strapped to the limbs. Flak is rather uncomfortable and not especially popular despite its low cost. It offers some protection against low powered weapons and is most useful against blasts and explosive impact from near-misses.

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

FURNACE PLATES

Goliath gangers frequently enter battle wearing additional armour that was originally intended to shield the workers stoking the House's roaring plasma furnaces, but which provides excellent protection from enemy weapons. So heavy are these plates that few other than a lumbering Goliath fighter could manage such a weight and still fight effectively.

Furnace plates grant a 6+ save roll. This is increased to a 5+ save roll against attacks made by fighters who are within the fighter's vision arc (the 90° arc to their front). 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 target benefits from the increased save. Against attacks with the Blast trait, use the centre of the Blast marker in place of the attacker.

RESPIRATOR

Respirators are simple devices worn on the face to protect the user from breathing in toxic fumes, although in truth the denizens of Necromunda's hive cities have a far greater tolerance to such hazards than most. Nonetheless, many gangers utilise such measures in order to protect themselves from the effects of gas-based weapons and other chemical agents, in particular those favoured by the gangers of House Escher.

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

STIMM-SLUG STASH

The fighters of House Goliath are implanted with numerous stim-rigs into which are inserted the stim-slugs containing the chemical elixirs that maintain their prodigious frames. Some Goliath gangers carry additional stashes of stim-slugs, allowing them to burn through their supply at an exceptional rate, albeit one that puts enormous strain on their already overtaxed systems.

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 Recovery 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.

GRENADES

Grenades are thrown by hand or fired from a grenade launcher, a tubular device powered by compressed gas or an electro-magnetic charge. Many different kinds of grenade find use in the wars of the underhive, including strange and unreliable devices concocted by the gang fighters themselves, but the most common by far are frag and krak grenades.

CHOKO GAS GRENADE

House Escher maintains numerous hidden vaults of vast scale within their domain, each one filled with countless pathogens, gene-virus lodes and bio-toxin strains. These are distilled into aerosols and gels, and carefully loaded into grenades – many then find use in the proxy wars fought between Necromunda's Clan Houses. Each grenade releases a debilitating caustic cloud, their vapours sending enemies gasping as they collapse to the ground with even the slightest breath.

Weapon	Rng		Acc		Str	AP	D	Ammo	Traits
	S	L	S	L					
Choke gas grenade	-	Sx3	-	-	-	-	-	5+	Blast (3"), Gas, Grenade

FRAG GRENADES

A frag grenade contains an explosive charge as well as a casing that is designed to fragment into deadly shrapnel. It is a common weapon, easy to acquire and effective in use.

Weapon	Rng		Acc		Str	AP	D	Ammo	Traits
	S	L	S	L					
Frag grenade	-	Sx3	-	-	3	-	1	4+	Blast (3"), Grenade, Knockback

KRAK GRENADES

Krak grenades are designed to pierce armoured targets by means of a concentrated implosive charge. They are very effective at destroying hard targets and structures, and for blasting into barricades and through bulkheads.

Weapon	Rng		Acc		Str	AP	D	Ammo	Traits
	S	L	S	L					
Krak grenade	-	Sx3	-	-1	6	-2	2	4+	Demolition, Grenade



"Seems to me there are a lot more grenades in the underhive than there used to be. Either a new supply line opened up, or gangers just got a lot more reckless!"

Arun Gordus,
unlicensed medicae,
Slagtown

WEAPON TRAITS

BACKSTAB

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

BLAST (3"/5")

The weapon utilises a Blast marker, as described on page 58.

BLAZE

After an attack with the Blaze trait has been resolved, roll a D6 if the target was hit but not taken Out of Action. On a 4, 5 or 6 they catch fire – place a Blaze marker on their Fighter card. When a fighter with a Blaze marker is activated, roll a D6, adding 1 to the result for each other Active friendly fighter within 1". On a 6 or more the flames go out, the Blaze marker is removed and they can act as normal. Otherwise they suffer an immediate Strength 3, AP -1, Damage 1 hit; if they are standing, they move 2D6" in a random direction (determined using the Scatter dice, and stopping if they would move within 1" of an enemy), and their action ends. A fighter with a Blaze marker can never make any other actions, and cannot make attacks in any way (including Reaction attacks). Alternatively, when a fighter is activated, they can make a Double action and become Pinned to add 4 to the result of the roll to see whether the flames go out.

COMBI

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

DEMOLITIONS

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

DISARM

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

GAS

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

GRENADE

The weapon uses the Grenade rules, as described on page 59.

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.

MELEE

This weapon can be used during close combat attacks.

PARRY

After an enemy makes close combat attacks against a fighter armed with a Parry weapon, the 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 on page 50. Note that their Accuracy bonus only applies when shooting.

PLENTIFUL

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

POWER

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

PULVERISE

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

RAPID FIRE (X)

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

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

SCARCE

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

SCATTERSHOT

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

SHOCK

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

TEMPLATE

Template weapons use the Flame template to determine how many targets they hit, as described on page 59.

TOXIN

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

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 uses both hands.



JARENE,
THE WILDCATS,
HOUSE ESCHER

FOUNDING A GANG

Necromunda: Underhive contains two pre-made gangs, the Ironlords and the Carrion Queens, but this section allows players to found their own gangs.

The first step in founding a gang is deciding which House the gang is drawn from. The rules which follow cover House Goliath and House Escher, and future supplements will cover the fighters and equipment for other gangs (as well as hired guns and other additions to a gang).

The next step is to choose the fighters that make up the gang. Each of the following sections show which types of fighter are available and how many a gang can or must include; for example, both Goliath and Escher gangs must include one Leader, can have up to two Champions and must have at least three Gangers. Fighters do not start with any weapons or equipment; these must be purchased separately.

A blank Fighter card must be completed for each fighter in the gang; the characteristics should be copied across from those that follow, and the profiles of any of their weapons should be copied across from the Underhive Armoury section (see page 68). In the 'Value' box of the card, total the credits value of the fighter and any weapons, armour and wargear they have.

Each gang has a maximum budget of 1,500 credits to spend on fighters (including equipment). Any unspent credits are lost.

Most importantly, the gang – and all its fighters – must be given an appropriate name. For those seeking inspiration, a list of suitable names can be found on page 84 & 88, but half the fun is making up your own!

GANGS OF NECROMUNDA

Like all hive worlds, Necromunda is rife with gangs and gang violence. The number of gangs on Necromunda almost certainly runs into millions, ranging from small bands controlling little more than a section of corridor to well-resourced bodies whose fights are the proxy wars of the Clan Houses.



GANGS OF HOUSE GOLIATH

The gangers that fight in the name of House Goliath are hulking brutes, each a pillar of muscle and pent-up violence ready to be unleashed. These massive warriors are the product of House Goliath work-clans, each of them gene-smithed using stim-elixirs traded from House Escher for a life of punishing labour and hardship in the depths of the House's foundries and refineries. Far larger and stronger than an ordinary human, they flaunt their strength wherever they go and it is difficult to ignore the air of brutality which Goliaths wear like a mantle. However, their genetic gifts come at a high price, for the forge which burns twice as hot only burns half as long, resulting in a drastically shortened lifespan – even by the dismal standards of Necromunda.

Membership in a gang offers a Goliath a life beyond the foundry and a chance for greatness – not to mention the opportunity to crack some skulls! When a charismatic and cunning leader emerges from among the work crews, the House masters are quick to make their offer. Intelligence and initiative – traits that are of little value in the foundries – are then put to good use against rival Houses. Such leaders are provided weapons and armour – often adapted from factory tools and protective gear – and allowed the pick of their crew. The new gang is then turned out, its battle-hungry leader needing little prompting to go forth and find trouble.

House Goliath retains a measure of control over the gang through the chem-leash each ganger wears about their neck. All Goliaths need a steady supply of chems and stims to keep their massive bodies functioning and to provide them with their impressive strength. It is a rare cocktail controlled by the House masters, and one they use to keep the gangs and work-clans in line. Each ganger wears about their person one or more auto-rigs that regulate the delivery of these stims into their bloodstream, and while a ganger can go some time between hits – provided they conserve their strength – eventually they will exhaust their supply and will need what only the House can provide lest their short lives become even shorter or worse, their bodies erupt in sudden and uncontrolled growth. Despite this, rumours persist of Goliath gangs gone rogue, having replaced their dependence with black market remedies, xenos drugs or even the flesh of the dead!

Goliath gangs are about as subtle as a fist to the face when it comes to fighting. Fancy tactics and sneaky ambushes are the tools of the weak and a Goliath will seldom stoop to such lows. Goliath gangers favour closing with the enemy as quickly as possible, grabbing them by the throat and not letting go until either the ganger or the foe is lying on the ground screaming out their last breath. For fighters lacking the strength and resilience of a Goliath, such tactics would doubtless be suicide, their puny bodies broken by gunfire or grenades as soon as they broke cover. A Goliath however has the stamina to see it through, and the stoicism – perhaps the result of their shortened lifespan – to accept death should they fail.

Goliath leaders embody these shock and awe techniques and are often the first ones into the fray, roaring like bull-grox and waving for their gang to follow. It is a matter of pride for a Goliath leader to personally break an opposing gang leader, or at the very least perpetrate some act of extreme violence such as ripping off an enemy's head or punching their teeth out the back of an enemy's skull in full view of their gang.

The weapons favoured by Goliath gangs reflect their up-close-and-personal tactics, generally focusing on short range firepower, guns with large magazines and high rates of fire or hefty melee weapons selected as much for their fearsome appearance as the damage they can inflict. In fact, most Goliath ranged weapons and gear can be pressed into service for close-up combat. Lasguns and autoguns are constructed to be heavy and blunt, while pistols have weighted handles

– all the better for breaking bones. Armour plates and studs on armour and clothing serve a similar purpose, turning every bit of a Goliath's body into a crude but lethal weapon when propelled by their mighty thews.

The domain of a Goliath gang is often deep in the heart of an abandoned slagheap, rad-cursed abandoned manufactory or sump forge. These forsaken places are toxic to those without the Goliath's gene-smithed gifts and the harsh environment seems to remind them of home. Goliaths gladly endure these hardships for they reinforce the cherished belief that the other Clan Houses are populated with weaklings. These hideouts are also often filled with a wealth of cast-off scrap that can be used to support the gang's growing arsenal. Over time, they might grow into settlements in their own right as the gang puts their industrial skills to work creating heavy equipment, homemade weaponry and makeshift armour.

Goliaths will trade with other gangs for what they need, most notably technological items or drugs they cannot manufacture themselves, but playing merchant is not what they are best at – they tend to make deals based on the threat of sudden and brutal violence rather than any kind of trader's acumen. More likely, the gang will simply take what they need, as this fits better with their belief that strength is all. Wise hive traders know that if you intend to treat with a Goliath gang, you had best be ready to prove your willingness to fight, at least if you want to strike a good deal.

The hives of Necromunda are filled with countless notorious Goliath gangs and some of the greatest acts of inter-House warfare can be attributed to them. Durgan Kill-fist and his 'Knuckle Boys' once turned an entire hab-dome into their own personal pit fight. Welding the blast doors and conveyors shut, they trapped three rival gangs before sparking a brawl that dragged on for three days, painting the tunnels red with blood. Gurnark the Bootking held the great West Ashgate of Hive Acropolis for a whole month. His gangers terrorised the local merchants, demanding tribute for passage and turning their stubber turrets on anyone not quick enough to bend a knee to the Bootking. Though few live long enough, it is the dream of many Goliaths to ascend the hive and join the ranks of the House masters. One who did so is Hectork Scrak, whose dark deeds are only whispered of, even if his massive girth makes his genetic history unmistakable.

NAMING YOUR OWN GOLIATHS

When creating your own gang, it's crucial to name your characters! Here are some suggestions for names that can be used on their own or combined to make names for members of House Goliath...

- King
- Orman
- Gund
- Hagen
- Logan
- Spike
- Gunk
- Stubber
- Punker
- Ghork
- Ukak
- Vorg
- Blitz
- Grand Dog
- Skullsmasher
- Dead'ead
- Bonesnapper

GOLIATH GANGS

FIGHTERS

Goliath gangs are made up of the following fighters:

1 LEADER 145 CREDITS

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

0-2 CHAMPIONS 110 CREDITS EACH

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

3 OR MORE GANGERS 60 CREDITS EACH

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

GOLIATH EQUIPMENT

The cost paid for each fighter does not include weapons, armour or wargear – these must be purchased separately for each fighter from the lists below.

WEAPONS

- A fighter can be armed with up to three weapons. Some weapons (marked with a *) are particularly large and take up the space of two weapons. Only Leaders and Champions can choose from the Status Weapons list.
- Brute cleaver 15 credits
- † Combat shotgun 30 credits
- Fighting knife 5 credits
- Grenade launcher* 140 credits
- Spud-jacker 10 credits
- Stub cannon 15 credits
- Stub gun 5 credits

STATUS WEAPONS

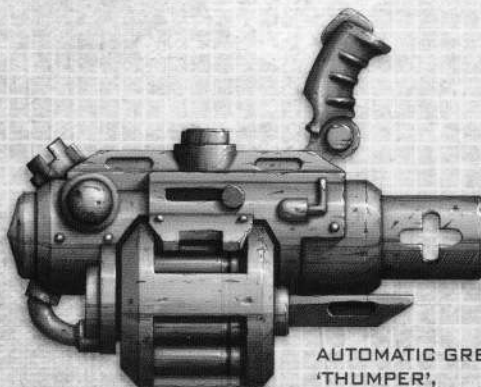
- 'Krumper' rivet cannon* ... 110 credits
- Plasma combi-stubber 35 credits
- Power hammer 25 credits
- Renderizer* 35 credits

ARMOUR

All Goliath fighters wear furnace plates, at no cost.

WARGEAR

- A fighter can take any combination of wargear.
- Frag grenades 15 credits
- Krak grenades 25 credits
- Respirator 15 credits
- Stimm-slug stash 30 credits



AUTOMATIC GRENADE LAUNCHER AKA
'THUMPER',
HOUSE GOLIATH

GOLIATH SKILLS

Leaders and Champions each have one skill, chosen from those below. Only the Leader can choose Leader skills.

BULL CHARGE

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

BULGING BICEPS

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

COMMANDING PRESENCE

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

CRUSHING BLOW

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

FEARSOME

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

NERVES OF STEEL

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

TRUE GRIT

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

UNSTOPPABLE

If the fighter has one or more Flesh Wounds in the Recovery phase, before making Recovery tests roll a D6. On a 6, one of their Flesh Wounds is discarded.

LEADER SKILLS

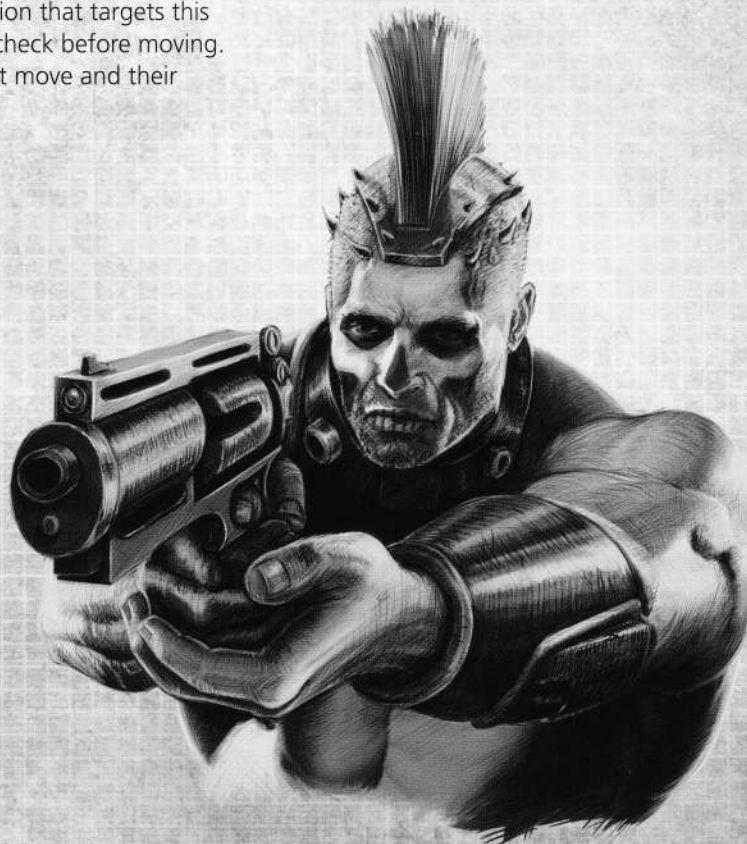
IRON WILL

Add 1 to the result of any Bottle rolls while the Leader is on the battlefield and not Seriously Injured.

RALLY

The fighter can make the following action:

RALLY (BASIC) - Make a Cool check for each friendly Broken fighter within 8". If the check is passed, they recover from being Broken.



'SHINER' KORT,
THE SLAGTOWN KILLERS,
HOUSE GOLIATH



GANGS OF HOUSE ESCHER

House Escher is unique among the great Houses of Necromunda, for its gangs are entirely made up of women. Masters of pharmaceuticals and chemical manipulation, millennia of dabbling in potent alchemical technologies has left their men-folk as withered and imbecilic weaklings, good only for artificial breeding programs and gene-harvesting. The House regards this as no great deficiency and Escher gangers are among the most lethal to stalk the hives of Necromunda. What an Escher might lack in terms of raw physical strength compared to a Goliath, she more than makes up for in speed, skill and sheer psychotic flare.

Escher gang leaders rise from the ranks of the House by virtue of their destructive attitudes and furious intelligence. Many of these hive war-maidens were once narco-terrorists, riot-girls or combat-chem test subjects. Too unhinged or aggressive for the House labs or trade clans, their skills have been turned to wreaking havoc on Escher's rivals amongst the other Clan Houses.

Like-minded Escher gangers will flock to the side of a powerful leader when she emerges, mirroring the politicking of the House's Matriarchal Council, they yearn to be close to the most powerful of their kin.

This can extend beyond a taste for shared homicide and mayhem, as Escher gangers mimic the style and fashions of their leader, though being careful never to overshadow her. Bedecked in cutting edge accoutrements and with distinctive and striking hair styles, an Escher gang could almost be mistaken for hive socialites, if it wasn't for the cold glares, manic grins and all the guns!

Murder is a lifestyle choice for most Escher gangers and they gain little satisfaction from simply dispatching their enemies – though they are not adverse to a bullet in the skull or knife to the throat if it is called for. Speed, style and displays of merciless violence are the hallmarks of the Escher gang. Enemies are not merely killed; they are toyed with, crippled by blinding blade strikes, sent insane by hallucinogenic drugs or driven to their knees vomiting blood by vicious toxins. The showmanship of death is a prized trait among Eschers and the greatest of their gang leaders have hundreds of trophies to show for their killing sprees. Escher gangs often compete for the most callous or stylish murder, whether it is committed close-in with blades and boots, delivered by bespoke venoms or with an expert shot placed for the most visceral effect.

As befits the character of their parent Clan House, Escher gangs make extensive use of especially tailored chemicals and elixirs, both on themselves and their enemies. On weapons, this can include envenomed blades, concealed drug-injectors and the much-feared chem-throwers. In combat these can swiftly dispatch foes with the slightest cut or exploit a gap in their defences, reaching targets who foolishly considered themselves safe. On a macro level, Escher gangs have been known to flood entire hab zones with psychotropic gas, turning the battlefield into a madhouse for their debilitated foes as Escher fighters run and dance among them, gifting slaughter with every gesture.

Escher gangs have a well-deserved reputation for cruelty, even by the callous standards of Necromunda. Fallen foes can expect no mercy and putting an extra round or two into a corpse is considered standard practice for most of their gangers – and woe to any who find themselves taken prisoner. The lucky ones might hope to be bartered back to their brethren quickly and with a minimum of permanent damage done. The less fortunate become test subjects for the gang's pharmaceutical experimentation or target practise on their training range.

Escher gangs do not make their hideouts in the shadows like many other hive gangs. Even those with dark reputations and hefty bounties on their heads often flaunt the protection of their House by moving about among their 'betters'. Many upscale establishments such as spire-ward hallucinatoriums, chemfactor bordellos or companion-haunts are thinly veiled fronts for Escher activities. Here among the decadent upper underclass and gaudy faux-nobility the gang holds court, spreading its influence out into the surrounding domes and hab zones. Many a hab-praefect or enforcer captain is the unwitting pawn of an Escher gang, manipulated by a dependence on bespoke elixirs and the promise of forbidden things only the gang can provide.

Legends of powerful and influential Escher gangs abound among the hives of Necromunda. Such tales are often spoken with a tone of awe and fear, as if the recounting of such deeds might infect the teller, or their listeners with some measure of the Escher's criminal insanity. Perhaps the most feared leader to rise from the Escher of Hive Temenos was Aryn Shivergloom. Clad in impossibly expensive off-world feathers and gaudy leathers, she was the terror of the Red Thorn uprising and the architect of the Hab 23 dome collapse – an event that slew one of her rivals at the cost of ten thousand hapless workers. It is said none dared bar her way, for she killed without conscience, mercy or hesitation, especially those who annoyed her by doing unforgivable things – such as interrupting her incessant mumbling, walking on the wrong side of the street or stepping on her shadow.

Other leaders have also made their mark and left behind a dark legacy, like Yolanda Vor, who is attributed with perhaps the single most impressive kill of any Escher. After reading a proclamation made by the Arbiter General of Hive Trazior – that condemned her personally for various crimes – she strode into a High Council meeting and drove a dagger through his eye. The resulting firefight and Yolanda's running gun battle to escape left scars throughout the council dome that have yet to be fully repaired. Then there are those Eschers who are truly myths – such as Gabriella Aves. After dominating the western wards of Hive Primus and piling high the heads of her enemies, she announced she craved a new and worthy challenge. Gathering up her gang, she set off across the wastes for Hive Secundus. To this day tales filter back from those ash wasters bold enough to pass through the cursed hive, tales of a mighty warrior queen and her amazonian army.

ESCHER GANGS

FIGHTERS

Escher gangs are made up of the following fighters:

1 LEADER 115 CREDITS

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

0-2 CHAMPIONS 90 CREDITS EACH

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

3 OR MORE GANGERS 45 CREDITS EACH

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

ESCHER EQUIPMENT

The cost paid for each fighter does not include weapons, armour or wargear – these must be purchased separately for each fighter from the lists below.

WEAPONS

- A fighter can be armed with up to three weapons. Some weapons (marked with a *) are particularly large, and take up the space of two weapons. Only Leaders and Champions can choose from the Status Weapons list.
- Autogun 15 credits
- Autopistol 10 credits
- Lasgun 10 credits
- Laspistol 5 credits
- Power sword 25 credits
- Shotgun 20 credits
- Stiletto knife 15 credits

STATUS WEAPONS

- Chem-thrower* 125 credits
- Needler/bolter combi-weapon 35 credits
- Plasma pistol 35 credits
- Shock whip 20 credits

ARMOUR

All Escher fighters wear flak armour, at no cost.

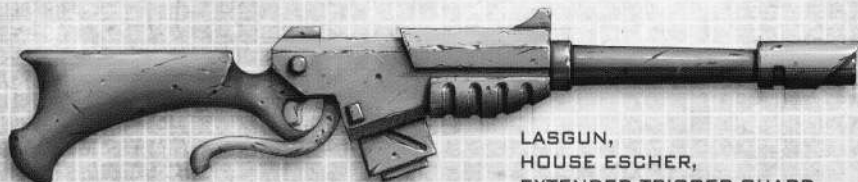
WARGEAR

- A fighter can take any combination of wargear.
- Chem-synth 10 credits
- Choke gas grenades 35 credits
- Frag grenades 15 credits
- Krak grenades 25 credits
- Respirator 15 credits

NAMING YOUR OWN ESCHERS

Veteran gamers will confirm that gangers survive longer and scrag more rivals when you give them each a name! Here are some elements that can be combined to name members of House Escher:

- Jeliki
- Sakura
- Trix
- Elle
- Viata
- Nenrietta
- Anya
- Exene
- Lydial
- Niko
- Sioux
- Ava
- Gielle
- Candela
- Cyberna
- Alexa
- Iris
- Io
- Exa
- Ami
- Swan
- Morta
- Raven
- Violet
- Ophelia
- Lace
- Selene
- Fable
- Vega
- Rain
- Silver
- Poly
- Ramona



LASGUN,
HOUSE ESCHER,
EXTENDED TRIGGER GUARD

ESCHER SKILLS

Leaders and Champions each have one skill, chosen from those that follow. Only the Leader can choose Leader skills.

COMMANDING PRESENCE

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

COUNTER-ATTACK

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

DISARM

Any Melee weapons used by the fighter gain the Disarm trait (see page 78). If a weapon already has this trait then the target will be disarmed on a natural roll of 5 or 6, not just a 6.

DIVE

The fighter can voluntarily become Pinned (see page 43) at the end of any action, for free.

DODGE

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

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

GUNFIGHTER

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

MARKSMAN

The fighter is not affected by the rules for Target Priority (see page 58). In addition, if they score a 6 to hit when making a ranged attack that does not use a Blast marker, they score a critical hit, and the attack's Damage is doubled (if they are firing a Rapid Fire weapon, only the first hit's Damage is doubled).

SPRINT

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

LEADER SKILLS

IRON WILL

Add 1 to the result of any Bottle rolls while the Leader is on the battlefield and not Seriously Injured.

RALLY

The fighter can make the following action:

RALLY (BASIC) - Make a Cool check for each friendly Broken fighter within 8". If the check is passed, they recover from being Broken.



'CUT-UP' RYNNE,
HELL'S OWN,
HOUSE ESCHER

UNDERHIVE BATTLES

War is a constant in the Imperium, whether it is fought between millions-strong hosts across the killing grounds of the Cadian Gate for the fate of billions of souls, or between hyper-violent underhive gangs for control of a single stretch of tunnel.

The section that follows presents a number of set-piece encounters between gangs, fought out in the depths of the underhive. These range from brief but bloody chance encounters between rival gangers to full-scale raids deep into enemy territory. The scenarios are presented in order of complexity, so it is recommended that players new to Necromunda play through them in order – this is a good way of learning the rules and players will soon become familiar with the game.

The scenarios that follow all make use of the tiles supplied in the Necromunda: Underhive box and so the focus is on confrontations fought in the labyrinthine tunnels of the lower hive cities where many newly-founded gangs first seek to establish themselves. Separately available rules take the action into the open spaces of the manufactory domes above, but that is for the future. To start out with, new gangs would do well to focus on establishing themselves in the underhive tunnels before starting their rise to power!

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GANGS

Before a game can begin, each player will need to have prepared a gang, including a model and Fighter card for each fighter. Necromunda: Underhive contains Fighter cards for two gangs: the Ironlords and the Carrion Queens, and the assembly guide shows how to assemble the plastic models included in the game to represent those fighters, showing their appropriate equipment and so on. For more experienced players, or those who prefer to customise their force, the box also includes a number of blank Fighter cards. Players can use these along with the rules on page 81 onwards to create their own gang, assembling their miniatures accordingly. If one player wishes to create a gang and the other prefers to use one of the prepared gangs, this is perfectly acceptable. They could even use the Ironlords against a custom Goliath gang, or the Carrion Queens against a custom Escher gang – even within the Houses, rivalries and territory disputes are commonplace.

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Before playing a game, the players will need to decide upon which of the following six scenarios they will use. Each one represents an archetypal skirmish and has its own board layout, special rules and victory conditions.

The most straightforward scenario is Tunnel Skirmish, and this is recommended for players who have not used the advanced rules before. Otherwise, players can either agree on which scenario to play, or roll a D6 and consult the table below:

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3	Forgotten Riches
4	The Marauders
5	Sneak Attack
6	Smash & Grab

SCENARIO MAP KEY

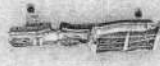
LOOT CRATE



DOOR TERMINAL



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This will have a description of which board tiles to use and how to lay them out, along with any barricades, obstacles and other features.

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Although a board layout is given for each scenario, players should feel free to use one of their own design. The easiest way to do this is to swap out a tile for a different one, or flip a tile over and use the other side of it, or just move some of the doors and obstacles. Alternatively, players might prefer to entirely redesign the map – if so, it is recommended that the map is kept roughly the same size. In either case, both players should agree on the board layout before the game begins – or one player could set up the board, and the other could then decide where the deployment zones are. As long as both players are happy with the layout, and know where any scenario-specific features (such as deployment zones) are, any system should work.

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Although each player has a whole gang, most of the time they will only use some of their fighters. The fighters from a gang who are taking part in a scenario are called a 'crew'. This section will explain how many fighters each player has in their crew and how they are chosen.

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Each time two gangs come together and fight, each has an objective in mind. It might be as simple as taking out the opposition to claim the area as their territory, or it might be considerably more complex. Anything that helps a gang complete its objective will score Victory points, and will be listed here.

At the end of the battle, the player with the most Victory points is the winner. If they have at least twice as many Victory points as their opponent they win a major victory, otherwise it is a minor victory. The difference between major and minor victory has no effect other than added glory for the victor!

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Although the scenarios are each designed to be played as a one-off game, a greater narrative can be introduced by linking games together. This is ideal for two players who want to enact an ongoing series of battles between their gangs.

Linking battles is as easy as keeping track of each fighter, other than the Leader, who goes Out of Action in a game, and rolling a dice for them at the start of the next game. On a roll of 1 or 2, they are still recovering from their wounds and cannot take part in this match. If a player cannot field the number of fighters that the mission requires, they gain one bonus Tactics card (see page 63) for each fighter they are short.

If the players wish to keep score of who is winning overall, they could score 1 point for a minor victory and 2 points for a major victory – this is a simple way to give games a greater impact beyond the end of the scenario. Players might also want to play a limited number of games – for example, playing the six scenarios once each – or might even want to form a loose 'tree campaign', picking an initial scenario to play then planning out which scenario will follow it depending on which side wins. Campaigns will be covered in much greater detail in future supplements, covering rules for gangs holding and losing territory, fighters gaining experience and progressing through the ranks, long-term injuries and much more!

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SCENARIO 1: TUNNEL SKIRMISH

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A gang's territory is always shifting, expanding or receding as the gang's reputation grows or suffers. When two crews face off in unclaimed turf, the stakes are always high because the winner will take control of the surrounding area. These skirmishes have one objective – to be the last one standing!

DESIGNER'S NOTE: GOING LARGER

This is the most straight-forward scenario, and can be played on any size of map. If players wish to use a larger map, the scenario will work well with more fighters in each crew. We recommend adding two fighters to each player's crew for each additional board tile.



This section of tunnels, named Hannigan's Sprawl after the settler who first discovered it, changed hands several times as the Ironlords claimed territory from the Carrion Queens, and vice versa.

DEFAULT MAP SET-UP

Set up the map as shown.

CREWS

Each player secretly chooses a crew of six fighters, placing those fighters' cards face-down in front of them. Any unchosen fighters are absent from the battle, and will take no part. Once both players have chosen their crews, the fighters are all revealed.

TACTICS CARDS

Each player can choose up to two Tactics cards from their deck. If the total credits value of one gang's fighters is lower than the other, they can choose an additional Tactics card for each full 100 credits of difference.

SETTING UP

The players roll off. The winner picks one of the two shaded areas to be their deployment zone – the other shaded area is the other gang's deployment zone.

Then, starting with the winner, the players take turns setting up one fighter in their deployment zone, until all fighters have been set up. If one player runs out of fighters, the other player sets up any they have remaining.

VICTORY POINTS

Each player scores Victory points for each opposing ganger that goes Out of Action. They score 3 points for a Leader, 2 points for a Champion and they score 1 point for a Ganger.

ENDING THE BATTLE

If one gang has no fighters left on the board at the end of any round, the battle ends immediately and the other gang scores D3 bonus Victory points. If a gang Bottles Out, roll a D6 at the end of the following round. On a result of 4 or more, the battle ends. Otherwise, roll again at the end of each subsequent round, adding 1 to the result for each additional time this roll is made; in other words, the second time the roll is made the battle will end on a 3 or more, and so on.



KRIA 'THE HUNTRESS',
BITTERSWEET BLADES,
HOUSE ESCHER

Set up the map as shown.

The players roll off. The winner decides whether they will be the attacker or the defender.



The road between Slagtown and The Tangle winds through several kilometres of partially collapsed tunnels, with any number of ideal locations for an ambush.

CREWS

Each player uses their entire gang.

TACTICS CARDS

The attacker can choose up to two Tactics cards from their deck. The defender shuffles together their deck of Tactics cards and draws two at random. If the total credits value of one gang's fighters is lower than the other, the player with the lower value can choose or randomly draw one additional card for each full 100 credits of difference.

SETTING UP

The defender sorts their Fighter cards (however they wish) into piles of two or more, each pile representing a group of defenders. The defender then chooses one group and sets up one of its fighters in the centre of their deployment zone, then sets up the rest of the fighters in that group within 2" of the first.

Then the attacker sets up their entire gang. They can be split between the attacker's deployment zones however they wish.

Finally, the defender sets up the rest of their gang. First they nominate a group, then they roll a D6. On a 1-5, all fighters in the group must be set up in the defenders' deployment zone. On a roll of 6, they are lying in wait for the ambushers, and each fighter in the group can be set up anywhere on the board, as long as they are not Engaged with an enemy fighter.

Then, the defender rolls a D6 and adds 1 to the result for each fighter they were able to set up outside their deployment zone. If the result is 7 or higher, they automatically take the Priority marker in the first round. Otherwise, the attacker automatically takes it instead.

SPECIAL RULE: SURPRISE ATTACK

In the first round of the game, each time a fighter is activated, make a Cool check for them. If it is passed, they act as normal. If it is failed, they can only make one action rather than two.

VICTORY POINTS

Each player scores Victory points for each opposing ganger that goes Out of Action. They score 3 points for a Leader, 2 points for a Champion and 1 point for a Ganger.

ENDING THE BATTLE

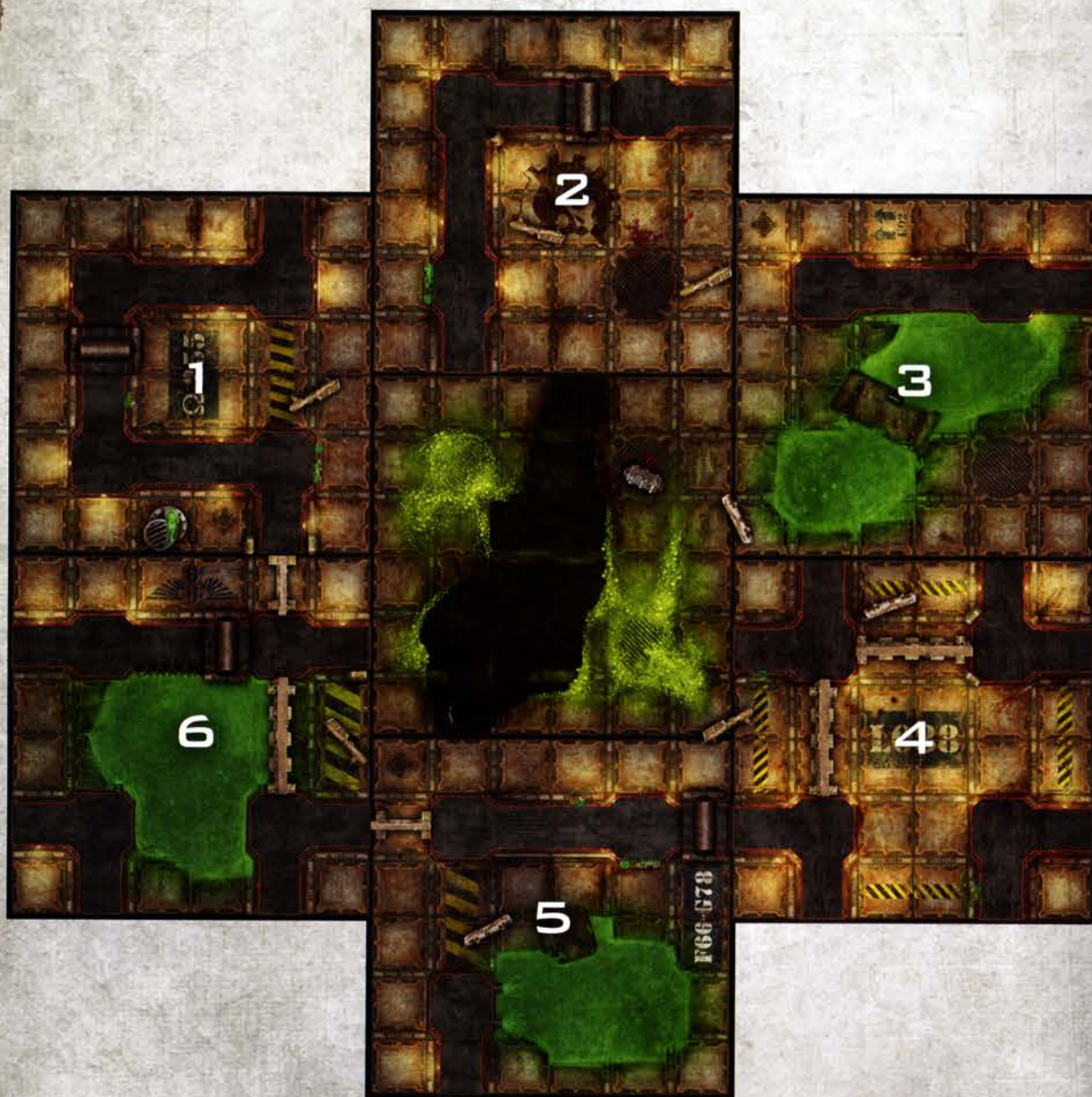
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SCENARIO 3: FORGOTTEN RICHES

A gang's economy runs on a number of factors: extorting money, selling contraband, stealing from guild caravans, and so on. However, sometimes rumours will spread of a newly-discovered tunnel sprawl packed with discarded goods ripe for the looting. Of course, it's rare for only one gang to hear such rumours...

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Decades ago, the tunnels around Sumpscuttle were flooded with toxic run-off from House Escher's chem-plants several levels above. Now it's been drained, and local gangs have been picking through the wreckage for anything that looks salvageable.

DEFAULT MAP SET-UP

Set up the map as shown. Note that the outer tiles are numbered 1-6.

CREWS

Each player rolls 2D6 on the table below to see the maximum number of fighters they can include in their crew. Then they secretly choose which fighters will be included, placing those fighters' cards face down in front of them. Any unchosen fighters are absent from the battle and will take no part. Once both players have chosen their crews, the fighters are all revealed.

2D6	Maximum Crew Size
2-3	5
4-5	6
6-8	7
9-10	8
11-12	9

TACTICS CARDS

Each player can choose up to one Tactics card. If the total credits value of one gang's fighters is lower than the other, the player with the lower value can choose an additional Tactics card for each full 100 credits of difference.

SETTING UP

Starting with the winner of a roll-off, the players take turns rolling a D6 to choose a random numbered tile (see the map). If the tile already contains a loot casket, they roll again. Otherwise, they set up a loot casket on that tile, at least 6" from any other loot caskets on the board. Players take turns doing this until four caskets have been set up (in addition to the one that is already on the map). Loot caskets cannot be set up in areas that are cut off from the rest of the map (for example, the small areas in the bottom corners).

Once all of the caskets have been set up, the players roll off again. The winner picks one of the numbered tiles that does not contain a loot casket to be their territory, then sets up their entire crew on that tile, within 3" of the edge of the map. The other player then does the same on the other remaining numbered tile – if the two tiles are adjacent, they cannot set up any of their fighters within 6" of an enemy.

SPECIAL RULE: HORRORS IN THE DARK

Finding such a sizeable stash of untouched loot should have been suspicious, and sure enough this seems to be the hunting ground for one or more unknown, mutated monstrosities.

When a fighter is activated, and they are not within 8" of any other fighters (from either side), roll a D6 on the following table:

D6 Result

- 1 The fighter suffers a Strength 6 hit with an AP of -1 and a Damage of 2. If they are Seriously Injured as a result, they are dragged away into the darkness and taken Out of Action.
- 2-3 A nightmarish creature emerges from the shadows, seeking easy prey. The fighter cannot make any actions this turn as they are too busy driving the creature away.
- 4-5 The fighter hesitates, hearing a noise in the darkness. They can only make one action this turn.
- 6 The fighter goes unnoticed and can act normally.

VICTORY POINTS

Each gang scores 1 Victory point for each enemy fighter that goes Out of Action. In addition, each gang scores 2 Victory points for each loot casket (not including ammo caches) that is on their starting tile and within 3" of the board edge when the battle ends.

ENDING THE BATTLE

If one gang has no fighters left on the board at the end of any round, the battle ends immediately and the other gang scores D3 bonus Victory points. If a gang Bottles Out, roll a D6 at the end of the following round. On a result of 4 or more, the battle ends. Otherwise, roll again at the end of each subsequent round, adding 1 to the result for each additional time this roll is made; in other words, the second time the roll is made the battle will end on a 3 or more, and so on.

SCENARIO 4: THE MARAUDERS

98

Starting a fight in an enemy's territory takes guts. That's a real incentive to many gangs, who know that such brazenness will be rewarded with a massive boost to their reputation should they make it out in one piece. In an attempt to make an even bigger name for themselves, the gang will even spend some time before the fight spreading word of their intentions, doubling down on the glory should they succeed... or shame should they fail.

DEFAULT MAP SET-UP

Set up the map as shown. Note the numbers around the edge of the board.

ATTACKER AND DEFENDER

The players roll off. The winner decides whether they will be the attacker or the defender.

CREWS

The attacker's crew consists of up to six fighters. They secretly choose their crew, placing those fighters' cards face-down in front of them. The rest of their fighters will take no part in this battle.

The defender rolls two D6 and picks the highest – this is the number of fighters in their crew. The defender shuffles their Fighter cards together and deals that many face-down in front of them to choose their starting crew from. The remaining fighters are their Reinforcements.

2-3



4-5

Over the years, a number of gangs have claimed the hollow shell of Manufaxus as part of their territory, as evidenced by the many layers of iconography – some older than the gangers that now skulk around it – covering the walls.

TACTICS CARDS

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

SETTING UP

The defender picks one of the shaded areas to be their deployment zone, and sets up their starting crew entirely within it. The attacker rolls to see what their objective is (see Victory Points to the right) then sets up their crew within the other deployment zone.

SPECIAL RULE: REINFORCEMENTS

In each End phase of each turn, roll a D6 for each of the defender's Reinforcements, and add the current round number to the result (for example, in round 3, add 3). On a score of 7 or more, the fighter arrives on the battlefield – roll a D6 and consult the numbers around the edge of the map to see which edge of the board they will arrive on. The defender places their Fighter card so that its shortest edge is touching the appropriate edge of the board. The position of the card along that edge is up to the defender, and shows where the fighter will arrive.

In the subsequent Priority phase, each of these cards is given a Ready marker and can be activated like a fighter on the board. When a Reinforcements card is activated, the defender sets up its fighter as close as possible to the card. Reinforcements cannot be placed within 1" of enemy fighters. The fighter can then make two actions as normal, and is treated as part of the defender's crew for the rest of the battle.

SPECIAL RULE: DESPERATION

In this battle, the defenders pass any Bottle tests they make.

ENDING THE BATTLE

If one gang has no fighters left on the board at the end of any round, the battle ends immediately and the other gang scores D3 bonus Victory points. If the attackers Bottle Out, roll a D6 at the end of the following round. On a result of 4 or more, the battle ends. Otherwise, roll again at the end of each subsequent round, adding 1 to the result for each additional time this roll is made; in other words, the second time the roll is made, the battle will end on a 3 or more, and so on.

VICTORY POINTS

Each gang scores 1 Victory point for each enemy fighter that goes Out of Action. In addition, the attacker has a special objective, determined by rolling a D3 on the table below:

D3 Result

- 1 Bushwack:** The attacker scores 1 additional Victory point for each enemy Champion that is taken Out of Action, and 2 additional Victory points if the enemy Leader is taken Out of Action.
- 2 Scrag:** The attacker secretly writes down one fighter from the defender's crew to be their quarry. If that fighter goes Out of Action, the attacker reveals what they wrote down and scores 1 additional Victory point. If they were taken Out of Action by a close combat attack or Coup de Grace (see page 57), they score 2 additional Victory points instead.
- 3 Mayhem:** Fighters from the attackers' gang are attempting to rush through the defenders' territory, causing chaos as they go. Once an attacking fighter has inflicted an Injury on a defender, they can leave the battlefield – if they end an action within 1" of the short edge of the board that is furthest from their deployment zone, they are removed from play. Each fighter that does this scores 1 Victory point.

If the attackers Bottle Out, they cannot score any more Victory points for their special objective.



SCENARIO 5: SNEAK ATTACK

Each gang will have a stronghold at the centre of their turf. Usually a highly defensible area, the surrounding region will be almost impenetrable to outsiders... almost, but not quite.

A gang that really wants to make itself known will send a small raiding party deep into enemy territory, either in disguise or under cover of darkness, in the hope of defiling or stealing something sacred to their rivals. If they time it right and don't raise the alarm, they might even make it out before they're discovered...

DEFAULT MAP SET-UP

Set up the map as shown on page 103.

ADVANCED SCENARIO

Sneak Attack uses more special rules than the previous scenarios, and is only recommended for players already comfortable with the rules.

ATTACKER AND DEFENDER

The players roll off. The winner decides whether they will be the attacker or the defender.

CREWS

The attacker rolls 2D6 on the table below to determine the maximum number of fighters they can include in their crew. They secretly choose which fighters will be in their crew, placing those fighters' cards face-down in front of them. The rest of their gang takes no part in the battle.

2D6	Maximum Crew Size
2-3	5
4-5	6
6-8	7
9-10	8
11-12	9

The defender picks up to five fighters from their gang to be their sentries. They secretly choose their sentries, placing those fighters' cards face-down in front of them. The rest of their gang are their Reinforcements, and will have a chance to turn up once the alarm is raised.

TACTICS CARDS

The attacker chooses up to three Tactics cards. The defender chooses up to two Tactics cards. The defender cannot play any Tactics cards until the alarm has been raised (except for ones which must be played at the start of the battle).

SETTING UP

First, the defender places the gang relic. It can be placed anywhere that is not within 8" of the edge of the board. Then, they reveal their sentries' Fighter cards and set each sentry up anywhere on the board that is not within 4" of the edge of the board.

The attacker then reveals their crew's Fighter cards and sets up all of the fighters in their crew. They must be set up entirely within 4" of the edge of the board, out of line of sight of any sentries, and each fighter must be within 4" of another fighter in the crew.

The attacker automatically has the priority in the first round of the battle.

SPECIAL RULE: ACTIVATING SENTRIES

The defender's sentries do not gain Ready markers in the Priority phase. Instead, the defender keeps their sentries' Fighter cards in a single pile, face-down. This is referred to as the Sentry deck. Each time it is the defender's turn to activate a fighter, they shuffle the Sentry deck and draw one card at random – that sentry is activated. Once the sentry's turn is over, their card is returned to the deck. If a sentry is attacked, their card is taken from the deck long enough to resolve the attack against them.

When a sentry is activated, both players roll a D6. If the rolls are the same, the sentry turns to face a random direction (determined by the roll of a Scatter dice). If a Hit is rolled, the defender chooses which way they are facing.

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

After a sentry moves, check to see whether they spot an attacker as described on page 102.

A sentry can be activated multiple times in a round. When the attacker has no more fighters to activate in the round, the defender activates one more sentry then the Action phase ends.

SPECIAL RULE: SPOTTING ATTACKERS

At the end of each sentry's move, roll 2D6. If there are any attackers within that many inches of the sentry, and within their vision arc, there is a chance they will be spotted. Roll a D6 for each, subtracting 1 from the result if the fighter is Prone.

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

Then make Spotting rolls for each other sentry that has one or more attackers within their vision arc and within a number of inches equal to that of the original 2D6 roll.

If a sentry spots any attackers, put a Ready marker on their Fighter card. The card is not returned to the Sentry deck. Then, make an Initiative check for them. If it is passed, they can immediately make a ranged attack against one of the attackers they have spotted.

SPECIAL RULE: ALERTED SENTRIES

A sentry with a Ready marker has been alerted, and will raise the alarm if they cannot be silenced. In addition to spotting attackers as described above, Sentries are also alerted – gaining a Ready marker – if they are Pinned or Engaged at the start of any of their actions. If an alerted sentry is Seriously Injured, their Ready marker is lost; they are more concerned with not dying than raising the alarm!

SPECIAL RULE: RAISING THE ALARM

If any sentries have a Ready marker at the start of the defender's turn, the alarm is raised. Also, if an attacker fires a Ranged weapon, roll 2D6 and add the weapon's Strength after the attack has been resolved. If the weapon has the Blast special rule, add 2 to the result. If the total is 10 or more, the alarm is raised immediately.

From the fifth round onwards, if the Attacker rolls a 1 or a 2 for their Priority roll, the alarm is raised by an onlooker or passive security system.

Once the alarm has been raised, the sentry rules are no longer used – from now on sentries follow all the normal rules for fighters.

SPECIAL RULE: REINFORCEMENTS

Once the alarm has been raised, the defender rolls a D6 at the start of each round and draws that many Fighter cards, at random, from their Reinforcements. Then they set up each of those fighters anywhere on the board that is within 1" of a board edge and not within 12" of an attacker. Those fighters are now part of their crew.

SPECIAL RULE: DEFILE THE RELIC

If an attacking fighter is within 1" of the relic, they can spend a Double action to defile it – this scores Victory points as described below. The relic cannot be defiled more than once.

SPECIAL RULE: HOME TURF

The defenders pass any Bottle tests they make; this is their home turf and they have no intention of running.

VICTORY POINTS

The attackers score 1 Victory point for each sentry that is taken Out of Action before the alarm is raised. They also score 4 Victory points if they defile the relic.

The defenders score 1 Victory point for each attacker that is taken Out of Action.

ENDING THE BATTLE

If one gang has no fighters left on the board at the end of any round, the battle ends immediately and the other gang scores D3 bonus Victory points. If the attackers Bottle Out, roll a D6 at the end of the following round. On a result of 4 or more, the battle ends. Otherwise, roll again at the end of each subsequent round, adding 1 to the result for each additional time this roll is made; in other words, the second time the roll is made, the battle will end on a 3 or more, and so on.





A gang's stronghold can take any shape, but abandoned fortifications are always popular. The catacombs beneath the old watch house at Zyma Rise are a prime example, for obvious reasons – from the reinforced plascrete walls to the still-functioning security doors, the tunnels are almost impenetrable.

SCENARIO 6: SMASH & GRAB

One of the ways a gang can turn a profit is by guarding shipments of munitions or other valuables for the Merchant Guild. The Guilders pay handsomely for those who are willing to put their local knowledge to use in defending a caravan, but such a fee is only paid upon its safe arrival at the destination. Should another gang catch wind of this, they will take up arms without a moment's notice in the hope of scoring big.

DEFAULT MAP SET-UP

Set up the map as shown.

ATTACKER AND DEFENDER

The players roll off. The winner decides whether they will be the attacker or the defender.

CREWS

The attacker uses their full gang. The defender rolls 2D6 on the table below to determine the maximum number of fighters they can include in their crew. They then secretly choose which fighters will be in their crew, placing those fighters' cards face-down in front of them. The rest of their gang takes no part in the battle.

D6	Maximum Crew Size
2-3	4
4-5	5
6-8	6
9-10	7
11-12	8



Guild caravans do their best to stay away from the more dangerous areas of the underhive, but unfortunately danger is ever present. Most attempts at plunder take place at staging areas such as Pont Solus, where goods are regularly moved from one caravan to another.

TACTICS CARDS

The attacker can choose up to two Tactics cards from their deck. The defender shuffles their deck and draws a number of cards at random. To determine how many they can draw, compare the total credits value of the fighters in each player's crew. The defender draws two cards, plus one for every full 100 credits that the attacker's total value is higher than theirs.

SETTING UP

The defender takes the five loot caskets, and prepares them as follows, without the attacker seeing. Three of them will be set up with the ammo side facing-up. One will be set up with the blank side facing-up. One will be set up with the blank side facing-up and a Frag Trap marker inside. The defender puts the lids on all five caskets, then sets them all up within their deployment zone, at least 4" from any edge of the battlefield. Once the caskets are set up, the defender cannot check to see what is in each one – they need to remember!

SPECIAL RULE: LOOT CASKETS

The defender cannot attempt to open any loot caskets – they are under strict orders to ensure their safe delivery, seals intact.

If an attacker opens a loot casket, do not roll to see what the contents are. Instead, remove the lid and reveal it. If ammo is showing, this is an ammo casket. If nothing is showing, it contains nothing of value. If a Frag Trap marker is showing, it is a frag trap. It is immediately triggered then removed from the board.

VICTORY POINTS

At the end of the battle, each player scores 1 Victory point for each enemy fighter that has been taken Out of Action. In addition, at the end of the battle, check the location of each ammo cache (remove the lids from any unopened loot caskets if necessary). Each ammo cache within 6" of the defender's board edge scores 3 Victory points for the defender. Each ammo cache within 6" of the attacker's board edge scores 3 Victory points for the attacker.

ENDING THE BATTLE

If one gang has no fighters left on the board at the end of any round, the battle ends immediately and the other gang scores D3 bonus Victory points. If a gang Bottles Out, roll a D6 at the end of the following round. On a result of 4 or more, the battle ends. Otherwise, roll again at the end of each subsequent round, adding 1 to the result for each additional time this roll is made; in other words, the second time the roll is made, the battle will end on a 3 or more, and so on.

