

NECROMUNDA[®]



IV
GANG WAR
GAMING SUPPLEMENT



BRETHREN OF BONES

HOUSE CAWDOR



'BLESSED' BALDRYK



HAUBERK



COIF COFFINAIL



TIPPET



CYCLAS THE RATFINDER



COTTUS



NECROMUNDA®

ON NECROMUNDA, HOPE IS A LUXURY RESERVED FOR
SPOILED SPIRE LORDS AND Highborn GUILD MASTERS
— AND IS AS RARE AS PURE DRINKING WATER.

IS IT ANY WONDER THEN THAT THE DOWNTRODDEN
WORKERS YEARN FOR A BETTER LIFE BEYOND THE
GATES OF DEATH? WHEN YOUR WAKING DAYS ARE BUT
THE TURNING OF AN ENDLESS WHEEL OF INDUSTRY,
WHEN THE OVERSEER'S LASH IS ALL YOU HAVE EVER
KNOWN, AND WHEN YOUR CHILDREN WILL TAKE YOUR
PLACE ON THE LINE, THE PROMISE OF ETERNAL REWARD
IS ENTICING. TO THESE POOR SOULS, THE PREACHER'S
RAVINGS ARE MUSIC, THE SILENCE OF PRAYER DAY IS
MORE NOURISHING THAN ANY FOOD AND THE NAME
OF HIM OF TERRA IS A BALM TO THEIR ENDLESS PAIN.
LIKE THE FLOOR SWEEPINGS OF THE HIVE FACTORUMS,
THESE WORKERS ARE GATHERED UP BY THE FAITHFUL,
PRESSED INTO SERVICE FOR THE CULTS AND SENT
OUT INTO THE GLOOM TO SPREAD THE WORD OF
THEIR REDEMPTION.

CULTS BEGET GANGS AND GANGS FIGHT FOR THE FAITH,
EAGER TO CLAIM THEIR OWN REDEMPTION — FOR IN THE
DEPTHS OF THE UNDERHIVE, FAITH IS HOPE.



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Forge World Web site: www.forgeworld.co.uk

- >>> Subject: Event log shift 755 of the year of Him of Terra 996.M41.
>>> Conduit Necro-vox YTK999.
>>> Thought for the Day: He who is armoured in faith need fear no heresy.

Subjects of Lord Helmawr heed now the voice of Necromunda!

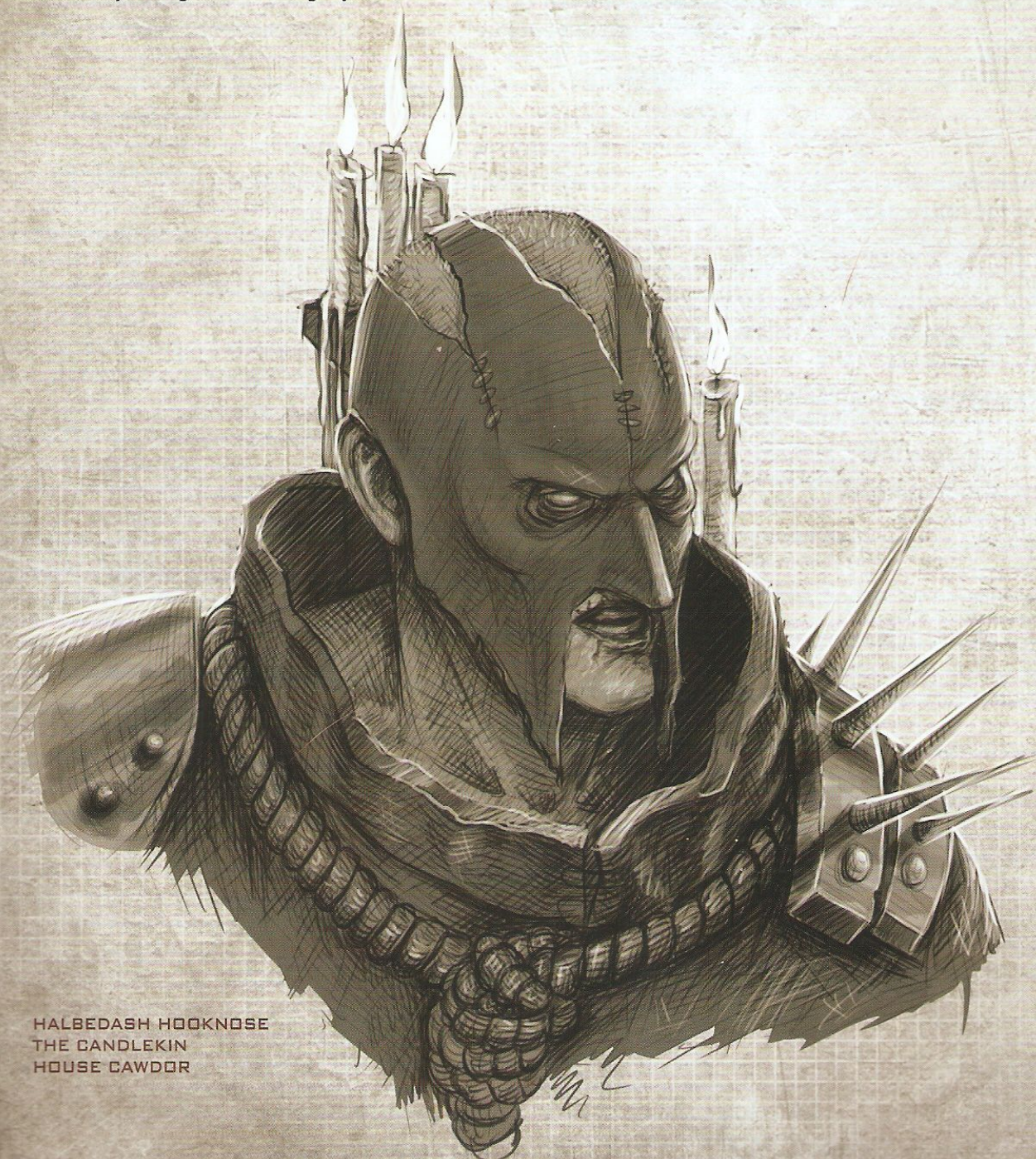
- ++ All praise Him of Terra upon the day of His ascension of the Golden Throne! The Imperial House grants all workers a tenth-cycle reprieve to reflect upon how they might better meet their production quotas.
 - ++ 5.2% drop in Clan House production quotas will be exacted by a half-cycle increase to all work shifts until further notice.
 - ++ The Stranger's Spire hosts off-world delegations – workers and citizens trespass upon the Spire upon pain of ash-flensing.
 - ++ House Cawdor reclamation +312.8%, the Imperial House commends the clan's waste pit overseers.
 - ++ Average authorised gang violence quotient -9.2%. Guilder sanctions successful (cf gang purge).
 - ++ Average unauthorised gang violence quotient +27% (cf Redemption)
- >>> [Additional] The followers of the Redemption must adhere to the laws of the Imperial Creed (cf Cawdor word-keepers). The wearing of masks in enforcer-controlled zones is prohibited and refusal to reveal identity will result in punitive beatings. Nooses are also prohibited from factorum workers (cf assembly line Delta K mass hanging), as are effigies of all kinds – dedicated to Him of Terra or otherwise.
- >>> The Imperial House praises the expansionist efforts of the Guilder combines and those clan gangs under their contract. The affected zones have been tamed and are now meeting production quotients – much work remains to be done, lest the Pax Imperia be broken again. For the Imperial House and the will of Him on Terra!

WELCOME TO THE GANG WAR!

Gang War Four is the fourth expansion for Necromunda: Underhive, and comes fully sanctioned by the Munitorum! Inside this book you will find rules for introducing House Cawdor gangs into your games; the rabble of the Redemption bringing their own desperate brand of warfare, along with the clan's unique weapons, such as polearm-guns, explosive-hurling crossbows and bomb rats. Alongside these newcomers, you will find an extended Trading Post, introducing new weapons, pets and wargear, including bionics, which allow you to repair the effects of your fighters' Lasting Injuries.

Along with these additions to the gangs are a host of new ways to play games of Necromunda. Provided within are expanded skirmish rules for one-off games, as well as guidelines for Necromunda tournament play and six new scenarios for you to cut your gang's teeth on. The Dominion Campaign presents a completely new campaign system for Necromunda: Underhive, charting a bitter territory war and includes a range of unique rules. Finally, *Gang War Four* introduces new Bounty Hunters and Hired Guns for use with your gangs, such as the psychic tracker Ortruum 8-8 and the Orlock Road Boss Slate Merdena.

HALBEDASH HOOKNOSE
THE CANDLEKIN
HOUSE CAWDOR





COTTLE SCRUTTON
THE HANGED
HOUSE CAWDOR



HOUSE CAWDOR

The men and women of House Cawdor are the bonepickers, scrap herders and midden-thieves of Necromunda, their vast empire built upon the discarded scraps of the other clans and bound together by an unshakeable faith. The House owes much of its existence to the Cult of the Redemption – a splinter sect of the Imperial Cult that emerged on Necromunda centuries ago, its preachers proclaiming the doom of the Imperium and the unworthiness of Mankind to all who would listen. Of all of the Houses to entertain the Redemption's demagogues, only the rubbish-peddlers of Cawdor took their message so utterly to heart – embracing their own inferiority and pledging their worthless lives to the spreading of the faith. Though faith has done little for the House's wealth, its people have endured where other Houses have failed and fallen to the march of time. Now the clan is equal in size, though not in wealth or status, to

several of the other Clan Houses combined – not least of all because Cawdor has a long history of gathering up outcasts and, many claim, kidnapping the children of other clans.

Devotion to the Cult of the Redemption guides the actions of all members of House Cawdor. From their first days in the orphanarium-fanes, the snatchlings of the House are taught that the doom of the universe hangs eternal over their heads. Only by giving themselves utterly to the Emperor can their otherwise worthless lives have meaning, and only by serving the clan's word-keepers will the Master of Mankind hear their faint prayers. Cawdor men and women live segregated lives, ruled over by the Emperor's word and existing in a state of poverty extreme even by the standards of Necromunda. Its people make their meagre wealth by scavenging through the refuse of

the hive, unearthing 'blessed' relics from amongst the rubbish. The Cult teaches that material belongings are fleeting, as is the importance of the individual – thus do Cawdor workers keep only those possessions deemed to be of spiritual significance, while they hide their faces behind masks so that the Emperor might not think them too proud of their individuality.

Given the poverty that grips House Cawdor, most of the House's allied gangs favour simple and effective weaponry; the battered autogun, the trusty stub gun and the rusty knife are all good enough for a Cawdor ganger. In fact, Cawdor gangs have a special talent for restoring discarded guns and blades, scraping together a working weapon from the parts of several others or making a new weapon onto which they can painstakingly carve the scriptures of their faith. Fire is a favoured tool of the gangs, for it is simple to use and, like the doom that devours the galaxy, consumes all in its path. Creating incendiary grenades, flamers and other fire-based weapons is a simple task within a hive, for the flammable fuel and waste lines that run through the great city's walls are easily syphoned off. In combat, killing a foe in the white-hot furnace of a well-placed flamer burst, or in the blinding halo of a fire bomb, is an almost holy act for a Cawdor ganger, the piteous screams of the heretic as they burn a benediction to the Emperor, proclaiming for all to hear the true majesty of the Redemption.

The ideals of the Cult of the Redemption thrive in places where the word of the Imperial Creed is but a distant, half-heard echo. Cawdor gangs are usually tasked to bring the word of the Cult to the shadowy depths of the underhive, the wilderness between the hives or the abandoned ruins of places left behind by the relentless march of millennia. Here, many despair that the Emperor and the Imperium have forsaken them, and so are easy converts to the portents of doom and darkness offered up by the Redemption. Each gang then becomes a church unto itself, servicing a flock of followers, and when they fight back against the interests of other clans or the indifference of the hive lords, they further cement their position as saviours. Most gangs are ruled by a powerful patriarch, with women forbidden to take up arms for the House. And yet, just as the men of Cawdor are driven by their faith, so too are there all-women Cawdor gangs that have their own word-keepers and traditions that teach that all within His eyes are warriors for the cause. Some of these female gangs are formed as distorted reflections of the militant orders of the Adepta Sororitas – with names like the Ash Rose Covenant or the Sisters of the

Ragged Shroud, and they can be even more ferocious than their male counterparts.

The history of House Cawdor is littered with the tales of scrap-saints and ash-martyrs. Among these stories the most common is that of Caul the Fallen, the first pilgrim of the Red Redemption. So it goes, Caul left the shelter of his hive in search of relics in the wilds of Necromunda. Across the wastelands he wandered, and where he went cults sprung up from the dust in his wake. He won countless battles against heretics, monsters and mutants alike, his righteous soldiers vanquishing the Ember Lords of the Yearning Deep, and murdering the Dark Arbitrators that once ruled the lost hives of Spoilshadow to a man. Even now, centuries later, Caul's masked visage stares down from tumbled spires and broken wrecks, a reminder that the glory of the Redemption lives eternal.

Then there are the gangs that have found their own faith among the splinters of the Redemption. Hauberk Halfhand is the pitiless master of the Broken Ones. After having his spine shattered by an Orlock bullet and lying dying for days in the stygian depths of Hive Primus, Hauberk gazed into the abyss of hive bottom and the abyss gazed back at him. In the depths of his despair, Hauberk came to see that only the truly broken can fully understand the faith, and so, once he had crawled back to a settlement, he drew to himself the mangled cast-offs from other Cawdor gangs – he himself stitched back together to be born anew. The Broken Ones are now a scourge upon Hive Primus, destroying everything in their path so it might be welcomed into the faith. Their foes are all given the same choice; to have their bones and bodies smashed by Hauberk so they might join his gang – or if they reject the faith, the finality of the void.

Perhaps the greatest living warrior of the Redemption is the Thane of Cawdor, Lord Mormaer. Legend has it that he rose up from among the bonepickers of Hive Primus, making a name for himself in the depths of the underhive by building blazing heretic pyres and unearthing ancient Ministorum relics. When the old Thane was close to death, he sought out Mormaer as his replacement, for, as the story goes, it is each Thane's right to choose a successor from among the most faithful of their servants. It is this promise of faith rewarded with rulership that drives many Cawdor gang leaders. However, proving worthy of ascension is an elusive task, if it is even possible at all – there being just as many that believe the whole tale is one created by Mormaer himself to keep the faithful true.

HOUSE CAWDOR GANGS

GANG COMPOSITION

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

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

SKILL ACCESS

Cawdor fighters have access to the following skills:

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



BLIAUT BURNSCARS
DOOMSAYERS
HOUSE CAWDOR

FIGHTERS

A starting Cawdor gang is made up of the following fighters:

LEADER..... 105 CREDITS											
M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	4+	3	3	2	4+	2	4+	6+	5+	6+

EQUIPMENT

A Cawdor Leader is equipped with flak armour. They have no equipment restrictions.

STARTING SKILL

Cawdor Leaders start with one skill chosen from their Primary skill sets.

CHAMPIONS..... 95 CREDITS EACH											
M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	4+	3+	3	3	2	4+	2	5+	6+	7+	7+

EQUIPMENT

A Cawdor Champion is equipped with flak armour. They have no equipment restrictions.

STARTING SKILL

Cawdor Champions start with one skill chosen from their Primary skill sets.

JUVES..... 20 CREDITS EACH											
M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	5+	5+	3	3	1	3+	1	8+	8+	8+	9+

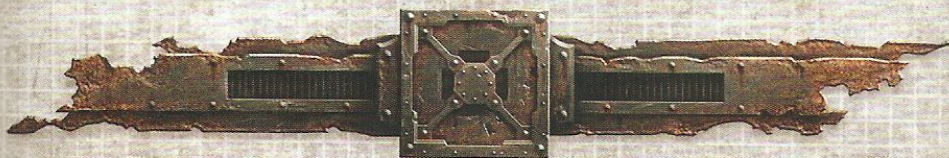
EQUIPMENT

A Cawdor Juve starts with no equipment. They can be equipped with Pistols and Close Combat Weapons, but cannot be given any weapon that is worth more than 20 credits.

GANGERS..... 45 CREDITS EACH											
M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	4+	4+	3	3	1	4+	1	7+	7+	7+	7+

EQUIPMENT

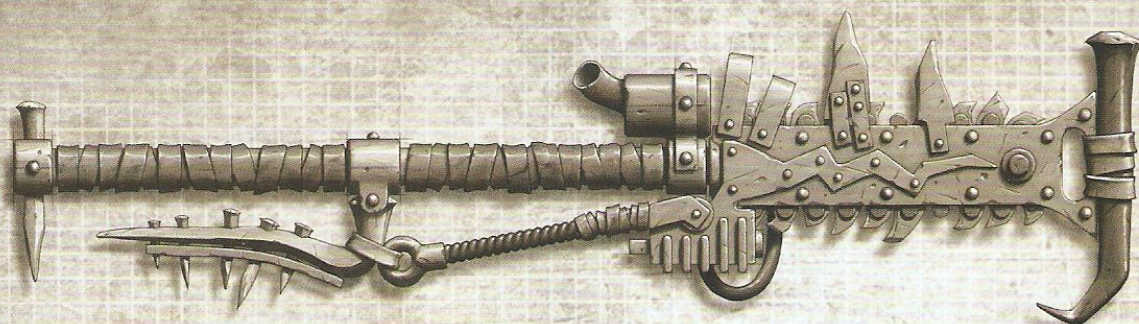
A Cawdor Ganger is equipped with flak armour. They can be equipped with Basic Weapons, Close Combat Weapons, Grenades and Pistols. When the gang is created, one Ganger can be equipped with a Special Weapon; during a campaign, additional Gangers can also take Special Weapons.



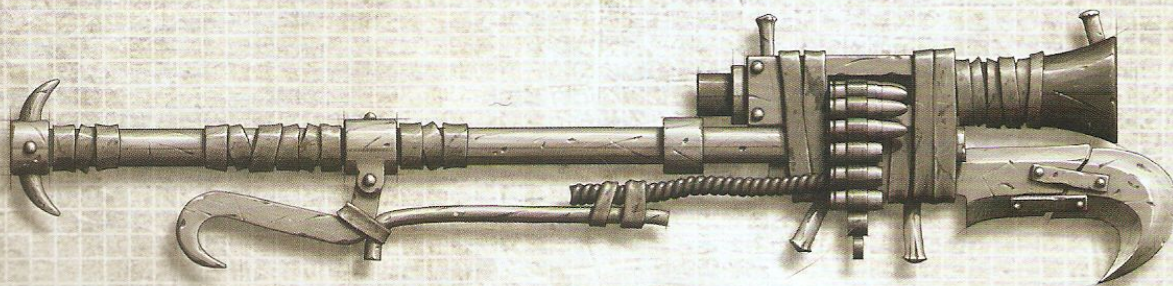
NAMING YOUR OWN CAWDOR

Cawdor names are handed down from parent to child, often scrawled on a special naming bone that is jealously guarded by its owner. What the names mean or where they come from not even the Cawdor know, but many believe they were chosen by the God-Emperor Himself. Below are some names that can be used, adapted or combined when creating your own Cawdor gang.

- Beluque
- Shyrth
- Caban
- Hoyke
- Hennin
- Wardecors
- Hauberk
- Cowl
- Dagged
- Epitoga
- Cottus
- Gambeson
- Phrygian
- Houve
- Touret
- Barbet
- Moufles
- Snood
- Cainsil
- Tippet



DIVINE RETRIBUTION 'PATTERN' CHAIN GLAIVE



POLEARM BLUNDERBUSS 'NAIL STORM'

HOUSE CAWDOR EQUIPMENT

HOUSE CAWDOR POLEARMS

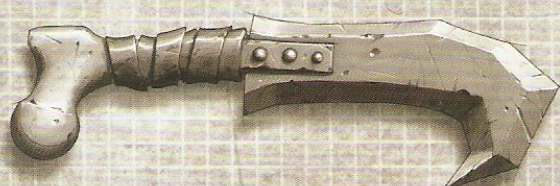
A keystone in the foundations of the faith that drives the Cawdor is their idolatry of the various heroes of the Imperium. Be they lowly Astra Militarum or mighty Adeptus Astartes, to the Cawdor, these warriors are holy saints, every one. But, ultimately, it is the Adeptus Custodes, the near-mythical bodyguards and companions of the divine Emperor Himself, that Cawdor hold most sacred and angelic. Exactly how these denizens of the underhive came to know of the existence of the Emperor's Custodians is somewhat of a mystery, but it is said that within the holiest of House Cawdor's chapels resides the fragments of ancient stained glass windows or shattered statues, all reclaimed from various spoil heaps and landfills deep within the underhive and painstakingly restored. The most prized of these relics are rumoured to depict the golden-armoured giants of the Custodian Guard themselves, armed and clad in their splendid panoply of war, auramite plate gleaming, guardian spears held aloft.

This adulation of the Custodian Guard has, over the centuries, led to strange habits and styles of weaponry amongst the fighters of House Cawdor. The polearms they wield are considered to be divine weapons, favoured by the Emperor Himself and borne by His angels to prosecute holy war against unbelievers. Those among His servants who fight in His approved manner are most favoured in His sight.

Other special and heavy Cawdor weapons tend to follow the same construction, with the chosen weapon being mounted onto a long, pole-like haft rather than a more conventional set-up, although heavier weapons are often ineffective in combat and tend to be used solely as ranged weapons. Melee weapons too tend towards the double-handed style, be they axes, hammers, or even massive chain-bladed glaives.

Basic Cawdor polearms combine two weapon profiles, an unwieldy but versatile spear used in combat, and a common and easily maintained ranged weapon of some sort attached to the weapon's head. Most often seen are autoguns of low quality, the junk discarded by other Houses and reclaimed by House Cawdor, but primitive blunderbusses are also common, firing improvised ammunition of various types, from gravel, nails and other such shrapnel, to flammable materials that ignite and cause horrific burns.

These weapons have the Unwieldy trait when used in close combat, but not when used as ranged weapons; they do not require two actions to fire as other Unwieldy ranged weapons do. They do, however, count as two weapons when equipping the fighter.

HOUSE CAWDOR
HEATHEN SKINNER

HOUSE CAWDOR EQUIPMENT LIST

WEAPONS

BASIC WEAPONS

- Reclaimed autogun..... 10 credits
- Polearm/autogun* 20 credits
- Polearm/blunderbuss* (with grape & purgation shot) 40 credits
- Sawn-off shotgun..... 15 credits

CLOSE COMBAT WEAPONS

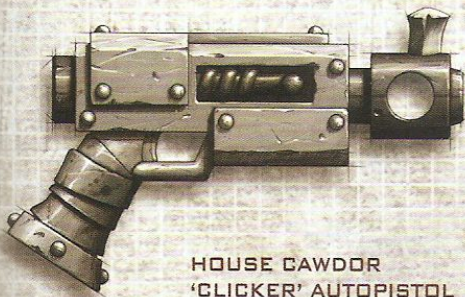
- Axe..... 5 credits
- Chain glaive* 60 credits
- Maul (club) 25 credits
- Fighting knife 30 credits
- Flail..... 20 credits
- Two-handed axe* 25 credits
- Two-handed hammer* 35 credits

PISTOLS

- Reclaimed autopistol..... 5 credits
- Hand flamer 75 credits
- Stub gun 5 credits

SPECIAL WEAPONS

- Combi-weapon (autogun/flamer)..... 100 credits
- Flamer 130 credits
- Long rifle 30 credits



HOUSE CAWDOR
'GLICKER' AUTOPISTOL

HEAVY WEAPONS

- Heavy crossbow* (with frag & krak shells) 125 credits
- Heavy flamer* 195 credits
- Heavy stubber* 130 credits

WARGEAR

GRENADES

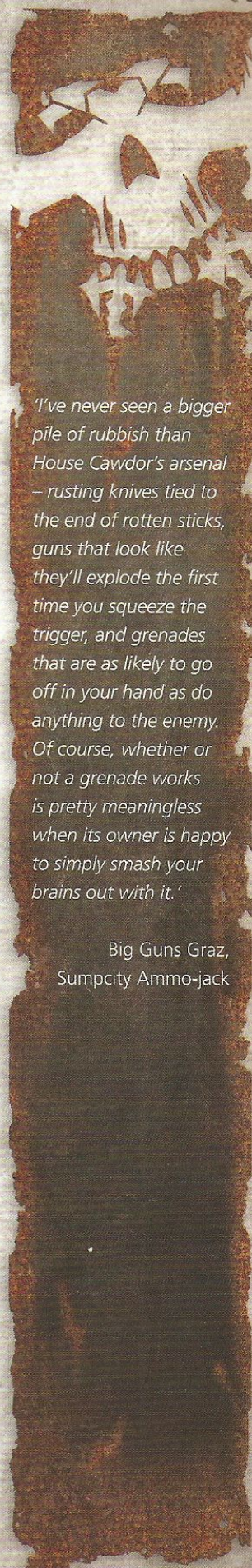
- Blasting charges..... 35 credits
- Choke gas grenades 50 credits
- Frag grenades..... 30 credits
- Incendiary charges 40 credits
- Krak grenades 45 credits
- Smoke grenades 15 credits

ARMOUR

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

EQUIPMENT

- Bomb delivery rats 30 credits
- Cult icon..... 40 credits
- Drop rig..... 10 credits
- Dumdum rounds (for stub gun) 5 credits
- Emperor's Wrath rounds (for blunderbuss) 35 credits
- Filter plugs..... 10 credits
- Mono-sight..... 35 credits
- Photo-goggles 35 credits
- Respirator 15 credits
- Skinblade..... 10 credits
- Strip kit..... 15 credits



'I've never seen a bigger pile of rubbish than House Cawdor's arsenal – rusting knives tied to the end of rotten sticks, guns that look like they'll explode the first time you squeeze the trigger, and grenades that are as likely to go off in your hand as do anything to the enemy. Of course, whether or not a grenade works is pretty meaningless when its owner is happy to simply smash your brains out with it.'

Big Guns Graz,
Sumpcity Ammo-jack

TRADING POST UPDATE

The following two items are available to all gangs through the Trading Post at the Rarity and cost shown below:

CLOSE COMBAT WEAPONS

- Chain glaive* 60 credits Rare (10)

SPECIAL WEAPONS

- Long rifle..... 30 credits Rare (9)



WIMPLE BEGGARBAIT
THE CANDLEKIN
HOUSE CAWDOR

HOUSE CAWDOR WEAPONS AND WARGEAR

The following new weapons and wargear are unique to the gangs of House Cawdor and are available through the House Cawdor Equipment List. As such, they are not added to the Rare Trade chart.

BASIC WEAPONS

Weapon	Rng		Acc		S	AP	D	Am	Traits
	S	L	S	L					
Reclaimed autogun	8"	24"	+1	-	3	-	1	5+	Rapid Fire (1)
Polearm/autogun*									
- polearm	E	2"	-	-	S+1	-	1	-	Melee, Unwieldy, Versatile
- autogun	8"	24"	+1	-	3	-	1	5+	Rapid Fire (1)
Polearm/blunderbuss*									
- polearm	E	2"	-	-	S+1	-	1	-	Melee, Unwieldy, Versatile
- blunderbuss									
- grape shot	-	T	-	-	2	-	1	6+	Plentiful, Scattershot
- purgation shot	-	T	-	-	3	-	1	6+	Blaze, Plentiful
- Emperor's Wrath	8"	12"	-	-1	4	-1	2	4+	Knockback, Pulverise

*Note that these weapons only have the Unwieldy trait when used in close combat. They do not require two actions to fire, as other Unwieldy ranged weapons do. They do, however, count as two weapons when equipping the fighter.

CLOSE COMBAT WEAPONS

Weapon	Rng		Acc		S	AP	D	Am	Traits
	S	L	S	L					
Chain glaive	E	2"	-1	-	S+2	-2	2	-	Melee, Unwieldy, Versatile

PISTOLS

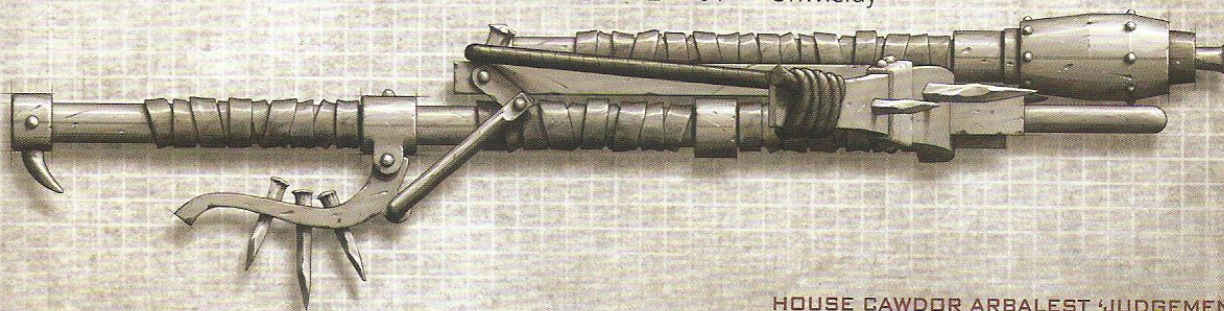
Weapon	Rng		Acc		S	AP	D	Am	Traits
	S	L	S	L					
Reclaimed autopistol	3"	12"	+1	-	3	-	1	5+	Pistol, Rapid Fire (1)

SPECIAL WEAPONS

Weapon	Rng		Acc		S	AP	D	Am	Traits
	S	L	S	L					
Combi-weapon									
- autogun	8"	24"	+1	-	3	-	1	4+	Rapid Fire (1)
- flamer	-	T	-	-	4	-1	1	5+	Blaze, Combi, Template
Long rifle	24"	48"	-	+1	4	-1	1	4+	Knockback

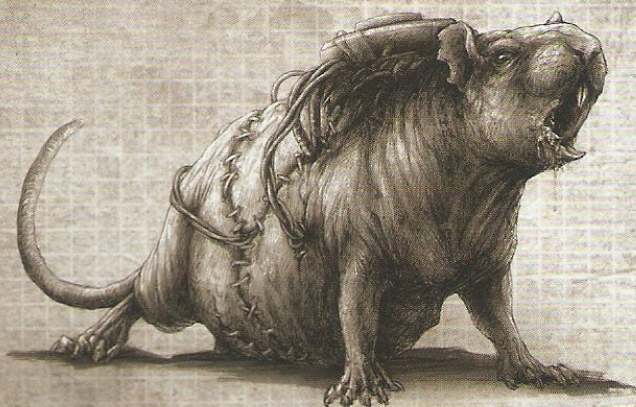
HEAVY WEAPONS

Weapon	Rng		Acc		S	AP	D	Am	Traits
	S	L	S	L					
Heavy crossbow									
- frag	15"	30"	-	-1	4	-	1	4+	Blast (5"), Knockback, Unwieldy
- krak	15"	30"	-	-1	6	-2	2	6+	Unwieldy



HOUSE CAWDOR ARBALEST 'JUDGEMENT'

WHISKERS
HOUSE CAWDOR BOMB RAT



14

BOMB DELIVERY RATS

Training the rats that teem beneath the underhive to perform tricks to entertain the downtrodden masses is a common pastime among the helots of House Cawdor, and the art has long been put to good use by Cawdor gang members to deliver grenades with precision.

A Cawdor fighter equipped with bomb delivery rats may deploy one per turn to carry a single grenade of a type that fighter is equipped with by performing a Prime Bomb Rat (Basic) action. When a bomb delivery rat is deployed, make an Ammo roll for the grenade used as if it had been used normally. The fighter may run out of grenades before they run out of rats!

When the bomb delivery rat is deployed, place it so that the edge of its base is touching that of the fighter and make an Intelligence check for the fighter. If the check is passed, the fighter may choose which direction the rat moves in. If the check is failed, the rat will move in a direction determined by rolling a Scatter dice. In either case, the rat may move up to 6". Bomb delivery rats ignore all terrain when moving except any that would normally be impassable, such as walls and structures. They suffer no penalties for climbing, they will never fall, and they may freely leap any gap of 2" or less. Wider gaps are considered impassable.

Should the rat end its movement within 1" of a fighter, friend or enemy, or another bomb delivery rat, roll a D6. On a 2+, the grenade will go off. On a 1, the grenade proves to be a dud and the rat vanishes into the darkness to dwell upon its good fortune. In either case, the rat is removed from play.

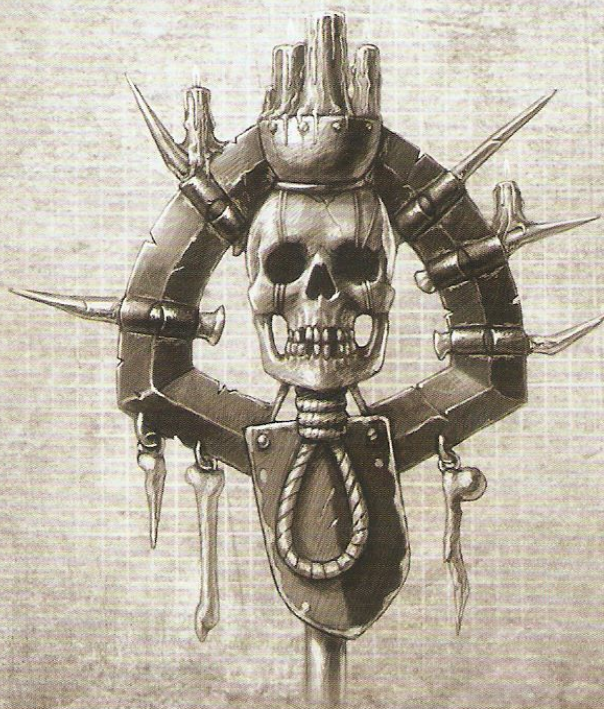
At the start of every subsequent round, after rolling for Priority but before activating any fighters, if the bomb delivery rat has not exploded then it will

activate again. Check to see if it is within 9" of the fighter that deployed it. If it is and if that fighter is Active or Pinned, make an Intelligence check for the fighter. If this is passed, the rat will immediately move up to 6" in a direction of your choosing. If it is beyond 9", the Intelligence check is failed, the fighter is Engaged or Seriously Injured (Secondary Statuses have no effect), or if the fighter has been taken Out of Action, then the rat will move 6" in a direction determined by rolling a Scatter dice. Should the rat end its movement within 1" of a fighter, friend or enemy, or another bomb delivery rat, roll a D6. On a 2+, the grenade will go off. On a 1, the grenade proves to be a dud. In either case, the rat is removed from play.

Any fighter may attempt to shoot at a bomb delivery rat or make a melee attack against one as if it were an enemy fighter. However, there is always an additional -1 modifier on any hit roll made against a bomb delivery rat. If the rat is hit, roll a D6. On a 4+, the grenade goes off. On a 1-3, the grenade does not go off. In either case, once a bomb delivery rat has been hit by a shooting or melee attack, it is removed from play.

CULT ICON

One fighter in the gang may carry a cult icon, this must be either the gang Leader or a Champion. This symbol of House Cawdor's dedication and devotion to the Emperor of Mankind serves to inspire gang members to greater acts in battle. When the Leader or Champion carrying the icon makes a Group Activation, they may activate one additional Readied fighter within 4", meaning that the Leader may activate three additional fighters whilst a Champion may activate two additional fighters.





AMICE CRIBSTEALER
BRETHREN OF BONES
HOUSE CAWDOR

BIONICS

16

Advanced technologies grant Necromunda's elite many ways to replace lost limbs and organs or upgrade their bodies with skull chips or concealed weaponry. For the masses, however, cybernetic replacements, artificial muscles and armour-grafts are made from whatever tech can be bought or scavenged, and installed by those techno-chirurgeons willing to work below the Wall.

This section presents a collection of bionic upgrades for your fighters. Bionics at their most basic level are a way to repair damage sustained by fighters as a result of violence and hardship. Not only can Lasting Injuries be negated through the vigorous application of bionics, but the chances of suffering similar injuries in the future can be greatly reduced. In addition to the medical benefits of bionics, fighters can opt to enhance their capabilities, making them better able to withstand the punishing life of an underhive ganger. There are, after all, plenty of techno-chirurgeons and Rogue Docs willing to charge more for enhanced bionics, should a patient have the funds!

The bionics detailed here are a type of Wargear and come in two levels: Mundane and Improved – a third type, Superior bionics, will be detailed in a future supplement and they will allow fighters to replace body parts with superior alternatives that greatly enhance performance. Mundane and Improved bionics may only be purchased once an injury has been sustained. A fighter may not elect to replace a body part that has not been injured with Mundane or Improved bionics. No bionic can be purchased more than twice per fighter – if the same Lasting Injury is suffered for a third time, it cannot be patched up with further bionics.

MUNDANE BIONICS

Should a fighter suffer any Lasting Injury as a result of going Out of Action which permanently reduces one or more of their characteristics, the injured body part may be replaced with a bionic prosthesis, thus restoring some degree of lost function. Mundane bionics may be bought from the Trading Post in the same way as other items, provided their Availability level has been met. The price of getting a Doc to install the bionic is included in its cost. All Mundane bionics will increase one of the characteristics listed in their description by +1, thus negating part or all of the effect of the Lasting Injury.

Multiple Characteristics: Players should note that some Lasting Injuries only cause one characteristic to be decreased whilst other Lasting injuries cause two characteristics to be decreased. Where a Lasting Injury causes two characteristics to be decreased, the bionic will give a choice of which characteristic is improved. If a fighter wishes to rectify two characteristic decreases caused by a Lasting Injury, they should look at purchasing an Improved Bionic (as follows), they cannot purchase two Mundane bionics in order to rectify the effects of a single Lasting Injury.

IMPROVED BIONICS

As with Mundane bionics, any fighter that has suffered a Lasting Injury as a result of going Out of Action which permanently reduces two of their characteristics may replace the injured body part with Improved bionics. Improved bionics may be bought from the Trading Post in the same way as other items, provided their Availability level has been met. The price of getting a Doc to install the bionic is included in its cost. All Improved bionics allow a fighter that has suffered a Lasting Injury that decreases two characteristics to increase both at the same time for a higher cost. Consequently, Lasting Injuries that only cause one characteristic to be decreased do not have the Improved bionics option.

Characteristic Increases and Bionics: If a characteristic has been increased as a result of any advancements since the injury was sustained, any bionics purchased, Mundane or Improved, may still increase the characteristic by 1 but may not take any characteristics beyond their maximum.

Bionics and Recovery: If a fighter is In Recovery when bionics are purchased, they will remain In Recovery as described in *Gang War*. Purchasing bionics does not negate the need to recover from an injury even if the bionics mitigate the long-term effects.

DAMAGED BIONICS

When a fighter takes a fresh Lasting Injury to a location previously injured and subsequently replaced with bionics, there is a chance that their bionics will save them from further harm, taking only minor damage that can easily be repaired. Roll a D6. On a 1-3, the Lasting Injury is applied as normal (perhaps a fighter with a bionic left leg has sustained a similar

injury to their right leg, for example). On a 4+, the bionics are hit and the effects of the Lasting Injury are ignored. However, if hit there is a chance that the bionics will be irreparably damaged. Roll a D6. On a 2+, the bionics are scratched and dented but suffer no long-term effects. On a 1, however, the bionics are damaged beyond repair, the effects of the Lasting Injury are applied and the bionics and their benefits are lost.

LOBO CHIP (HUMILIATED LASTING INJURY TABLE RESULT)

The underhive is dangerous and more than enough to break the mind of a ganger. Some fighters choose to get a lobo chip hammered into their cranium, diminishing their emotions to a dull murmur.

MUNDANE..... 20 CREDITS, RARE (1 1)
Increase either the fighter's Leadership or Cool by +1.

IMPROVED 45 CREDITS, RARE (1 2)
Increase both the fighter's Leadership and Cool by +1.

CORTEX-COGITATOR (HEAD INJURIES LASTING INJURY TABLE RESULT)

A spinal thought-shunt, the cortex-cogitator enhances or repairs a fighter's reasoning processes and mental fortitude. These implants make them much more able to understand and process information, as well as improving their memory.

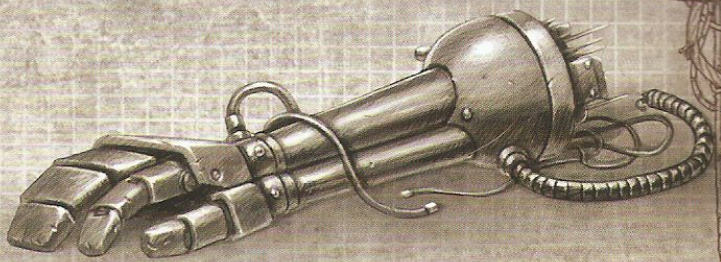
MUNDANE..... 15 CREDITS, RARE (1 1)
Increase either the fighter's Intelligence or Willpower by +1.

IMPROVED 30 CREDITS, RARE (1 2)
Increase both the fighter's Intelligence and Willpower by +1.

BIONIC EYE (EYE INJURIES LASTING INJURY TABLE RESULT)

From bespoke models crafted to match a user's own natural organs, to crude hatchet jobs prised from the ocular sockets of smashed servo-skulls, bionic eyes restore sight.

MUNDANE..... 45 CREDITS, RARE (1 3)
The fighter's Ballistic Skill is increased by +1.



BIONIC ARM (HAND INJURIES LASTING INJURY TABLE RESULT)

A good bionic arm is another weapon in its user's arsenal, able to both replace the function of an arm but also act as a handy club.

MUNDANE..... 45 CREDITS, RARE (1 3)
The fighter's Weapon Skill is increased by +1.

BIONIC LEG (HOBbled LASTING INJURY TABLE RESULT)

At its most basic, a bionic leg replaces the function of a flesh and blood limb, whether cobbled together from old servitor bits or crafted from advanced materials.

MUNDANE..... 25 CREDITS, RARE (1 2)
The fighter's Movement is increased by +1".

SKELETAL ENHANCERS (SPINAL INJURY LASTING INJURY TABLE RESULT)

Skeletal enhancers repair damage and restore function to a fighter's strength, hardening bone and muscle with servo-assisted overlays or hydraulic body-rigs.

MUNDANE..... 70 CREDITS, RARE (1 3)
The fighter's Strength is increased by +1.

AORTIC SUPERCHARGER (ENFEEBLED LASTING INJURY TABLE RESULT)

An aortic supercharger increases heart and organ function, granting a fighter exceptional stamina and the ability to shrug off injury.

MUNDANE..... 65 CREDITS, RARE (1 3)
The fighter's Toughness is increased by +1.

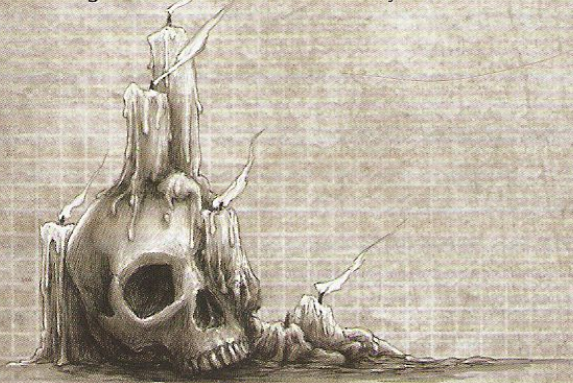
SKIRMISH GAMES

18

Necromunda is a game best played as part of a campaign. There is nothing quite like creating a gang and leading it to glory or ignominy over a series of linked games. Characters evolve, stories unfold, and a strong narrative is easily built up around the events that take place on the tabletop.

Unfortunately, not everyone is able to commit the time required to take part in a campaign. Players may not live close to their gaming friends. Work and family commitments might contrive to keep us away from our hobby, meaning that often we are only able to enjoy the occasional stand-alone game when time permits. This, however, is no reason to miss out on the fun of many aspects of the game that appear to be designed for campaign play. It is possible to create gangs for stand-alone Skirmish games, complete with extra skills, characteristic increases, access to weird and wonderful Rare Trade equipment and even Hangers-on and Hired Guns. There is a lot of fun to be had in creating a gang for a Skirmish game, deciding what will be included and what will be left out, choosing skills, creating names and backstories for the fighters, and so on.

The following section gives a set of guidelines for creating Skirmish gangs. Players who wish to use these rules for a game should decide between themselves on the details. Furthermore, this section aims to give guidance to anyone wanting to run a gaming event such as a tournament, as these rules will help to create more interesting gangs for participants to use, which in turn enhances the gaming experience for everyone involved. At the end of this section, you will even find some recommendations for scoring to use in a tournament, along with a few example rules packs made with the following guidelines, which can be used by players for their own Skirmish games or by event organisers wishing to run a one- or two-day event.



GANG CREATION

This section deals with how to create a gang for a Skirmish game. For the most part, this is exactly the same as creating a gang for a campaign, right down to using the Campaign House Lists found in the *Gang War* supplements, the Legacy Gangs pdf, and the extra gangs featured in *White Dwarf* magazine. However, there are some distinct differences to be aware of.

FOUNDING A GANG

For stand-alone skirmish games, gangs should be between 1,250 and 2,000 credits. Larger is possible, but it is worth bearing in mind that smaller credit limits force hard choices to be made. Sometimes, having to choose whether to include one thing or the other is better than having both as it adds to the challenge of the experience. It may be the case that a minimum and/or maximum number of fighters should be specified. A good rule to follow here is that gangs must be a minimum of ten fighters and a maximum of twenty, and that a gang must contain ten members before Hangers-on or Hired Guns can be added.

As in a campaign, a blank Fighter card must be filled in for each member of the gang and for any Hangers-on and Hired Guns, and all fighters, Hired Guns and Hangers-on must be represented by an appropriate model. Finally, all of the normal rules regarding gang composition must be followed, as described in the gang list.

Leaders and Champions: As normal, the Leader and Champions should gain a free starting skill when founding the gang (or an ability, depending upon the gang being used) and, as always, this extra skill should be noted on the fighter's Fighter card.

Equipment: Gangs should be equipped from their own House Equipment Lists following the usual rules with regard to weapon types and total number of weapons available to a fighter of each type.

Additionally, gangs may be allowed to purchase any item from the Rare Trade chart at the cost specified, in effect building a 'Stash' of Rare items that can then be given to the fighters they are hiring when founding the gang, provided of course that they follow the normal rules with regards to how individual fighters can be equipped.

A Rare (X) level should be determined beforehand. For example, players may be allowed to select items up to Rare (10) but not above. In a Skirmish game, players should agree this between themselves. For an event, the event organiser should specify this in the rules pack.

Hired Guns and Hangers-on: In Skirmish games, Hired Guns may be recruited when the gang is founded. However, if there is a minimum number of fighters required, Hired Guns and Hangers-on will not count towards this. For example, if gangs must contain a minimum of ten fighters, they must contain ten fighters drawn from the gang list before any Hired Guns or Hangers-on can be included. They will however count towards the maximum number of fighters if a maximum is in effect.

Hangers-on can be hired when a Skirmish gang is founded as well, and this is covered in more detail in the Reputation section that follows. Any Hangers-on included in a gang must be represented by appropriate models, even those that may not spend much time on the table.

GANG ATTRIBUTES

In a stand-alone Skirmish game or during an event or tournament, Gang Attributes work differently. Gang Rating, for instance, is predetermined and will not fluctuate, whilst Turf size might have more importance in a tournament than a stand-alone game.

Reputation: For Skirmish games, rather than starting with the usual 1 Reputation, gangs may be given a Reputation of 5, 10, or 15 when founded. At an event or tournament, this should be the same for every gang present. Players should decide before the game how much Reputation their gangs will have, whilst event organisers should include this information in the rules pack.

The Reputation of Skirmish gangs serves a two-fold purpose; firstly it will determine how many Hangers-on can be included when the gang is founded, because Hangers-on, such as Ammo Jacks for example, can be particularly useful in a Skirmish game. In addition, Reputation provides an ideal tiebreaker in tournaments.

In the case of events and tournaments that use Reputation gain and loss as described in the scenarios as a tiebreaker (as follows), then loss of Reputation between games *does not* mean that purchased Hangers-on are lost.

Turf Size: For Skirmish games, rather than starting with the usual Turf Size of 1, gangs may be given a Turf size equal to half of their Reputation rounded up, meaning Turf Size will be 3, 5, or 8. As with Reputation, at an event or tournament this should be the same for every gang present and event organisers should include this information in the rules pack.

In an event or tournament, Turf Size can play an important role as it can be a useful tiebreaker (see page 22).

FIGHTER ATTRIBUTES

During stand-alone Skirmish games, fighters do not gain Experience, so there is no obvious way for them to gain Advancements the way their counterparts in a campaign will. The following section deals with how to add extra skills and characteristic increases to fighters within a Skirmish gang.

Extra Skills: In Skirmish games, it is a good idea to allow certain fighters to start with some extra skills. This works well with the increased credits players have to found a gang and the access to Rare Trade items and Hangers-on to create the feel of an established, veteran gang that can be used in a stand-alone game.

There are many ways to do this, and both players and event or tournament organisers should feel free to experiment, but as a general rule it is recommended that gangs be allowed to choose five or six Primary skills OR five Primary skills and one Secondary skill in addition to the starting skill the Leader gains when founding the gang. Skills should be equally distributed amongst Leaders, Champions and Juves, with no character having more than two additional skills, with the exception of the Leader and Champions who, including their starting skill, will be allowed a total of three skills.

Skills may also be allocated to Gangers who are nominated as Specialists. The number of Specialists included should be decided beforehand by the players or specified by an event or tournament organiser. For example, you may wish to say that a gang can include up to three Specialists, and when combined with six extra skills you may then say that no more than one fighter (not including the Leader) may take two skills, which would create a good spread of skills across Leaders, Champions, Juves and Specialists.

Characteristic Increases: In addition to extra skills, gangs should be allowed a number of characteristic increases. Again, there are many ways to do this,

and players and event or tournament organisers are encouraged to experiment, but a good rule to follow is that the number of characteristic increases should be half the number of extra skills rounded down, which makes two or three the norm.

No fighter should be allowed more than one characteristic increase and no increase should be allowed to a fighter with two extra skills. As usual, characteristic increases may be given to Gangers as well as Leaders, Champions, Juves and Specialists.

PLAYING SKIRMISH GAMES

Once gangs have been created for a Skirmish game, it is a simple matter of getting stuck into the action. This following section contains some useful advice on scenarios and victory conditions for anyone playing a Skirmish game, and some in-depth advice for event or tournament organisers regarding scenario selection, scoring, tie-breakers, and so on.

Scenarios: Any scenario can be used for a skirmish game, but there are some important things to consider with a few of them. Below is some general advice for players and event organisers to consider when choosing scenarios to play in a Skirmish game.

When playing a simple stand-alone Skirmish game, players should ensure that the entire gang they have founded can be used. This might mean ignoring the crew size recommended by the scenario – after all, the two gangs being used will be incredibly well matched due to how they have been created. If players feel that one side outnumbering the other by too many fighters is a disadvantage, this is best addressed early on when founding the gang. You can be quite specific when agreeing minimum and maximum number of fighters should you wish.

In an event or tournament environment however, the event organiser should not be afraid to use scenarios that specify various crew sizes – part of the fun lies in selecting the best crew ahead of a game. Event organisers also have the luxury of knowing that their players will be playing several games over the course of a day or two, meaning that whatever mix of crew sizes the scenarios chosen specify, from as few as six fighters up to using the entire gang, players can be almost guaranteed to get the most use out of every fighter they have hired.

Zone Mortalis vs Sector Mechanicus: Terrain type should also be given some thought. Players sitting down to play a Skirmish game have the freedom to play over either Zone Mortalis or Sector Mechanicus

terrain as they wish, but event organisers may have to consider the logistics a bit more. As a general rule of thumb, if space is limited at a venue, Zone Mortalis might be the better choice. In combination with a lower credits limit for gangs, event organisers can focus on smaller set-ups and quicker games, allowing for an extra game or two to make up for the smaller sized games. Similarly, if an event organiser wishes to hold four or more games in a single day, the fast and frenetic pace of Zone Mortalis games suits this well. If an event is to be run over two days and if resources are available, event organisers may wish to consider having one day be dedicated to Zone Mortalis games, and the other dedicated to Sector Mechanicus games. Doing this gives the greatest amount of time possible to change tables and set up anew for the following day, whereas trying to change dozens of tables from Zone Mortalis to Sector Mechanicus over lunch time is perhaps best avoided!

Home Turf and Rescuing Captives: Finally, some scenario rules need consideration. In the case of scenarios that specify a Home Turf Advantage, players should roll off to determine which player is fighting on their Home Turf. Likewise, if players choose to play a Rescue Mission scenario, roll off to see who the rescuer is and who the captor is. The rescuer should then either randomly determine which of their fighters is the Captive, or choose a fighter to be the Captive.

Arbitrated Games and Campaign Events: Skirmish games are not limited just to two players building a gang and fighting out a simple scenario. Groups of three or more players are encouraged to experiment with the rules presented in *Gang War Three* for Arbitrated Campaigns alongside Skirmish games. There is a lot of fun to be had playing out a stand-alone game under the watchful eye of an Arbitrator, who may control certain elements within the game, such as terrain effects, groups of hive denizens or wandering monsters.

Additionally, players are encouraged to make as much use of the Campaign Events table presented in *Gang War Three* as they deem fit, either as a stand-alone addition or in conjunction with an Arbitrator. This D66 table presents a huge variety of external circumstances that can change the way any given scenario will play out. When combined with the scenarios included in *Gang War Three*, players will find that a simple Skirmish game can easily become a three player experience, with the third player acting as Arbitrator, a role which can be tremendously rewarding.

TOURNAMENT PLAY

There are a few things that make tournament play distinct from any other type of play. Contrary to what many players might think, outrageous competitiveness is rarely one of them! Tournaments give us as players an excuse to get together and play several games over the course of a day or a weekend, catching up with old friends and making new ones. It is certainly true that around the top tables, towards the end of the event, the action can become quite intense as players compete for the eternal fame and glory associated with a tournament win, but for the most part, games are played in a spirit of friendly competition. It is nice to win, of course, but as the games follow a 'Resurrection' format (see below), they are often free from the emotion associated with seeing a beloved Champion fatally wounded and lost in campaign play. Tournament games, as with any Skirmish game, can often be played with much more abandon than players may dare in a campaign game, and it can be tremendous fun to play so boldly, unconcerned about a fighter's long term health.

RESURRECTION FORMAT

In Skirmish games, the normal campaign rules are suspended for the most part. Gangs are founded as described previously and gain Advancements in a predetermined way. But what about casualties suffered during a game at an event or tournament? Well, these too are handled in a different way. When a fighter is taken Out of Action during a game, there is no need to roll on the Lasting Injuries table. Instead, it is assumed that all fighters are (12-26) Out Cold and return healthy with all of their skills and characteristics intact for the next game. This is referred to as 'Resurrection format' or 'Resurrection play'.

Note, however, that this in no way should stop players rolling to determine the Lasting Injury for their own amusement!

THE DRAW

At events it is always important that attendees know who they are playing in each round. There are several ways of doing this, for example, in campaign events (as follows) players might be grouped by gang type and drawn randomly against players of another gang type. However, in tournament play, it is important that players on an equal number of wins and/or losses face-off in each round.

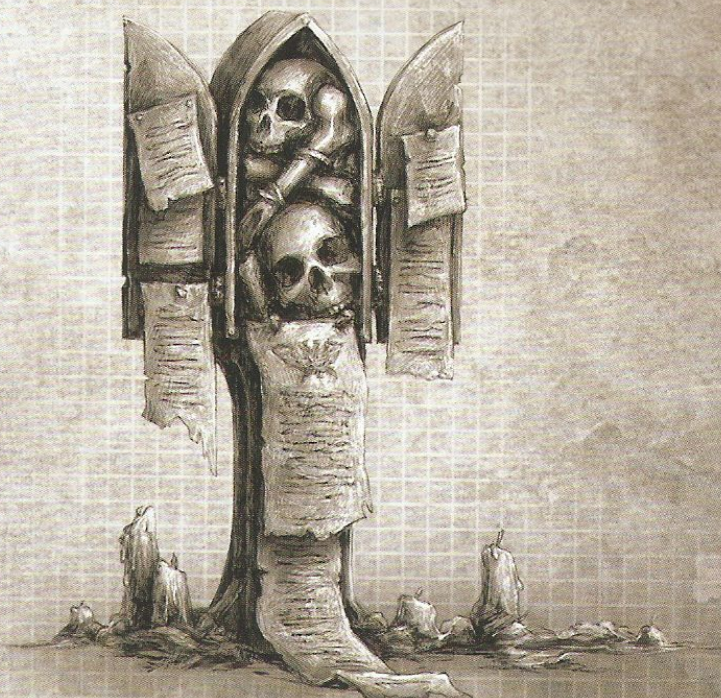
The first round of a tournament should be a random draw. Event organisers may wish to interfere with the draw a little bit to avoid 'mirror matches' when

a player is drawn against a gang of the same type as theirs, or to try to avoid players whom they know to be regular opponents or players who have travelled together facing one another in the first round. It largely doesn't matter, but the first round should ideally always be a fun game against someone new.

From the second round onwards, however, the draw should be done using the Swiss pairing system, meaning that players will play opponents on an equal tournament score and/or number of wins, draws or losses as them in each round. Eventually, this will lead to two, or sometimes more, potential winners, all of whom are equally matched facing off on the top tables, whilst elsewhere in the field players are facing off against opponents on a similar score to them. Not only does this ensure that the final standings are a sound reflection of performance, but it tends to ensure that players will be having enjoyable games against those opponents who are most similar to them, something which in turn enhances the experience for everyone present.

SCORING

This section deals with how to score a tournament. When playing a stand-alone Skirmish game, the winner and loser will be determined quite simply by following the scenario rules, and whilst this is true of tournament games as well, event organisers will need a way to keep track of how well players are doing over the course of the event.



Tournament Scoring: As mentioned previously, each individual game is won or lost as determined by the scenario. How this should convert into Tournament Points (TPs) is quite simple:

- Win 3TPs
- Draw 1TP
- Loss 0TPs

Additionally, event organisers may wish to award bonus TPs if certain criteria are met. For example, if the victor wins by a large margin, they may be awarded +1TP. However, if they win by only the narrowest of margins, the loser may be awarded +1TP. What these margins should be is for the event organiser to decide, but a good guide would be a win by 5 or more VPs versus a loss by only 1 VP.

Further bonuses may be awarded for taking Captives, as this is an integral part of campaign play and should be recognised in tournament play. For example, a player may earn +1TP whenever they take an enemy fighter Captive in the post-game wrap-up. It certainly helps to capture the feel of Necromunda if players follow at least one of the wrap-up steps from campaign play at the end of their games, and rolling to see if any enemy fighters are taken Captive is a great example.

Tiebreakers: Finally, event organisers should be aware that there will be ties, and that at the end of any tournament there will be players on an equal number of TPs throughout the field. For the most part this doesn't matter, coming equal 24th is better than coming 25th after all! But when faced with a tie between the top two players, we need a way to break it. To help with this, players will be required to adjust their Reputation and Turf Size post-game when checking to see if any Captives have been taken. Once again, this step helps to capture the feel of a Necromunda campaign in a Skirmish game event.

The first tiebreaker should be Reputation. A bonus of giving players a higher than usual Reputation when founding a gang is that, over the course of an event, that figure can go both up and down, meaning that it works very well as a tiebreaker, and it is the most important Gang Attribute, the one that should be considered above all others. Without a good reputation, a gang is destined to be forgotten!

The second tiebreaker should be Turf Size. As mentioned previously, giving gangs a higher than usual Turf Size when they are founded allows it to go

both up and down over an event, which makes it an ideal second tiebreaker. Between these two factors, ties in a tournament should be almost impossible.

CAMPAIGN EVENTS

Not all events must be competitive tournaments, and there is a lot of fun to be had from running campaign-based events. However, organisers may wish to consider using Skirmish gangs for such events as a way to speed things along between games, ensure that all participants are on an equal footing, and allow them to focus on the unique elements of the event they have envisioned. The organiser of a campaign event takes on the role of Arbitrator for the attendees, and it is up to them to ensure that the focus is on the games and the narrative that those games drive, because if players spend too much time on developing their gangs or focussing on individual results, this narrative feel can be lost.

What follows are a couple of suggestions, but this section is deliberately brief. Event organisers wishing to run a campaign event are encouraged to let their imagination run riot with the narrative, whilst hopefully these rules for creating Skirmish gangs will prove of use.

House War: Event organisers may wish to run a campaign event where participants are grouped together into teams decided by the gang they wish to play. From there, it is possible to ensure that gangs from the same House do not face each other, instead focussing their efforts on destroying their mutual enemies. Doing this may require handling the draw each round to ensure the desired match-ups happen, possibly even to the extent of manually creating the draw each round. This should not matter, though, as players should understand that House honour is more important than individual pride!

Map-based Events: Another option, and an expansion of the above, might be to group players into smaller clans who control an area of a map. Over the course of an event, a clan's territory can shrink or grow based on its members' wins and losses, so that eventually a winner will emerge with the largest territory. This is an idea that can work incredibly well as a team event, where entrants sign up as a team of three or more players and compete together for glory. A map-based team event like this can be quite diverse, with draws being done Swiss style based on overall team performance working surprisingly well to combine both tournament and campaign-based events into a package to suit all.

EXAMPLE RULES PACKS

Below are a couple of example rules packs event organisers might build for simple one- or two-day events, and which players are encouraged to try for their own entertainment.

ONE-DAY EVENTS

FOUNDING A GANG

Players have 1,250 credits with which to found their gang. Gangs use the Campaign House Lists contained in *Gang War*, *Gang War Two*, *Gang War Three*, and those printed in *White Dwarf*, as well as any from the Legacy Gangs pdf not yet updated elsewhere. Gangs must consist of between eight and twelve fighters, of which three Gangers may be designated as Specialists:

- **Leaders and Champions:** As normal, the Leader and Champions should gain a free starting skill when founding the gang.

- **Equipment:** Gangs should be equipped from their House weapons list, following the usual rules. Additionally, gangs may purchase any item from the Rare Trade chart at the cost specified that is Rare (9) or below, including all items listed as Common, to be distributed amongst fighters.

- **Hired Guns and Hangers-on:** These may be included. Hired Guns do not count towards the minimum number of fighters, but both Hired Guns and Hangers-on do count towards the maximum number of fighters. Models and Fighter cards are required for all Hangers-on.

GANG ATTRIBUTES

All gangs start with the following Attributes:

- **Reputation:** Gangs have a Reputation of 5. Note this will mean that only one Hanger-on per gang is permitted.

- **Turf Size:** All gangs have a Turf Size of 3.

FIGHTER ATTRIBUTES

Fighters may be given extra skills as detailed below:

- **Extra Skills:** You may choose five Primary skills to distribute between your fighters. No fighter may be given more than one extra skill, other than the Leader who gains a free starting skill, meaning they may be given two in total.

- **Characteristic Increases:** Two of the fighters in your gang may be given a single characteristic increase.

TWO-DAY EVENTS

FOUNDING A GANG

Players have 1,750 credits with which to found their gang. Gangs use the Campaign House Lists contained in *Gang War*, *Gang War Two*, *Gang War Three*, and those printed in *White Dwarf*, as well as any from the Legacy Gangs pdf not yet updated elsewhere. Gangs must consist of between ten and twenty fighters, of which four Gangers may be designated as Specialists.

- **Leaders and Champions:** As normal, the Leader and Champions should gain a free starting skill when founding the gang.

- **Equipment:** Gangs should be equipped from their House weapons list, following the usual rules. Additionally, gangs may purchase any item from the Rare Trade chart at the cost specified that is Rare (11) or below, including all items listed as Common, to be distributed amongst fighters.

- **Hired Guns and Hangers-on:** These may be included. Hired Guns do not count towards the minimum number of fighters, but both Hired Guns and Hangers-on do count towards the maximum number of fighters. Models and Fighter cards are required for all Hangers-on.

GANG ATTRIBUTES

All gangs start with the following Attributes:

- **Reputation:** Gangs have a Reputation of 15. Note this will mean that only three Hangers-on per gang is permitted.

- **Turf Size:** All gangs have a Turf Size of 8.

FIGHTER ATTRIBUTES

Fighters may be given extra skills as detailed below:

- **Extra Skills:** You may choose five Primary skills and one Secondary skill to distribute between your fighters. No fighter may be given more than two extra skills, other than the Leader who gains a free starting skill, meaning they may be given three in total.

- **Characteristic Increases:** Three of the fighters in your gang may be given a single characteristic increase. This may not be a fighter who has two skills.

In addition to the above, a rules pack should detail any special rules in place for the event, list the scenarios to be used in each round and include any alterations to crew sizes in use. It should also inform players of the scoring system and tiebreakers in use, to ease data entry between rounds.



SLATE MERDENA, ORLOCK ROAD BOSS

The Sump Dogs are one of the hardest gangs to ever ride the ash roads of the Spider Points, and their success can be attributed to one man: Slate Merdena. As a juve out of Sumptown, Slate built his first runner out of scrap, and took down his first Waster caravan before he could shave. It wasn't long before he had his own crew, and not long after that a gang of riders he called the Sump Dogs, in memory of his hometown. Soon, the Sump Dogs boasted gangs from one end of the Palatine Cluster to the other and Slate was infamous for giving beaten Orlock leaders a choice between donning his colours or taking a short ride on the end of chain behind his war-rig! Despite his successes, when the masters of House Orlock called Slate to court for his well-earned place among them, he refused – unwilling to give up the road. Not wanting to lose such a talented fighter, or perhaps concerned what Slate might do if they trifled with him, they instead made him a Road Boss – a master of multiple gangs and an agent for the House masters themselves.

Slate controls a dozen Hive Primus Ash Gates in the name of House Orlock, and a dozen more have made deals with his fighters for protection. Over the years countless other gangs have tried to take him out, and Slate has earned a reputation for being nigh unkillable – having survived bullets to the chest, blades between his shoulders and even being hurled under the wheels of his own rig. Though time has taken its toll on Slate, evidenced by the dust visor he wears to hide his ash-burned eyes, he still radiates power. Often the mere sight of Slate and his faithful Cyber-mastiff, Macula, are enough to send his enemies running – lest they end their days as a mile marker on the Spider Points like so many before them.

DESIGNER'S NOTE: USING SLATE MERDENA IN NECROMUNDA

Slate Merdena is a new kind of Hired Gun in that he is specific to House Orlock. Players using an Orlock gang can hire him, using his cost and abilities as presented here, and using the rules for hiring Bounty Hunters and Scum presented in *Gang War Two*. Note that in this instance, Slate is hired in place of the gang taking on a Bounty Hunter. In future supplements, we will be introducing more gang-specific Hired Guns, many of which will have their own special rules.

SLATE MERDENA, ORLOCK ROAD BOSS

360
CREDITS

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

Weapon	Rng		Acc		Str	AP	D	Am	Traits
	S	L	S	L					
Custom									
Plasma pistol									
- low	12"	24"	+2	-	5	-1	2	5+	Pistol, Scare
- maximal	12"	24"	+1	-	7	-2	3	5+	Pistol, Scare, Unstable
Power hammer	-	E	-	-	S+1	-1	2	-	Melee, Power

SKILLS: Fearsome, Iron Will, Nerves of Steel

WARGEAR: Cyber-mastiff, frag grenades, mesh armour, photo goggles

MAGULA, CYBER-MASTIFF

-
CREDITS

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
5"	3+	-	3	3	2	4+	2	7+	6+	8+	9+

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

SKILLS: Combat Master

SPECIAL RULES

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

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

'Slate doesn't win fights, he just allows you to lose.'

Sump Dogs saying

EXOTIC BEASTS

The worlds of the Imperium are host to many strange and wonderful creatures, and Necromunda is no exception. It is well-documented that throughout the ages humans have had a strange propensity for keeping all manner of creatures as pets, fascinated by

their behaviour and comforted by their loyalty, and in this the denizens of the underhive are no different to humans anywhere else in the galaxy. What is unique to Necromunda, though, is the type and variety of pets that people choose to keep...

AJAX JONES
AND GROINRIPPER
ASHTOWN ANGELS
HOUSE ORLOCK



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

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



MARROWPICKER
HOUSE CAWDOR SHEEN BIRD

O-2 SHEEN BIRDS

Ancient biomechanical constructs, commissioned long ago by the ruling Helmawr family to evoke an illusory sense of the long-lost splendour of the natural world within the artificial confines of Hive Primus, Sheen birds were once wonders of the art of the Adeptus Mechanicus, combining the finest mechanical constructions of the Cult Cybernetica with the most elegant clone craft of the Cult Biologus. They were possessed of a rudimentary suite of pre-programmed behaviours, causing them to mimic that of real birds; flocking together, roosting, feeding, even nesting and tending broods of faux youngsters, themselves created to mimic the sight of hatchlings within a nest.

Over the millennia, the Sheen birds of Hive Primus have fallen into decay. Their maintenance not seen as a priority within the administratum of the hive, their numbers have gradually dwindled through lack of preservation, with the surviving examples having corrupted beyond recognition. Where once their metal frames and clone-flesh knitted together seamlessly to create mirrored and feathered wonders; today they are corrupted and decayed. Their flesh is diseased and their plumage is scarce. The surviving Sheen birds therefore are foul things, infested with parasites and filthy with pollution. Even their imprinted behavioural coding has corrupted, causing them to act as parodies of their former glory, the most disturbing being those that remember the act of parenting their artificial broods and who still tend monstrously debased nests, populated by hideous things that no longer resemble young birds in any way.

Occasionally, Sheen birds will make their way into the lower levels of the underhive, where they are rarely seen, but when they are, they are often greeted with awe by the devoted of House Cawdor, who view them as avatars of the Emperor's grace. For high ranking Cawdor gangers, to possess a Sheen bird is akin to possessing the direct blessing of the Emperor Himself.

'Is there anything as dismal in all of Hive Primus as the Sheen birds? Another failed experiment by our much lauded ancestors that we are forced to live with. Of all of the hive's populace it seems only the unfortunates of House Cawdor take any real notice of them – perhaps because all that faded finery and failed promise reminds them of their own warped belief system.'

Vivver Ran Lo,
Lord of the Menageries,
Hive Primus

'Go for the eyes Sook,
go for the eyes!'

Codic Cripplefingers
ordering his Sheen bird
to attack

A Sheen Bird has the following profile and weapons:

D-2 SHEEN BIRDS: CAWDOR ONLY.....RARE (12) - 90 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	4+	6+	3	2	1	3+	2	8+	7+	8+	9+

Weapon	Rng		Acc		S	AP	D	Am	Traits
	S	L	S	L					
Beak & talons	-	E	-	-	S	-1	2	-	Melee, Rending

SPECIAL RULES

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

Bate: When the owning fighter activates, the Sheen Bird will attempt to charge an enemy fighter even if the owning fighter does not wish it to. Make a Willpower check for the owning fighter, if this test is failed, the Sheen Bird must attempt to charge the closest enemy fighter. If the check is passed, the Sheen Bird activates as normal.

Rake Away: At the end of the Sheen Bird's activation, if the owning fighter is Active or Pinned, they may choose to make a Willpower check. If this check is passed, the Sheen Bird will immediately make a free Move (Simple) action, or Retreat (Basic) action if Engaged, directly towards the owning fighter. If the check is failed, the Sheen Bird does not make this free action and stays where it is.

EXOTIC BEAST SKILLS

By their very nature, Exotic Beasts are unable to utilise many of the skills detailed in the complete skill lists. Therefore, when an Exotic Beast gains a new skill, roll a D3 and consult the table on page 27 of *Gang War Three*.

SKILL ACCESS

Sheen Birds have access to the following skills:

	Agility	Brawn	Combat	Cunning	Ferocity
Sheen Bird	Secondary	-	-	-	Primary



HOUSE BRUTES

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

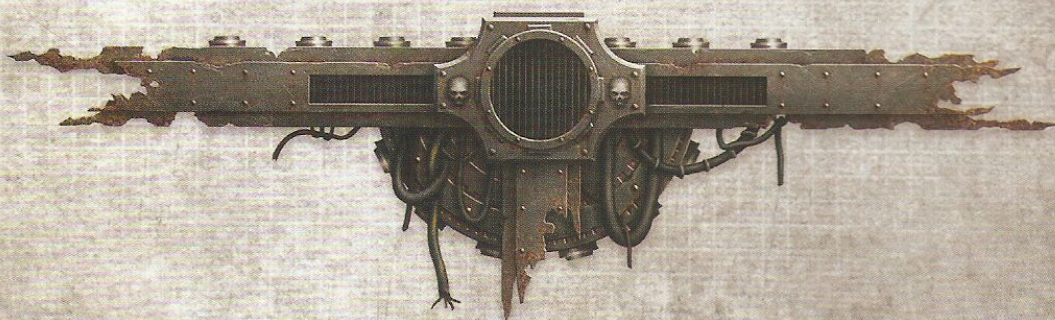
This section expands upon the rules for Brutes from *Gang War Three*, adding new types unique to each of the Great Houses of Necromunda. While most Hangers-on avoid battle wherever possible, Brutes are purchased specifically to add some extra muscle and prowess. In the Update Roster step of the post-battle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

The maximum number of Hangers-on a gang can have is limited by their Reputation, as shown by the table below. If a gang's Reputation drops to the point that they do not have enough for their Hangers-on, they must remove one or more of them from their roster until they are back within their limit. Also, note that there is a limit on each type of Hanger-on and Brutes are no exception – an Escher gang can have only one Khimerix, for instance. Hangers-on do not count towards the number of fighters in the gang; for example, they are not counted when determining how many Gangers the gang must contain.

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

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

	Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Shooting	Savant
Escher	Secondary	-	Secondary	-	Primary	-	-	-
Goliath	-	Primary	Secondary	-	Secondary	-	-	-
Orlock	-	Secondary	Secondary	-	-	-	Primary	-
Van Saar	-	Secondary	-	-	Secondary	-	Primary	-
Cawdor	-	Primary	Secondary	Secondary	-	-	-	Primary



HOUSE ESCHER KHIMERIX

House Escher has a long and somewhat shadowy history in dealing in off-world life forms. It is well-known that they make extensive use of strange and exotic creatures to fuel their pharmaceutical production, and the fact that it provides the raw materials for their outlandish costumes appears to be a fortuitous by-product. Most of this alien life comes the House's way legally, through sanctioned trade with the noble Houses of the upper spires, and long standing contracts and permits allow House Escher ready access to the segmentum's most illustrious pedigree beast breeders. For every legally obtained shipment of alien fauna the House takes delivery of however, there is another, clandestine shipment inbound to their laboratories as well. House Escher has long been suspected of importing creatures through more illicit means, and of coming into frequent possession of lifeforms prohibited throughout the Imperium for all manner of reasons, ranging from ferocity to uncontrollable reproductive rates. The laboratories of House Escher do not shy from such dangers, however, and strive ceaselessly to create new and ever more potent drugs and elixirs from whatever biological source they can procure.

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



An Escher Khimerix has the following profile and weapons:

D-1 ESCHER KIMERIX..... 220 CREDITS

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

Weapon	Rng		Acc		S	AP	D	Am	Traits
	S	L	S	L					
Chemical cloud breath weapon	-	T	-	-	2	-	1	-	Template, Toxin
Gaseous eruption breath weapon	-	T	-	-	-	-	-	-	Gas, Template
Talons	-	E	-	-	S	-1	2	-	Melee
Razor-sharp talons	-	E	-	-	S+1	-2	2	-	Melee, Rending

WEAPONS

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

OPTIONS

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

SPECIAL RULES

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

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

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

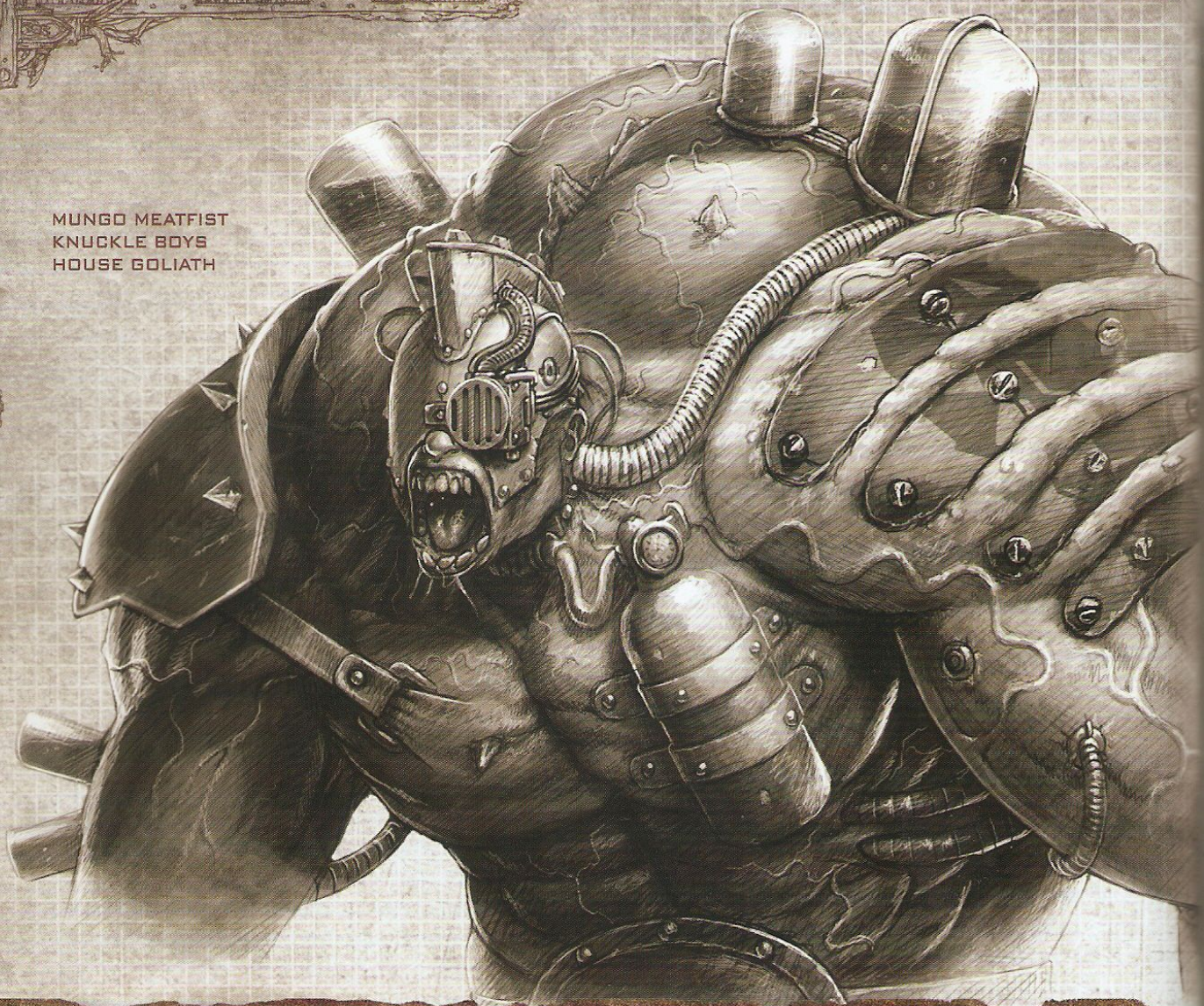
'Now what the hell do they need ripper bio-samples for... no, wait, I don't want to know, just give me the creds and I'll sign it.'

Elba Hess,
Guild Fleshwarden



MUNGO MEATFIST
KNUCKLE BOYS
HOUSE GOLIATH

32



GOLIATH 'ZERKER

The members of House Goliath are notorious for their gen-hancing and bio-manipulation of their physical forms to monstrous levels. Many Goliath infants are vat-grown, the better to ensure a healthy specimen, whilst others are born of Goliath parents deemed suitable to reproduce if they adhere to the Goliath physical ideal. Whatever the infant's origin, from an early age House Goliath utilises all manner of artificial assistance to boost its members' abilities to superhuman levels, be it through the use of combat stimms or other, more esoteric drugs brokered through dealings with House Escher, or the genetic manipulation of their young, up to and including the surgical grafting on of huge volumes of extra muscle mass. There are almost no limits to which the members of House Goliath will not go in their pursuit of what they deem to be the physical ideal. Indeed, this manipulation of their form has gone on for so many centuries that there are those within the Administratum and the Adeptus Mechanicus that believe many of House Goliath have evolved to become a distinct sub-set of abhuman unique to Necromunda. This is quite alarming, considering that gen-hancement and vat-grown muscle grafting is common across the Imperium, and speaks volumes about the levels to which Goliath has taken these practices.

Such abuse of growth stimms, surgeries and other methods is not without risks, however, as even the most baseline of Goliaths will show noticeable reductions in cognitive function. For Goliaths that push the limits of their physical form to the extreme, the risks are even greater. Rampant and uncontrollable muscle growth, spontaneous bone spur mutations, metabolisms that rage out of control and total loss of all higher brain functions are common. Such post-human flesh hulks are frequently seen in the gangs of the underhive, where in the crude parlance of the gangs they are called 'Zerkers', bringing rampant destruction to the foes of their House.

A Goliath 'Zerker has the following profile and weapons:

D-1 GOLIATH 'ZERKER..... 210 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	3+	6+	6	5	3	5+	3	7+	5+	8+	10+

Weapon	Rng		Acc		S	AP	D	Am	Traits
	S	L	S	L					
Open fists	-	E	-	-	S	-1	1	-	Knockback, Melee
Mutated fists & bone spurs	E	2"	-	-	S+1	-2	2	-	Knockback, Melee, Pulverise, Versatile

WEAPONS

A Goliath 'Zerker is armed with 2x open fists.

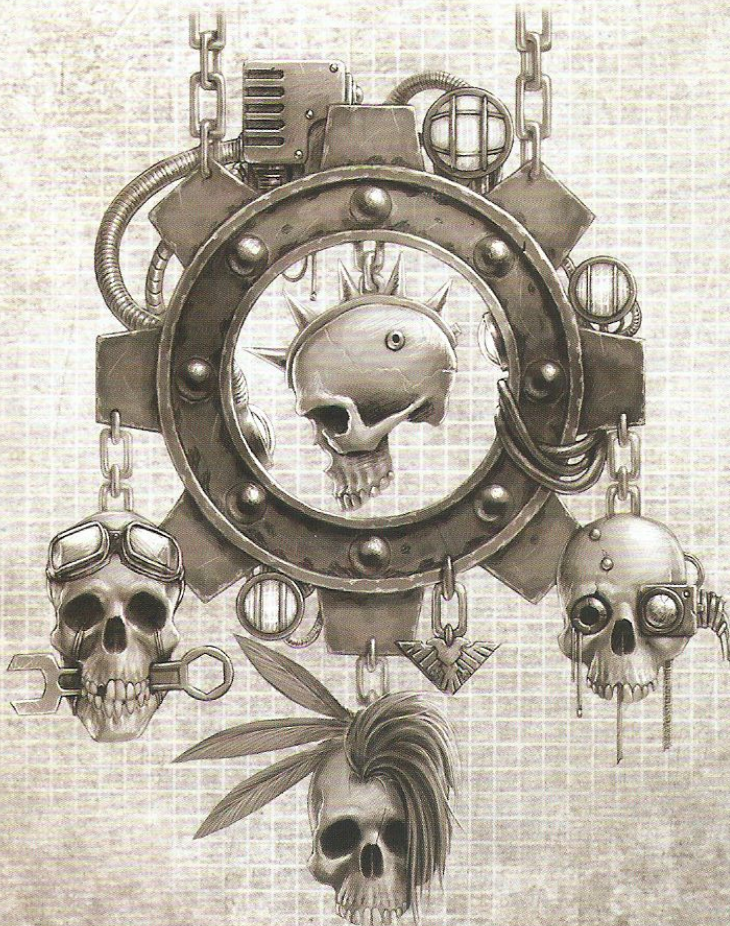
OPTIONS

- A Goliath 'Zerker may take mutated fists & bone spurs +70 credits
- A Goliath 'Zerker may take furnace plate armour +10 credits
- A Goliath 'Zerker may take a stim slug stash +20 credits

SPECIAL RULES

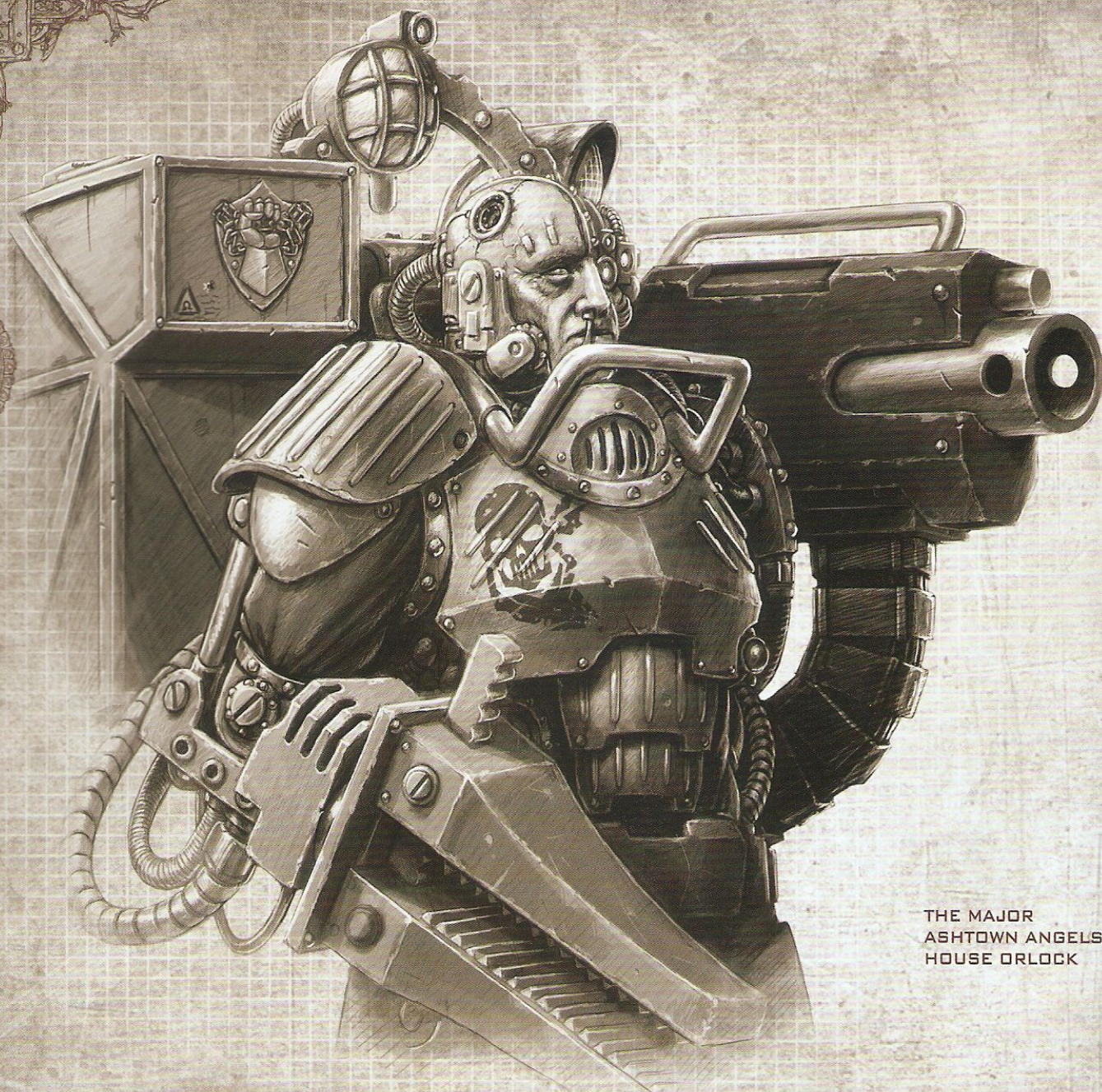
Combat Drug Stash: Whenever this fighter is chosen to make an action, it may choose to use combat drugs. Until the end of the turn, this fighter gains an additional +D3 Attacks. However, if the dice roll is a natural 1, the fighter instead suffers a bad reaction and its Attacks characteristic is reduced to 1 for the remainder of the turn.

Impetuous: When this fighter Consolidates at the end of a close combat, they can move up to 4" instead of up to 2".



'HENCH CRUSH!'

Hench,
Broke-Tooth Boys 'Zerker,
House Goliath



THE MAJOR
ASHTOWN ANGELS
HOUSE ORLOCK

ORLOCK 'LUGGER' H-GRADE CARGO SERVITOR

Common across all of the worlds of the Imperium, servitors are melds of flesh and machine, most often human flesh, but sometimes, as in the case of the Ambot, alien life forms slaved to a servitor engine. Most often, the human component of a servitor is harvested from a convicted criminal, one whose crimes are deemed too great to allow them to carry on as part of Imperial society but who may continue to serve in another form rather than be wasted in incarceration or execution. Servitors possess the most rudimentary of human intelligence, their minds scrubbed of past memories and all but the most essential knowledge, artificial memory engrams grafted in their place so that they will know their designated role and function and little else. Servitors are put to work in all manner of industry and for any menial task with which an unmodified human cannot be trusted. They work in hostile environments, their living flesh variously blasted by extremes of heat and cold, eroded by extreme elements, or withered and wasted by toxic surroundings, performing their tasks until they fail, at which point their mechanics are reclaimed and a new human donor grafted into place.

House Orlock has ready access to mining and heavy industry servitors of all makes and manner, but those repurposed for gang warfare often take the form referred to by the gangers as 'luggers' – heavy tracked units able to lift, move and carry bulky cargos. Be they liberated from mine workings or cargo depots, such constructs are well-suited to a combat role with minimal reprogramming.

An Orlock 'Lugger' Cargo Servitor has the following profile and weapons:

O-1 ORLOCK 'LUGGER' CARGO SERVITOR..... 230 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	5+	4+	5	5	3	5+	2	7+	5+	9+	8+
Weapon		Rng		Acc							
		S	L	S	L	S	AP	D	Am	Traits	
Harpoon launcher		6"	12"	+2	-	5	-3	1	5+	Drag, Impale, Scarce	
Heavy bolter		18"	36"	+1	-	5	-2	2	6+	Rapid Fire (2), Unwieldy	
Heavy flamer		-	T	-	-	5	-2	1	5+	Blaze, Template, Unwieldy	
Heavy stubber		20"	40"	-	-1	4	-1	1	4+	Rapid Fire (2), Unwieldy	
Servitor combat weapon		-	E	-	-	S	-1	1	-	Knockback, Melee	

WEAPONS

A Lugger is armed with a harpoon launcher.

OPTIONS

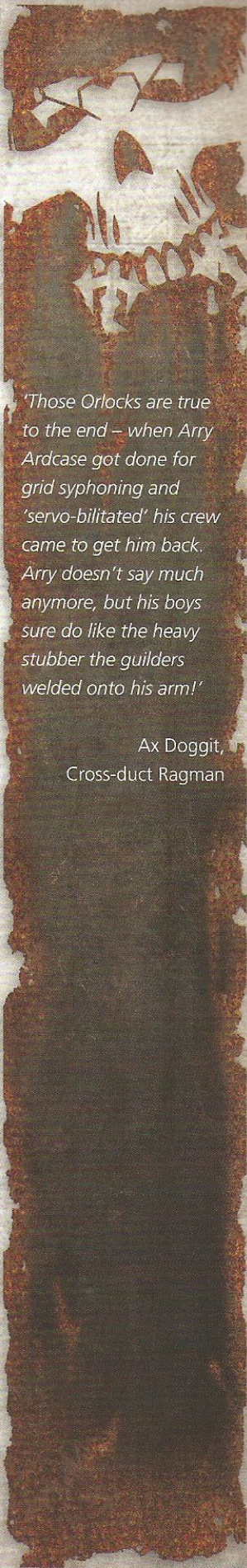
- A Lugger may replace its harpoon launcher with a:
 - Heavy bolter..... +50 credits
 - Heavy flamer..... +85 credits
 - Heavy stubber..... +20 credits
- A Lugger may upgrade its armour to heavy carapace armour..... +20 credits
- A Lugger may take a mono-sight..... +25 credits

SPECIAL RULES

Mechanical Construction: A Lugger is equipped with light carapace armour.

Weapons Platform: An unwieldy ranged weapon mounted on a servitor is far more manoeuvrable. When a Lugger fires an Unwieldy ranged weapon, it becomes a Basic action rather than a Double action.

Ammo Hoppers: A Lugger can re-roll any failed Ammo checks that roll a natural 1.



'Those Orlocks are true to the end – when Arry Ardcase got done for grid syphoning and 'servo-bilitated' his crew came to get him back. Arry doesn't say much anymore, but his boys sure do like the heavy stubber the guilders welded onto his arm!'

Ax Doggit,
Cross-duct Ragman



HEISEN 'OCTAVIUS'
THE NEXUS NINES
HOUSE VAN SAAR

VAN SAAR 'ARACHNI-RIG' SERVO-SUIT

Servo-rigs are effectively a mechanical exoskeleton, most commonly seen in heavy industry where workers may be equipped with them to aid with lifting and moving heavy materials or operating large tools or machinery – anywhere where weights not normally manageable by baseline humans must be handled, but where duties cannot readily be entrusted to abhumans or servitors. Where most servo-rigs are worn over the body and limbs, controlled by the wearer's physical movements and granting extra strength to their limbs, servo-rigs are often also utilised to give a worker extra limbs, greatly increasing their dexterity and the range of tasks that can be performed, making what may otherwise be the work of many, the work of a few. Such a rig may be plugged directly into the wearer's nervous system and controlled directly, or may be automated, forcing a worker to keep up with the pre-programmed movements of the rig into which they are strapped.

Van Saar makes particular use of such things, in no small part due to the physical deficiencies common within their House. Very advanced forms of servo-harness, controlled by the wearer's nervous system or via a direct MIU are common, advanced artisan pieces that put to shame the simple utilitarian forms mass produced and seen in wide use. In battle, it is not uncommon to see Van Saar fighters wearing massive rigs that grant them a huge, spider-like appearance with many mechanical limbs that greatly increase the combat efficiency of the gang as a whole.

A Van Saar Arachni-rig Servo-suit has the following profile and weapons:

D-1 VAN SAAR ARACHNI-RIG SERVO-SUIT..... 240 CREDITS

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

Weapon	Rng		Acc		S	AP	D	Am	Traits
	S	L	S	L					
Twin-linked heavy las carbine	15"	30"	+1	-	4	-	1	4+	Plentiful, Rapid Fire(3)
Rad gun	-	T	-	-	3	-2	1	4+	Rad-phage, Template
Plasma gun									
- low	12"	24"	+2	-	5	-1	2	5+	Rapid Fire (1), Scarce
- maximal	12"	24"	+1	-	7	-2	3	5+	Scarce, Unstable
Servo-arm	E	3	-	+1	S	-	1	-	Melee, Versatile

WEAPONS

A Van Saar Arachni-rig Servo-suit is armed with a twin-linked las carbine and four servo-arms.

OPTIONS

- A Van Saar Arachni-rig Servo-suit may replace one servo-arm with a rad gun. Doing so will reduce its Attacks characteristic by 1..... +60 credits
- A Van Saar Arachni-rig Servo-suit may replace one servo-arm with a plasma gun. Doing so will reduce its Attacks characteristic by 1..... +60 credits
- A Van Saar Arachni-rig Servo-suit may upgrade its light carapace armour to heavy carapace armour..... +20 credits

SPECIAL RULES

Twin-linked Carbines: When this fighter makes a ranged attack, they may re-roll any number of the Ammo dice rolled. However, they must accept the result of the re-roll, even if it is worse.

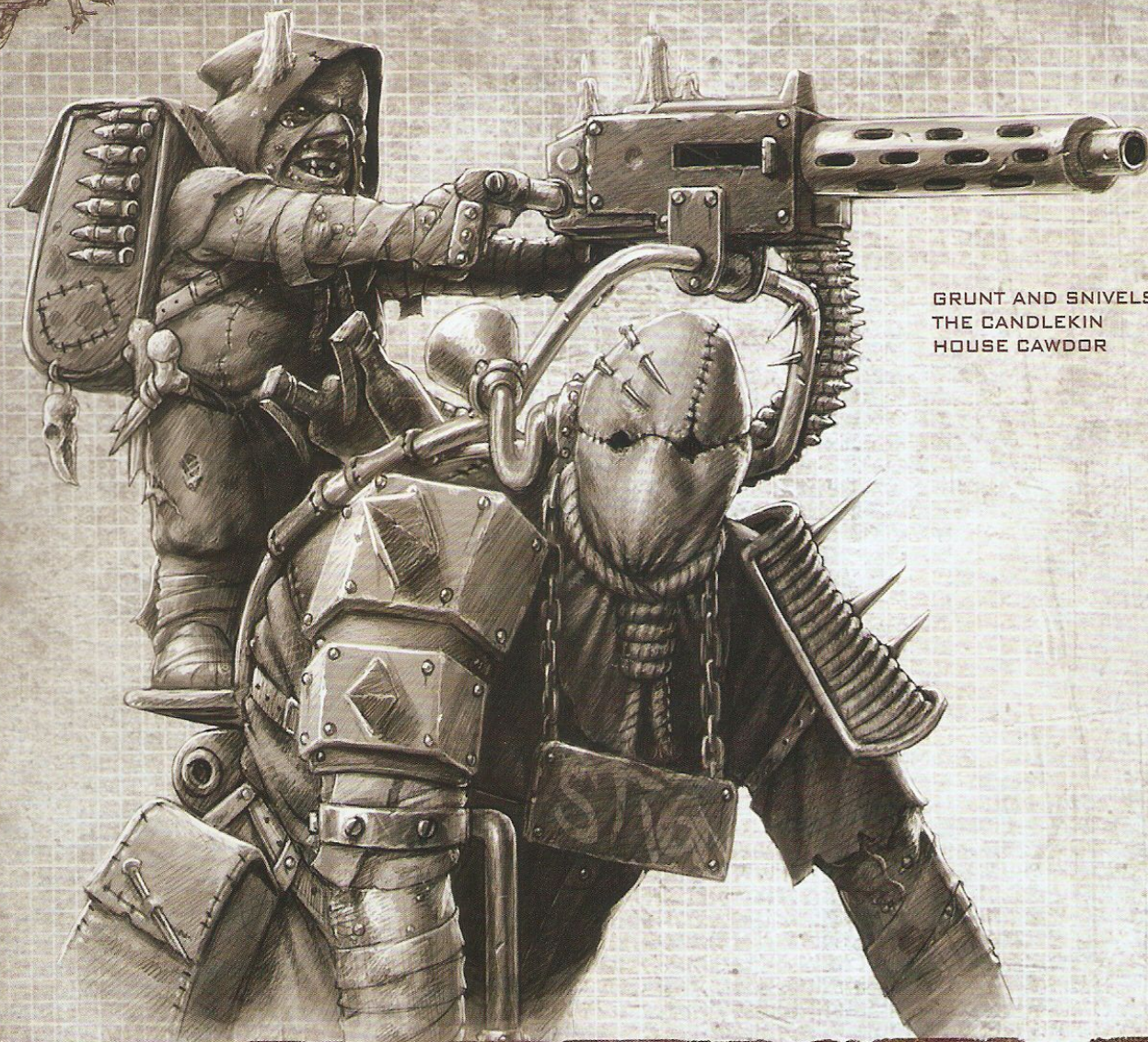
Mechanical Construction: A Van Saar Arachni-rig Servo-suit is equipped with light carapace armour.

Van Saar Protective Gear: Van Saar fighters are somewhat protected from the effects of their own rad weapons by their armour and are therefore immune to the effects of the Rad-phage Weapon Trait (i.e., they will not suffer the additional flesh wound).

Superior Weapons Array: Rather than making a single Shoot (Basic) action each turn, this fighter may make two Shoot (Simple) actions per turn. Each action may be made with a different weapon, and each action may target a different enemy fighter, provided that all of the normal rules for Target Priority are followed.

'Creepiest thing I ever saw, like some cross between a spider and a man, running across the ceiling like it was nothing. I swear it even hissed at me!'

*Avalon Ace,
Oragos Deeps Prospector*



GRUNT AND SNIVELS
THE CANDLEKIN
HOUSE CAWDOR

CAWDOR STIG-SHAMBLER

The preachers and rabble-rousers of the devout of House Cawdor have little tolerance for the mutant and the abhuman. Such deformities of the body are clear evidence, so their leaders tell them, of the corruption that lurks within the soul. How can anyone who lives their life in loyalty to the Emperor, anyone who dedicates their every action to His glory, their every moment of toil to the betterment of His Imperium, ever become so corrupt and debased of form? Physical abnormalities are clear evidence then that those afflicted have turned their gaze away from His light and shunned Him as their one true master, and so the devout of House Cawdor will hunt them down and exterminate such affronts to Him on Earth with great prejudice, wherever they attempt to hide from His light.

And yet... exceptions not only exist within the teeming ranks of House Cawdor, but could even be called common. Many denizens of Cawdor are lame of body or weak of wit. Many are abnormally large or strangely proportioned and peculiar to behold. How it is that such variation from the accepted baseline norm of humanity can be tolerated within a House that claims to despise such variations is something of a mystery, but to the Cawdor themselves the answer is simply one of faith. If their leaders choose to allow these souls to live, then live they will, just like any other Cawdor, dedicating their lives to the holy cause. A common sight amongst the peoples of House Cawdor is that of the physically frail and the weak of mind coexisting, working together to do for one another that which they cannot do alone. Sometimes regarded as bearers of stigma, sometimes called 'stigs' amongst the gangs of House Cawdor, but never 'mutants', lest the speaker wish to provoke a violent reaction, these combinations of shambling, slack-jawed behemoth and shrewd-yet-wizened rider can be a great asset to any Cawdor gang seeking to establish dominance in the underhive.

Truly, House Cawdor is home to some strange sights indeed!

A Cawdor Stig-shambler has the following profile and weapons:

D-1 CAWDOR STIG-SHAMBLER 240 CREDITS

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

Weapon	Rng		Acc		S	AP	D	Am	Traits
	S	L	S	L					
Club	-	E	-	-	S	-	2	-	Melee
Polearm	E	2"	-	-	S+1	-	1	-	Melee, Unwieldy, Versatile
Heavy stubber	20"	40"	-	-1	4	-1	1	4+	Rapid Fire (2), Unwieldy
Twin-linked heavy stubber	20"	40"	-	-1	4	-1	2	4+	Rapid Fire (3), Unwieldy
Heavy flamer	-	T	-	-	5	-2	1	5+	Blaze, Template, Unwieldy

WEAPONS

A Cawdor Stig-shambler is armed with a club and a heavy stubber.

OPTIONS

- A Cawdor Stig-shambler may upgrade its club with a polearm.....Free
- A Cawdor Stig-shambler may upgrade its heavy stubber to a twin-linked heavy stubber +40 credits
- A Cawdor Stig-shambler may upgrade its heavy stubber to a heavy flamer +70 credits
- A Cawdor Stig-shambler may take flak armour +10 credits

SPECIAL RULES

Intelligent Control: This fighter may immediately re-roll any failed Leadership, Cool, Willpower or Intelligence check.

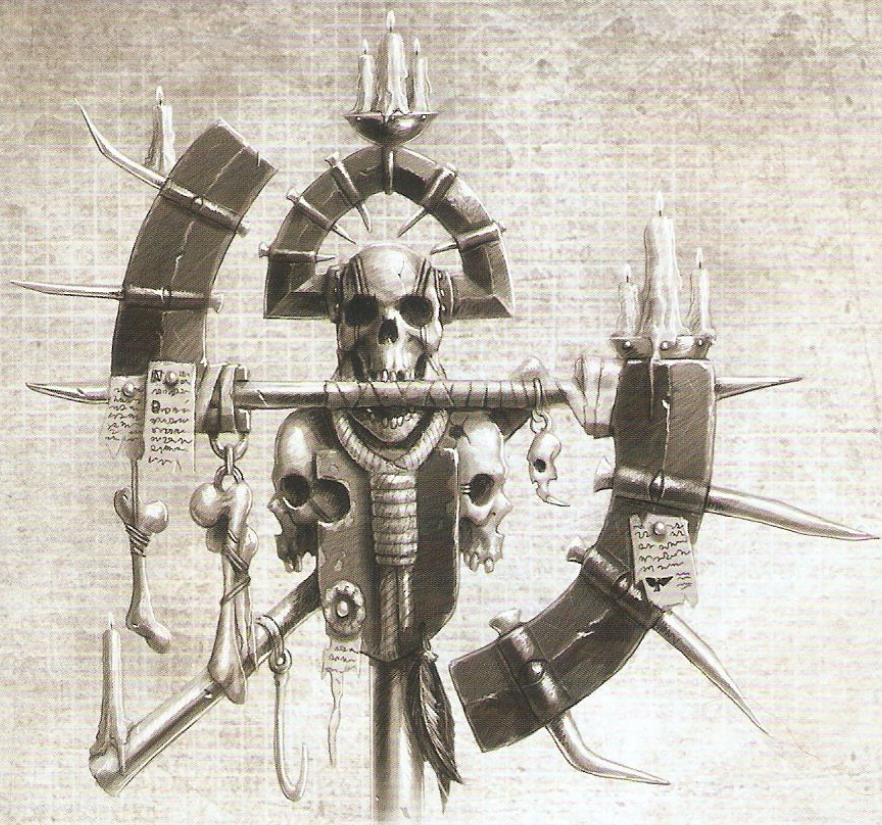
Move and Shoot: This fighter may fire an Unwieldy weapon as a Basic action rather than a Double action. However, doing so confers an additional -1 to hit modifier.

Twin-linked Heavy Stubber: When this fighter makes a ranged attack, they may re-roll any number of the Ammo dice rolled. However, they must accept the result of the re-roll, even if it is worse.



'Aww that's cute, it's got a little baby on its back...'

Last words of Two-Talon Mae, Dustroad Runner



THE DOMINION CAMPAIGN

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

Nark One Finger, unsanctioned trader, Hive Primus

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

HOW THE CAMPAIGN WORKS

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

Territories are features of the underhive that are worth something to the gangs, be that a set of old ruins that provide building materials or a safe haven, or a tech

bazaar selling all manner of STC technology. There are a fixed number of Territories in a Dominion Campaign, based on the number of players.

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

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

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

THE ARBITRATOR

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

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

THE GANGS

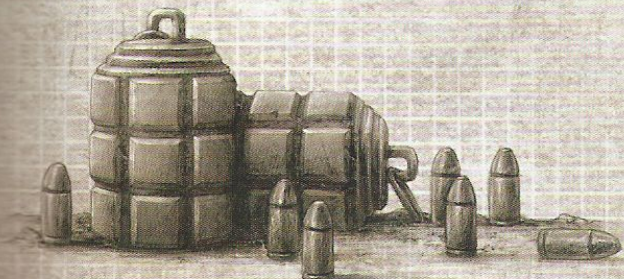
Each player in a Dominion Campaign needs to have a gang. This can be any gang currently available from the *Gang War* supplements, the *Legacy Gangs* pdf, or *White Dwarf* magazine. Note, however, that for the campaign system to work, the gangs from *White Dwarf* magazine must be counted as coming from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

TERRITORIES

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

WINNING

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



SETTING UP THE CAMPAIGN

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

SET START & END DATES

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

DETERMINE THE TERRITORIES

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

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

Territories are generated with the following method:

1. For each House represented by a player's gang, take the cards for those Territories that offer Enhanced Boons to gangs of that House and make a deck of them.
2. Draw one Territory from each of these House decks of cards and put them aside until step 5 (note: one card is drawn, no matter how many gangs there are from an individual House).
3. Take all of the remaining cards, add the cards not drawn during step 1 back in, shuffle them together and draw a number of Territories up to the number of Territories required for the campaign.
4. All non-selected Territories are discarded.
5. All of the selected Territories are revealed to all of the players.

GONNE GONGWARDEN
THE HANGED
HOUSE CAWDOR



MAKING A DECK OF TERRITORIES

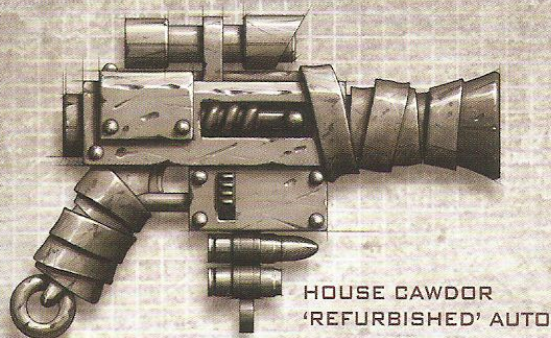
The Necromunda Campaign Territory card set for the Dominion Campaign contains cards for each Territory used in this version of the Dominion Campaign. These cards feature all of the Territories' special rules and can be used both as play aides and when determining the Territories for the campaign. If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

DESIGNER'S NOTE:

DARK MILLENNIUM PLAYING CARDS

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

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



FOUNDING GANGS

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

GANG ATTRIBUTES

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

GANG RATING

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

WEALTH

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

REPUTATION

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

FIGHTER CAMPAIGN ATTRIBUTES

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

EXPERIENCE (XP)

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

ADVANCEMENTS

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

IN RECOVERY AND CAPTURED BY

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

COMPLETING A GANG ROSTER

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

The gang roster is made up of a number of elements, as shown on page 44: the gang's name (1) and House (2), its Gang Rating (3), Reputation (4) and Wealth (5), the Territories it holds (6) and its Stash (7), containing unspent credits, surplus equipment (both weapons and Wargear), and so on. It also has a line for each fighter in the gang, with space for their names (8), fighter type (9), Cost (10), Experience earned (11), the number of Advancements gained (12), and whether they are currently In Recovery (13) or have suffered any injuries or been Captured (14).

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

GANG NAME

1

HOUSE

2

GANG RATING REPUTATION WEALTH

3

4

5

TERRITORIES HELD

6

STASH

7

FIGHTER NAME

8

TYPE

9

COST

10

XP

11

ADV

12

REC

13

CAPTURED BY/
LASTING INJURIES

14

CAMPAIGN VARIANTS

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

OLD KINGDOMS

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

INTO THE UNKNOWN

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

RUNNING THE CAMPAIGN

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

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

THE OCCUPATION PHASE

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

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

DOWNTIME

This is an opportunity for all players to catch their breath and for gangs to patch their wounds. The exceptionally bold and active players might put their gangs through a special side battle (see page 46) if they just can't be away from the roar of guns and the song of blades for that long.

THE EFFECTS OF DOWNTIME

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

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

1. FIGHTERS RECOVER

Any In Recovery boxes on the gang roster are cleared.

2. CAPTIVES ARE RETURNED

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

3. EXPERIENCED JUVES ARE PROMOTED

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

4. FRESH RECRUITMENT

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

SIDE BATTLES

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

Side battles should, as a rule, be unusual, and have no effect on the Territories held by any of the gangs. They are a great opportunity for the Arbitrator to design a custom scenario or one using the rules and guidelines for Arbitrated Scenarios and Multi-player Games (see page 53 onwards of *Gang War Three*). Fighters can earn Experience and suffer Lasting Injuries from a side battle, but should not gain or earn Income, or gain Credits or Reputation as a reward for a side battle. Instead, the Arbitrator should create a special reward for the victor or victors of a side battle, such as an unpredictable piece of archaeotech, a unique drug, or a custom Tactics card.

THE TAKEOVER PHASE

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

WHAT THE ARBITRATOR KEEPS TRACK OF

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

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

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

GAINING EXPERIENCE

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

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

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

Finally, a fighter who Rallies and returns to the fight (see page 63 of the *Necromunda: Underhive* rule book) gains 1 Experience for overcoming their fear and returning to the action.

ADVANCEMENTS

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

The more experienced a fighter is, the more certain Advancements cost to purchase in terms of XP. The cost of each characteristic Advancement of the same type taken is increased by 2XP for each instance after the first. For example, a Champion may increase their Initiative by 1 for 5XP, but to increase it by 1 a second time will cost them 7XP. Juvies however are particularly fast learners, and as a result they suffer no such penalty on characteristic increases; they may increase a characteristic any number of times (up to the maximum – see page 48) for the basic XP cost shown each time.

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

GANGERS

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

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

SPECIALISTS

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

MAXIMUM CHARACTERISTICS

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

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



HOUSE CAWDOR
RUST-SPRING PISTOL

SKILLS

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

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

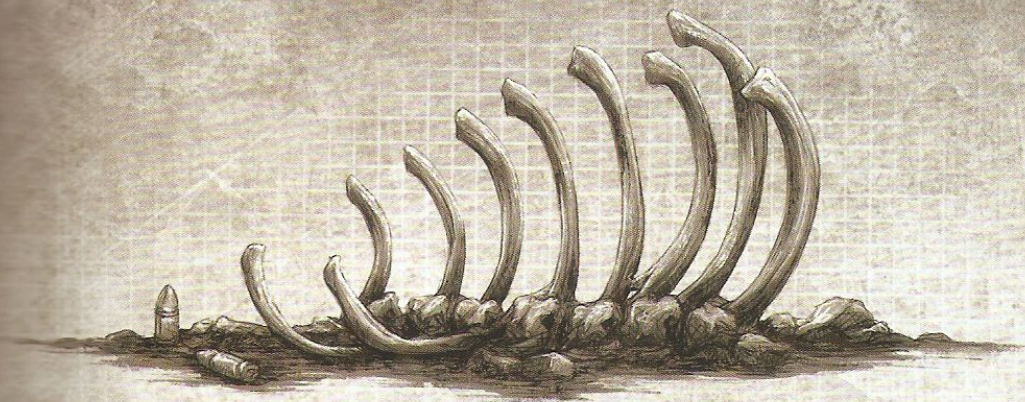
Regardless of House, all Leaders and Champions have access to the Leadership skill set. This is treated as a Primary skill set for Leaders and as a Secondary skill set for Champions.

GAINING A SKILL

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

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





LASTING INJURIES

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

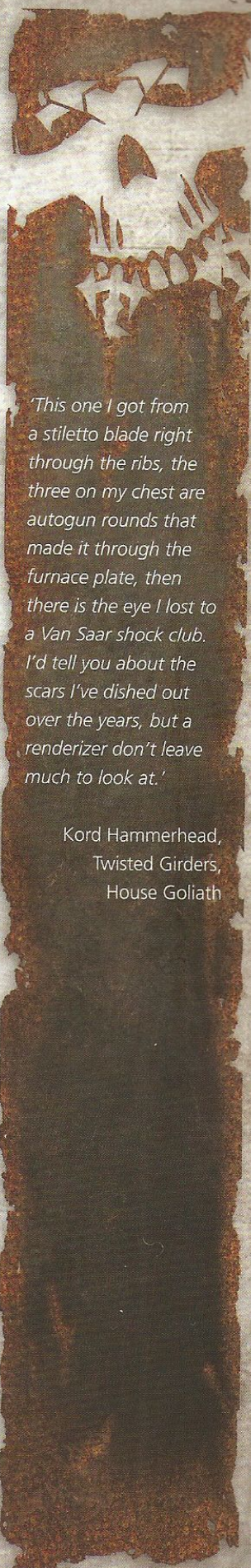
GOING INTO RECOVERY

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

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

D66 Lasting Injury

- | | |
|-------|---|
| 11 | Lesson Learned. The fighter goes Into Recovery but gains D3 Experience. |
| 12-26 | Out Cold. The fighter misses the rest of the battle, but avoids any long term injuries. The fighter recovers in time to perform post-battle actions. |
| 31-45 | Grievous Injury. The fighter goes Into Recovery. |
| 46 | Humiliated. The fighter goes Into Recovery. In addition, their Leadership and Cool characteristics are each decreased by 1. |
| 51 | Head Injury. The fighter goes Into Recovery. In addition, their Intelligence and Willpower characteristics are each decreased by 1. |
| 52 | Eye Injury. The fighter goes Into Recovery. In addition, their Ballistic Skill characteristic is decreased by 1. |
| 53 | Hand Injury. The fighter goes Into Recovery. In addition, their Weapon Skill characteristic is decreased by 1. |
| 54 | Hobbled. The fighter goes Into Recovery. In addition, their Movement characteristic is decreased by 1. |
| 55 | Spinal Injury. The fighter goes Into Recovery. In addition, their Strength characteristic is decreased by 1. |
| 56 | Enfeebled. The fighter goes Into Recovery. In addition, their Toughness characteristic is decreased by 1. |
| 61-65 | Critical Injury. The fighter is in a critical condition – if their injuries are not successfully treated by a visit to the Doc (see page 56) in the post-battle sequence, they will die. |
| 66 | Memorable Death. The fighter is killed instantly – not even the most talented Doc can save them. If the injury was caused by an Attack action, the attacker gains 1 additional Experience. |



'This one I got from a stiletto blade right through the ribs, the three on my chest are autogun rounds that made it through the furnace plate, then there is the eye I lost to a Van Saar shock club. I'd tell you about the scars I've dished out over the years, but a renderizer don't leave much to look at.'

Kord Hammerhead,
Twisted Girders,
House Goliath



CHARACTERISTICS PENALTIES

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

MINIMUM CHARACTERISTICS

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

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

SUCCUMBING TO INJURIES

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

SHYRTH
HADRYN'S HOODMEN
HOUSE CAWDOR

BEING CAPTURED

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

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

CAPTURED FIGHTERS

Once a fighter has been Captured, their gang has the chance to attempt to free them. The next time the same two gangs face each other, the Captured fighter's controlling player may declare that they will be attempting a Rescue Mission. This supersedes the Determine Scenario step of the pre-battle sequence (see page 52) – instead, the Rescue Mission scenario is played.

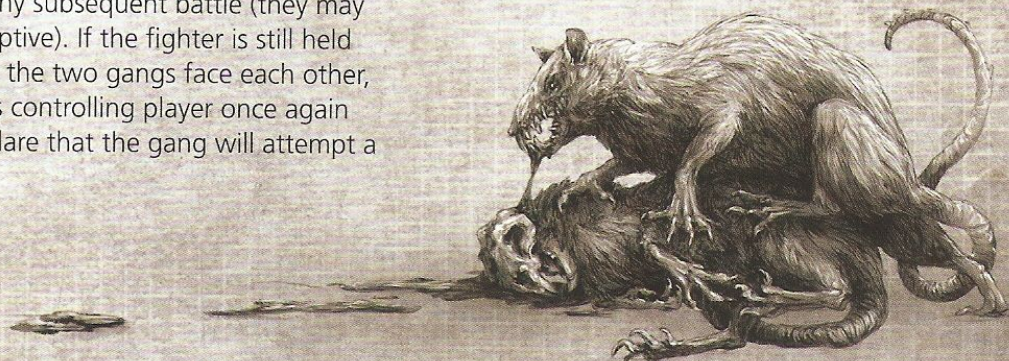
If the gang does not wish to attempt the Rescue Mission scenario and a different scenario is played, the gang holding the Captive may choose to sell them to the Guilders (see page 56) in the post-battle sequence of that or any subsequent battle (they may wish to keep their Captive). If the fighter is still held Captive the next time the two gangs face each other, the Captured fighter's controlling player once again has the option to declare that the gang will attempt a Rescue Mission.

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

FLEEING THE BATTLEFIELD

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

Once a gang has Bottled Out (either voluntarily or by failing a Bottle test), the controlling player can declare that the gang will flee the battlefield at the start of any Action phase. Any Active and Pinned fighters immediately flee the battlefield, as described on page 63 of the *Necromunda: Underhive* rule book. Engaged fighters must attempt to break away from combat – make an Initiative check for each. If the check is passed, they flee the battlefield. If the check is failed, they are Seriously Injured. Once the gang that has declared that it will flee has only Seriously Injured fighters remaining on the battlefield, the battle ends. Roll to see if the Seriously Injured fighters succumb to their injuries during the Wrap-up as usual.



THE PRE-BATTLE & POST-BATTLE SEQUENCE

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

THE PRE-BATTLE SEQUENCE

The pre-battle sequence has eight steps:

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

1. MAKE A CHALLENGE AND STAKE TERRITORY

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

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

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

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

2. BUY ADVANCEMENTS AND RECRUIT HIRED GUNS

Each player can spend Experience to purchase Advancements for their fighters (see page 16 of *Gang War*). If both players wish to do so, the player with the lower Gang Rating goes first, purchasing any Advancements they wish, then the other player does so. If both players have the same Gang Rating, the winner of a roll-off chooses whether to go first or second.

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

3. DETERMINE SCENARIO

To determine which scenario will be used, roll 2D6 on the following table:

2D6	Result
2-3	The player with the greater number of Territories chooses which scenario to play. If both players have the same number of Territories, both players should roll a D6, with the player who rolls the highest choosing. If the scenario dictates there is an attacker and a defender, see page 53.
4-5	Play the Border Dispute scenario.
6-7	Play the Stand-off scenario.
8-9	Play the Sabotage scenario.
10-12	The player with fewer Territories chooses which scenario to play. If both players have the same number of Territories, the winner of a roll-off chooses which scenario to play. If the scenario dictates there is an attacker and a defender, see page 53.

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



DETERMINING THE ATTACKER AND DEFENDER

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

During the Takeover phase of a Dominion Campaign, where a scenario specifies that there is an attacker and a defender, the player who issued the challenge (see page 52) is automatically the attacker (unless of course the challenged player also holds a Wastes Territory (see page 64).

HOME TURF ADVANTAGE

If a scenario indicates that the defender has the Home Turf Advantage, they gain the following benefits:

- When making a Bottle test, roll 2D6 and discard the highest.
- Fighters add 1 to the result of any Rally tests.

RESCUE MISSIONS

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

BALDRUM
OATHKEPT
HOUSE CAWDDOR



4. SET UP THE BATTLEFIELD

The players now set up the battlefield. Some scenarios have special instructions for terrain. The default methods are as follows:

ZONE MORTALIS

Starting with the defender or the winner of a roll-off (if there is no defender), players take turns to select and place any available Zone Mortalis tiles. Each tile after the first must be placed so that at least half of the length of one edge is touching an existing tile. Both players continue to place tiles until the maximum number is placed, as described by the scenario.

Next, doors are added. Starting with the defender or the winner of a roll-off (if there is no defender), each player may place as many doors and door terminals as they wish. Once at least three doors have been placed, either player may choose to place no more. The other player may then place one final door.

Then, starting with the defender or the winner of a roll-off (if there is no defender), players take turns to place D6 barricades (to a maximum of three each) anywhere on the battlefield. Then, starting with the attacker or the winner of a roll-off (if there is no attacker), each player may place one ductway.

Finally, if the scenario does not give special instructions for loot caskets, each player, starting with the winner of a roll-off, places one anywhere on the battlefield that is not within 6" of an edge of the battlefield.

SECTOR MECHANICUS

The battlefield should measure roughly 4'x4'. Larger or smaller battlefields are possible. The available terrain should be divided into scatter terrain (barricades, crates, barrels and so on) and large terrain (everything else). Then, starting with the defender or the winner of a roll-off (if there is no defender), players take turns placing large terrain pieces anywhere on the battlefield. At any point, either player may choose to place no more. The other player may then place one final piece of terrain.

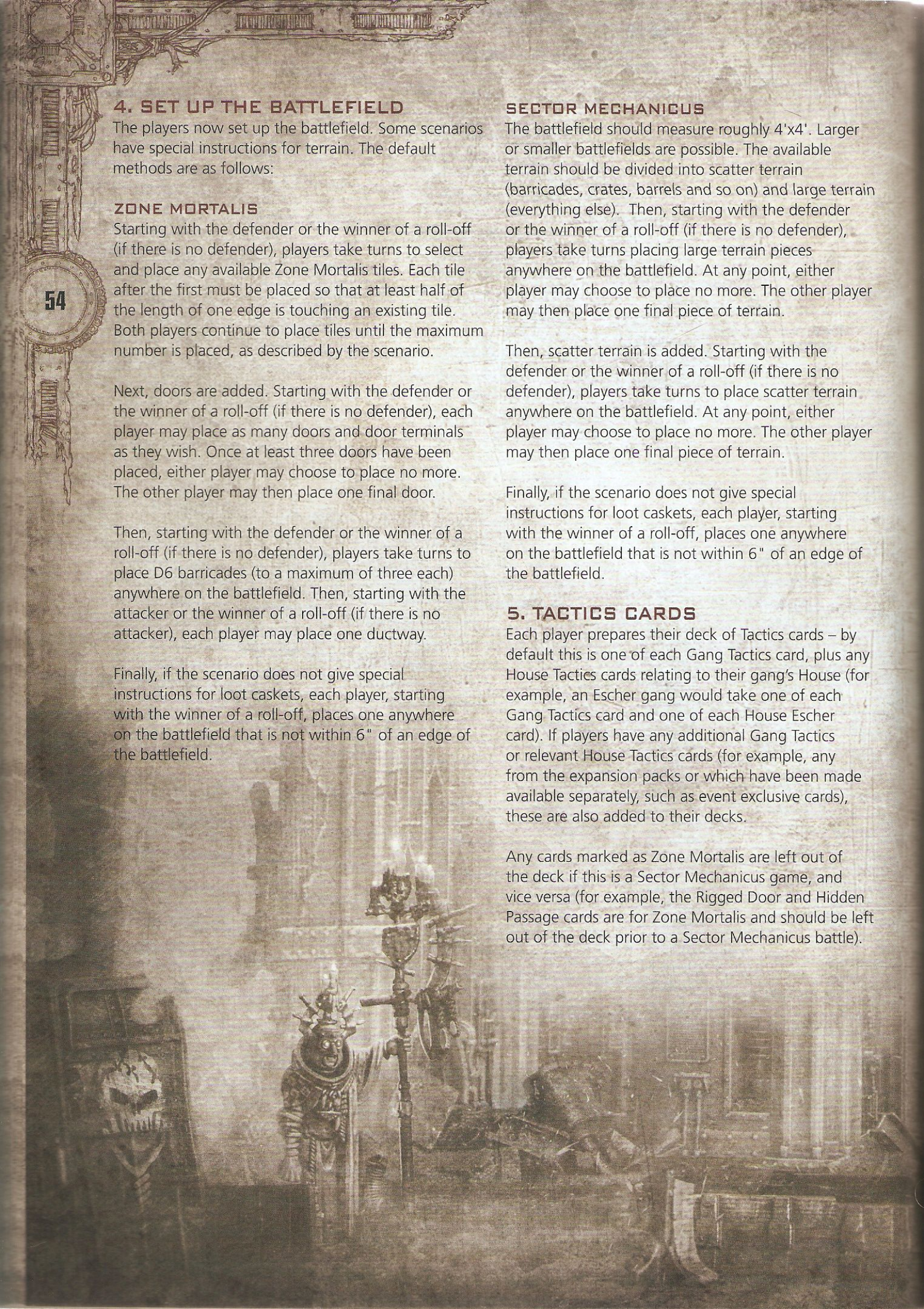
Then, scatter terrain is added. Starting with the defender or the winner of a roll-off (if there is no defender), players take turns to place scatter terrain anywhere on the battlefield. At any point, either player may choose to place no more. The other player may then place one final piece of terrain.

Finally, if the scenario does not give special instructions for loot caskets, each player, starting with the winner of a roll-off, places one anywhere on the battlefield that is not within 6" of an edge of the battlefield.

5. TACTICS CARDS

Each player prepares their deck of Tactics cards – by default this is one of each Gang Tactics card, plus any House Tactics cards relating to their gang's House (for example, an Escher gang would take one of each Gang Tactics card and one of each House Escher card). If players have any additional Gang Tactics or relevant House Tactics cards (for example, any from the expansion packs or which have been made available separately, such as event exclusive cards), these are also added to their decks.

Any cards marked as Zone Mortalis are left out of the deck if this is a Sector Mechanicus game, and vice versa (for example, the Rigged Door and Hidden Passage cards are for Zone Mortalis and should be left out of the deck prior to a Sector Mechanicus battle).



Once each player's deck has been prepared, they choose or randomly draw Tactics cards as described in the scenario's instructions. Unless a scenario specifically states otherwise, a player cannot draw the same card more than once, even if they own a duplicate.

Note that a Tactics card deck may never number fewer than eight cards. This is to ensure that when a scenario requires players to draw cards at random, there is still a random element involved!

6. ANNOUNCE TERRITORY BOONS

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

7. CHOOSE CREWS

Each player chooses a crew for the scenario, using one of the following methods, or an alternative method if one is described in the scenario:

RANDOM SELECTION (X)

The player makes a deck of their Fighter cards, not including any fighters unable to take part in the battle and containing only one randomly selected card for the Leader or any Champions who have multiple Fighter cards. This deck is then shuffled and a number of cards equal to the number shown in brackets is dealt out. This is the player's starting crew.

CUSTOM SELECTION (X)

The player chooses their crew, selecting the Fighter cards of the fighters they wish to use, equal to the number shown in brackets. Where no number is shown in brackets, the entire gang may be used should the player wish. They cannot include any fighters unable to take part in the battle. If the Leader or any Champions have multiple Fighter cards, the player chooses which equipment load-out the fighter will use for the battle.

Underdog Bonus: Sometimes, one crew or gang will heavily outnumber its opponent, be it in terms of numbers or in the quality of the crews being used. All scenarios deal with this by granting the underdog a bonus in the form of extra Tactics cards. See the scenario's description for details.

8. DEPLOYMENT

Many scenarios detail the size and location of deployment zones. For those that do not, the standard methods are as follows:

Zone Mortalis: Starting with the defender, or the winner of a roll-off (if there is no defender), players set their crews up. The defender/winner of the roll-off sets up first. Their deployment area is either one full tile of their choice, or a 3" area that runs along one edge of the battlefield.

The attacker/loser of the roll-off deploys their entire crew in either one full tile that is at least one full tile away from the other player's deployment zone, or in a 2" area that runs along the opposite edge of the battlefield.

A fighter may not be deployed, either during deployment nor as a reinforcement, in an area of the battlefield which is entirely blocked off by walls. Unless there is a ductway placed allowing fighters into and out of such areas, no fighters may ever be deployed in blocked-off corners.

Sector Mechanicus: Draw a line dividing the battlefield into two equal halves. Starting with the defender, or the winner of a roll-off, players select one half of the battlefield in which to set their crews up. The defender/winner of the roll-off sets up first. All fighters in both players' crews must be set up at least 12" away from the dividing line.

THE POST-BATTLE SEQUENCE

The post-battle sequence has seven steps:

1. Wrap-up
2. Assign/Reassign Territory
3. Receive Rewards
4. Collect Income
5. Post-battle Actions
6. Update Roster
7. Report Results

1. WRAP-UP

Each player checks to see whether any of their Seriously Injured fighters succumb to their injuries (see page 50), and whether they capture any enemy fighters (see page 51). Any other events that take place 'at the end of the battle' are triggered here. Fighters that were recovering have made a full recovery and their In Recovery box on the gang roster is cleared, meaning Leaders and Champions become available for post-battle actions once more.

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

2. ASSIGN/REASSIGN TERRITORY

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

3. RECEIVE REWARDS

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

GAINING AND LOSING REPUTATION

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

4. COLLECT INCOME

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

5. POST-BATTLE ACTIONS

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

TRADE

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

SELL TO THE GUILDERS

The fighter can sell any number of Captive fighters to the Guilders – as long as the Captive's gang has had a chance to rescue them (see page 51). Each Captive is worth half their value, rounding up to the nearest 5 credits – this many credits are added to this gang's Stash. The Captive's controlling player should be informed as soon as possible, and must delete the Captive from their roster.

MEDICAL ESCORT

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

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



TWO-GUNS BOSRAK
IRONFIST BROTHERHOOD
HOUSE GOLIATH

6. UPDATE ROSTER

These steps are carried out in order:

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

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

A. DELETE DEAD OR RETIRING FIGHTERS

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

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

LOSS OF A LEADER

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

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

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



B. VISIT THE TRADING POST

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

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

GANG COMPOSITION

The Gang Composition section of the House List must be honoured when hiring new fighters. For example, if a gang with a Reputation of less than 10 already has two Champions, it cannot hire any more. Similarly, if a gang has fewer Gangers (including Specialists) than its total number of Leaders, Champions and Juves, only Gangers can be hired until this is no longer the case.

Recruit Hangers-on: The gang can spend credits to add a Hanger-on to their roster (as explained on pages 16-18 of *Gang War Two*). Their Reputation must be sufficient to allow this.

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

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

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

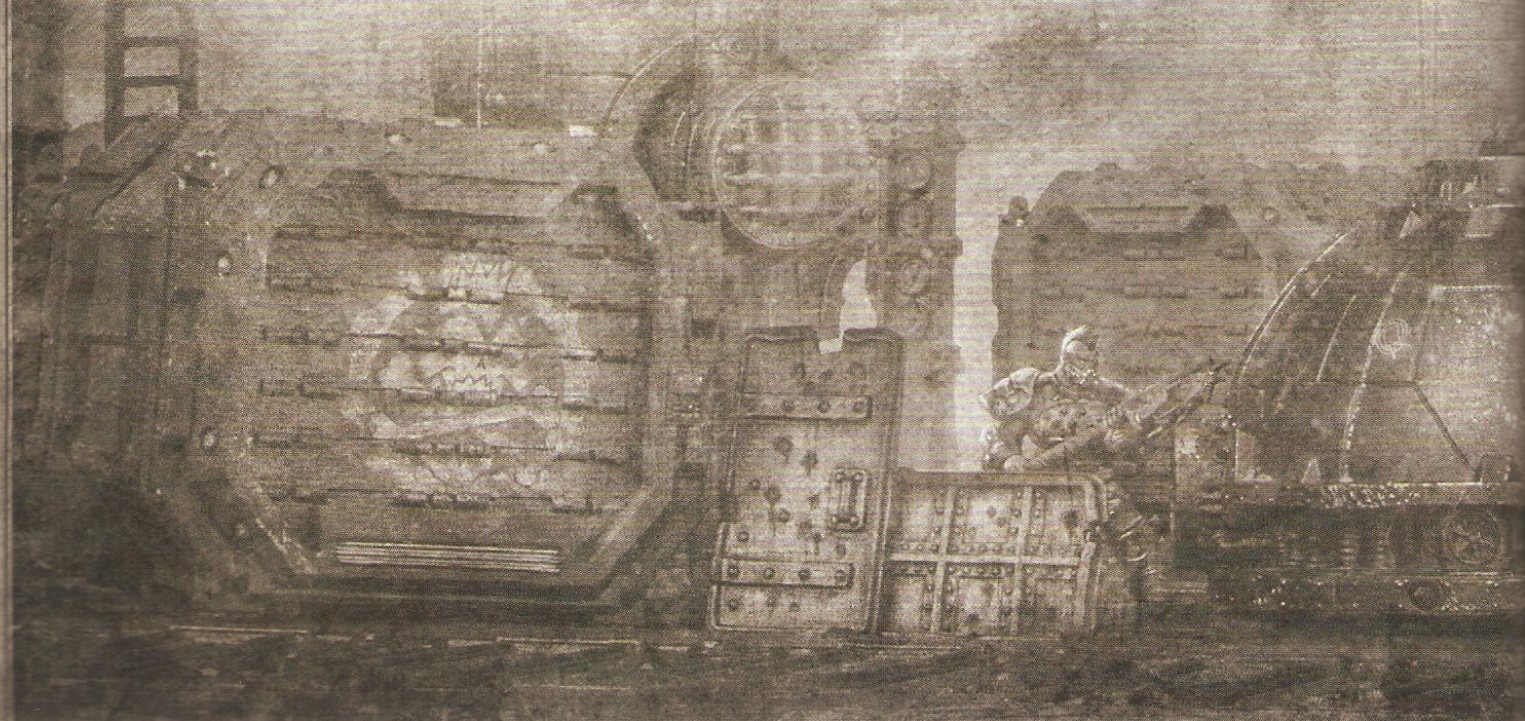
Seek Rare Equipment: This action is only performed once and is done to determine the availability of Rare items on offer at the Trading Post on this visit. Roll 2D6 to determine the availability of items, adding the following bonuses:

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

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

C. GAIN BOONS FROM TERRITORIES

Some Territories grant a gang additional recruits, Hangers-on, or equipment – see Territories from page 61 onwards for details.



D. DISTRIBUTE EQUIPMENT

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

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

EQUIPMENT SETS

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

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

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

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

E. UPDATE GANG RATING

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

7. REPORT RESULTS

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

ENDING THE CAMPAIGN

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

TRIUMPHS

Triumphs are the laurels of victory, the bragging rights and sources of pride for the players who have fought through the campaign. While an Arbitrator can just tell people what they won, it is far more fun and satisfying to bring all of the players from the campaign together, maybe drink some tea, and announce who earned each Triumph in a grand manner. There are five different Triumphs and a player

may earn more than one. In the case of a tie for any Triumph, no one is awarded it.

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

EXTENDING THE DOMINION CAMPAIGN

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

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

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

SPLINTER GANGS

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

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

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

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

TERRITORIES

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

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

TERRITORY BOONS

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

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

INCOME

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

'PICKTOOTH' WALDOOM
CROWBITERS
HOUSE CAWDOOR

RECRUITS

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

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

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

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



ELMER LAART
CODE WARDENS
HOUSE VAN SAAR



EQUIPMENT

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

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

REPUTATION

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

SPECIAL

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

ENHANCED BOONS

Some Territories are more important to gangs from a particular House. These Territories grant gangs of the named House one or more Enhanced Boons, which replace standard Boons of the same type. Where a Territory lists an Income, Recruit, Equipment, Reputation or Special Boon as an Enhanced Boon for a gang of a named House, then it replaces the standard Boon(s) of that type listed previously for that Territory. The remaining standard Boons listed for that Territory are gained as normal by the gang holding that Territory, regardless of House.

GAINING AND CONTROLLING TERRITORIES

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

USING UNDERHIVE PERILS WITHIN TERRITORIES

The Underhive Perils from pages 20-29 of *Gang War Two* can add some great flavour to battles fought over some of the Territories in a Dominion Campaign. If the Arbitrator wishes, and if suitable terrain or Zone Mortalis tiles are available, then battles fought over the control of particular Territories may include the peril(s) listed below:

Territory

Collapsed Dome

Refuse Drift
Needle Ways

Spoor Fungus Sprawl
Slag Furnace
Generatorium

Archaeotech Device
Promethium Cache
Sludge Sea

Underhive Perils

Collapsed Sections,
Unlit Corridors,
Flooded Corridors
Waste Compactor
Ventilation Tunnel,
Unlit Corridors

Fungus Sprawl
Furnace Floor
Malfunctioning
Generatorium

Archaeotech Device
Promethium Cache
Sludge Farm,
Flooded Corridors

TERRITORIES

OLD RUINS

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

TERRITORY BOON

This Territory grants the following Boon:

Income: The gang earns D3x10 credits from this Territory when collecting income. Additionally, add +1 to the dice roll for each Dome Runner attached to the gang.

SETTLEMENT

Settlements dot the underhive. Most are scrap-shanties, peopled by the brave, the foolish and the desperate.

TERRITORY BOON

This Territory grants the following Boons:

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

Reputation: Whilst it controls this Territory, the gang adds +1 to its Reputation.

Recruit: The gang may choose to roll two D6 after every battle. On a roll of 6 on either dice, the gang may recruit a single Juve from their House List for free. If both dice come up as 6, then the gang may recruit a Ganger from their House List for free.

ROGUE DOC SHOP

A sawbones, blood cleanser or surgeon has set up shop. Any gang willing to provide this rogue healer with protection can count on their loyal service.

TERRITORY BOON

This Territory grants the following Boon:

Recruit: The gang may recruit a Rogue Doc Hanger-on for free.

PROMETHIUM CACHE

Stacks of fuel drums and tanks fill this half-forgotten reach of the underhive, enough to keep a factory running, or burn half of the Sump down if a stray spark catches it.

TERRITORY BOON

This Territory grants the following Boons:

Equipment: Whilst it controls this Territory, three fighters in the gang gain incendiary charges for free.

Special: All fighters in the gang may re-roll Ammo checks for any weapon that has the Blaze trait.

'Shanty towns springing up around effluent run-off, holesteads jammed into cracks between hive levels, trading combines clinging to junctions between domes; if there is a bit of unclaimed space and something of value you can scrape off the walls or dig out of the scrap, you can be sure hivers will find a way to live there.'

Darc Drummer,
Oath-broken
Bounty Hunter



SKAVINGARS BEWAR!
BADHOLE COLAPSD!
OVERUN WITH ZOMBI
SPYDARS!

Graffiti scrawled on old
lock-gate to the ruins of
Baddok's Holestead

WASTES

Tracts of ash, shapeless rubble, and twisted metal structures run through the underhive, their size waxing and waning with the ages. Most gangs have to pass through a portion of these wastes as they travel between places of more value.

TERRITORY BOON

This Territory grants the following Boons:

Special: If challenged in the Occupation phase, the gang may choose the Territory at stake in the battle, even though it would normally be chosen by the challenger. If challenged in the Takeover phase for a Territory the gang already controls, make an Intelligence check for the gang Leader. If the check is passed, the player of the gang may choose to play the Ambush scenario instead of rolling. They are automatically the attacker.

SLUDGE SEA

Effluent and polluted water drains down through the hive to catch in brown pools, forming lakes of fuming, iridescent sludge.

TERRITORY BOON

This Territory grants the following Boon:

Equipment: Whilst it controls this Territory, three fighters in the gang gain choke gas grenades for free.

WORKSHOP

Underhive workshops tend to be a combination of different scrap yards, festooned with belts of ammo and strewn with the carcasses of machines. The denizens of such places are often strange recluses, who mutter to their machines and create strange totems out of their rusting treasure.

TERRITORY BOON

This Territory grants the following Boon:

Recruit: The gang may recruit an Ammo-jack Hanger-on for free.

COLLAPSED DOME

Many of the ancient domes that honeycomb the underhive eventually collapse under the weight of time, leaving treasures trapped beneath the wreckage and the structure above liable to fall apart at the smallest misstep.

TERRITORY BOON

This Territory grants the following Boon:

Income: When collecting income from this Territory, the controlling player may choose to roll between 2D6x10 and 6D6x10. However, if a double is rolled, then no income is generated and a random fighter from the gang suffers a Lasting Injury.



REFUSE DRIFT (CAWDOR)

Vast agglomerations of refuse gather in areas of the underhive in drifts that shift like dunes in a desert.

TERRITORY BOON

This Territory grants the following Boon:

Income: The gang earns 2D6x5 credits from this Territory when collecting income. However, if a double is rolled, a randomly determined fighter has a nasty encounter with a waste-lurker and must miss the next battle whilst they recover. No income is lost.

ENHANCED BOON

This Territory grants Cawdor gangs the following Boons:

Reputation: Whilst it controls this Territory, the gang adds +1 to its Reputation.

Income: The gang earns 2D6x5 credits from this Territory when collecting income. A Cawdor gang has no risk of encountering a nasty waste-lurker.

CORPSE FARM (CAWDOR)

Everyone must eat, and the corpse farm takes the flesh of the dead and makes it into the corpse-starch that feeds the hive. Underhive corpse farms do a brisk, if shunned, trade in the bodies of the dead.

TERRITORY BOON

This Territory grants the following Boon:

Income: When collecting income, the gang gains D6x10 credits for every fighter on either side that was deleted from their roster during the Update Roster step of the preceding battle.

ENHANCED BOON

This Territory grants Cawdor gangs the following Boons:

Reputation: Whilst it controls this Territory, the gang adds +1 to its Reputation.

Income: When collecting income, the gang gains 2D6x10 credits for every fighter on either side that was deleted from their roster during the Update Roster step of the preceding battle.

BONE SHRINE (CAWDOR)

Shrines of bones and noose-ropes are common in the underhive, and even the most cold-blooded ganger will rarely pass one without throwing in a cred as a plea for a blessing.

TERRITORY BOON

This Territory grants the following Boon:

Income: The gang earns 2D6x5 credits from this Territory when collecting income.

ENHANCED BOON

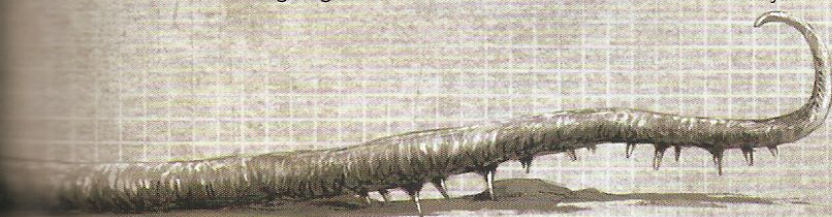
This Territory grants Cawdor gangs the following Boons:

Reputation: Whilst it controls this Territory, the gang adds +2 to its Reputation.

Income: The gang earns 4D6x5 credits from this Territory when collecting income.

'Always makes me laugh, these gangs saying their goodbyes, writing their names on bits o'scrip, or doing all their other little superstitious rituals before handing over the goods. I tell you, if they knew where their dead friends were going, they wouldn't be so tender – I mean, they don't call us corpse ticklers...'

Smoog Butchand,
Guild Corpse Carver



*'So there I was,
Saint Celestines over
Seneschals and an Ace
of Terra in the mix, then
this sump-breather
accuses me of cheating!
I mean I was, but I still
put a stub round in his
head; a fella's got a rep
to protect after all.'*

Andor Gray,
Dust Falls Card-slinger

DRINKING HOLE (DELAQUE)

Reeking of liquor, sweat and blood, a drinking den is where many hivers go to numb their sorrows, or to find their courage at the bottom of a bottle of Wildsnake or Second Best.

TERRITORY BOON

This Territory grants the following Boons:

Reputation: Whilst it controls this Territory, the gang adds +1 to its Reputation.

Special: Whilst it controls this Territory, any fighter in the gang may re-roll any failed Cool checks. If a fighter uses this option, place a marker on their card to show that they have hit the bottle. The marked fighters suffer a -1 to hit penalty for the rest of the battle.

ENHANCED BOON

This Territory grants Delaque gangs the following Boons:

Reputation: Whilst it controls this Territory, the gang adds +2 to its Reputation.

Special: A Delaque gang may not use the standard Boon. Instead, the player of the Delaque gang that controls this Territory may nominate three enemy fighters at the start of the battle, and places an Intoxicated marker on each fighter's card to show that their drink was spiked. The marked fighters suffer -1 to all tests and checks for the duration of the battle.

GAMBLING DEN (DELAQUE)

Gambling is rife in the underhive, with fortunes won on the turn of a card and lost on the spin of a bolt shell, and debts are easily piled up by those who don't know when to quit.

TERRITORY BOON

This Territory grants the following Boons:

Reputation: Whilst it controls this Territory, the gang adds +1 to its Reputation.

Income: The player chooses a suit of cards. The player then draws a card from a shuffled deck of playing cards that includes both Jokers. If they draw a card from the suit they chose, they earn income to the value of the card (Jack 11, Queen 12, King 13, Ace 14) x10 credits. If they draw a card from a suit of the same colour, then the Income is the value of the card x5 credits. If it is any other suit, they gain no income from the Territory. If, however, they draw a Joker, they must pay all of the income they earn in that post-battle sequence to a random gang taking part in the campaign, as determined by the Arbitrator.

ENHANCED BOON

This Territory grants Delaque gangs the following Boons:

Reputation: Whilst it controls this Territory, the gang adds +2 to its Reputation.

Special: The Delaque player that controls this Territory may nominate a single enemy fighter at the start of the battle. The Delaque have called in the fighter's debt marker, and in return for keeping all of their limbs intact, the fighter agrees to take no part in the coming battle. The nominated fighter misses the battle.

NEEDLE WAYS (DELAQUE)

The Needle Ways are the vents, crawl tunnels and pipes that thread through the mass of the hive. Those that can navigate them can pass unseen between almost anywhere.

TERRITORY BOON

This Territory grants the following Boon:

Special: Whilst it controls this Territory, the gang may infiltrate up to three fighters onto the battlefield ahead of any battle. Infiltrating fighters must be part of the crew for a battle, but instead of being set up on the battlefield, they are placed to one side. At the end of the first round, the controlling player nominates any spot on the ground surface of the battlefield and sets up each infiltrating fighter within 2" of that spot.

ENHANCED BOON

This Territory grants Delaque gangs the following Boons:

Special: A Delaque gang that controls this Territory may infiltrate two groups of up to three fighters using the method detailed above. The fighters in each group must be specified before the battle.

SYNTH STILL (ESCHER)

Constructed from tangles of reclaimed pipes, vats and cylinders, a synth still in skilled hands can produce the finest poisons, medicines and narcotics.

TERRITORY BOON

This Territory grants the following Boon:

Special: Whilst it controls this Territory, the gang treats chem-synths, medicae kits, stim-slug stashes and any weapon with the Gas or Toxin trait as Common.

ENHANCED BOON

This Territory grants Escher gangs the following Boons:

Reputation: Whilst it controls this Territory, the gang adds +1 to its Reputation.

Special: Whilst it holds this Territory, the gang treats chem-synths, medicae kits, stim-slug stashes and any weapon with the Gas or Toxin trait as Common, and halves the cost of these items (rounding up).

STINGER MOULD SPRAWL (ESCHER)

Stinger mould is a rare fungus that grows where rad-waste has saturated a fungus sprawl. The fungus can be deadly, but also offers near-miraculous healing properties.

TERRITORY BOON

This Territory grants the following Boon:

Special: During the post-battle sequence, the gang controlling this Territory may re-roll a single Lasting Injury roll on a fighter. Note that a Memorable Death result may not be re-rolled.

ENHANCED BOON

This Territory grants Escher gangs the following Boons:

Reputation: Whilst it controls this Territory, the gang adds +1 to its Reputation.

Special: An Escher gang may either (1) remove a single existing Lasting Injury from a fighter, or (2) re-roll a single Lasting Injury roll on a fighter, including a Memorable Death result.

'House Escher think they're the only ones who know how to brew the good chems, when anyone with a bit of knowhow can hammer together a working synth still. Of course, it's not an exact art – and the doc says my eye sight should come back any cycle now...'

Jaundice Jorn,
Unsanctioned Alchemist

**THE SUMPTOWN
BUTCHER VS THE
CRIMSON QUEEN!**
*Can the Sumptown
Butcher's chainsaw
fists defeat the dancing
blades of the Crimson
Queen? Find out
tonight after final cycle
shutdown at the Cogville
Arena of Carnage, when
these two combatants
will make it rain blood!*

Cogville Pitfight Poster

NARCO DEN (ESCHER)

Narco dens are filled with the scent of exotic smoke, and the bubble and hiss of fume-bottles and chem-injectors. Rich and poor alike come to such places to chase dreams and forget nightmares.

TERRITORY BOON

This Territory grants the following Boon:

Income: The gang earns D6x5 credits from this Territory when collecting income.

ENHANCED BOON

This Territory grants Escher gangs the following Boons:

Reputation: Whilst it controls this Territory, the gang adds +1 to its Reputation.

Income: The gang earns D6x5 credits from this Territory when collecting income. If the gang also controls a Synth Still, this is increased to D6x10.

SLAG FURNACE (GOLIATH)

Glowing with heat and spattered with molten metal, a slag furnace smelts slag and ore so that the metals they contain can be poured off.

TERRITORY BOON

This Territory grants the following Boon:

Income: The gang earns D6x5 credits from this Territory when collecting income.

ENHANCED BOON

This Territory grants Goliath gangs the following Boons:

Reputation: Whilst it controls this Territory, the gang adds +2 to its Reputation.

Recruit: The gang may choose to roll two D6 after every battle. On a roll of 6 on either dice, the gang may recruit a single Juve from their House List for free. If both dice come up as 6, then the gang may recruit a Ganger from their House List for free.

FIGHTING PIT (GOLIATH)

Violence is life, death, and entertainment in the underhive, and some of the most feared fighters are made on the cinder floors of fighting pits under the eyes of baying crowds.

TERRITORY BOON

This Territory grants the following Boon:

Recruit: Whilst it controls this Territory, the gang may recruit two Hive Scum Hired Guns for free, including their equipment, prior to every battle.

ENHANCED BOON

This Territory grants Goliath gangs the following Boons:

Reputation: Whilst it controls this Territory, the gang adds +2 to its Reputation.

SMELTING WORKS (GOLIATH)

Crags and seams of valuable slag can be found across the underhive, mute markers to the ancient industries that grew the Spire.

TERRITORY BOON

This Territory grants the following Boon:

Income: The gang earns D6x5 credits from this Territory when collecting income.

ENHANCED BOON

This Territory grants Goliath gangs the following Boon:

Income: The gang earns D6x5 credits from this Territory when collecting income. If the gang also controls a Slag Furnace, this is increased to D6x10 credits.

MINE WORKINGS (ORLOCK)

An open cast mine bored into a mineral mass can yield a fortune in carbonite gems, cognate ore, argent and emeralds, all waiting to be ripped from the ground.

TERRITORY BOON

This Territory grants the following Boon:

Income: The gang earns D6x10 credits from this Territory when collecting income. The gang may set Captured fighters to work in the mines rather than selling them to the Guilders. For every Captive working the mine, roll an additional D6 to generate income. If the Territory changes control, all of the Captives remain working the mine. A Captive sent to the mines may not subsequently be Sold to the Guild. While a Captive is working the mine, their gang may attempt a Rescue Mission at any time.

ENHANCED BOON

This Territory grants Orlock gangs the following Boon:

Reputation: Whilst it controls this Territory, the gang adds +2 to its Reputation.

TUNNELS (ORLOCK)

The tunnels that run through the hive are the primary ways that people move between locations. Those that control them can move freely and attack where they wish.

TERRITORY BOON

This Territory grants the following Boon:

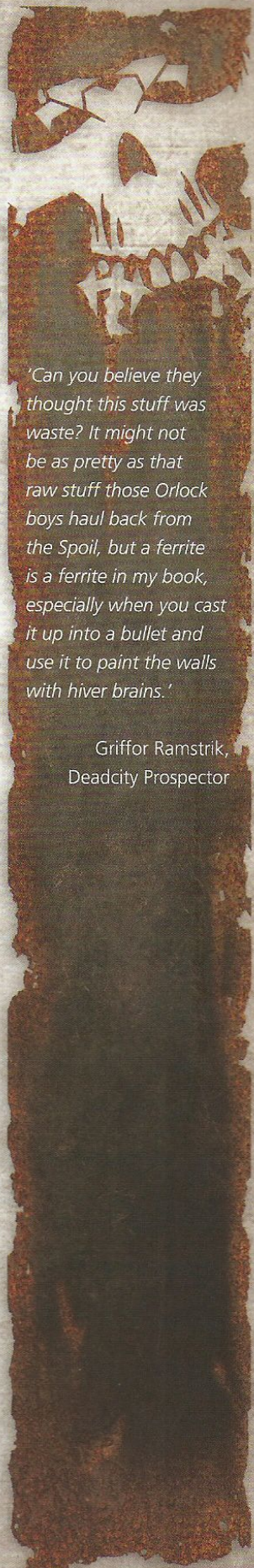
Special: Whilst it controls this Territory, the gang may choose to have up to three fighters deploy via tunnels ahead of any battle. These fighters must be part of the crew for the battle, but instead of being set up on the battlefield, they are placed to one side. During the deployment phase, the player sets up two 2" wide tunnel entrance markers on any table edge on the ground surface of the battlefield. During the Priority phase of each turn, roll a D6. On a 4+, the group of fighters arrive on the battlefield. That turn they may be activated as a single group, and must move onto the battlefield from one of the tunnel entrance markers. The members of the group must all arrive through the same tunnel entrance. If the battle ends before the fighters arrive, they take no part in the battle.

ENHANCED BOON

This Territory grants Orlock gangs the following Boons:

Reputation: Whilst it controls this Territory, the gang adds +1 to its Reputation.

Special: An Orlock gang may choose to deploy up to six fighters via tunnels using the method detailed above. The fighters in each group must be specified before the battle.



'Can you believe they thought this stuff was waste? It might not be as pretty as that raw stuff those Orlock boys haul back from the Spoil, but a ferrite is a ferrite in my book, especially when you cast it up into a bullet and use it to paint the walls with hiver brains.'

Griffor Ramstrik,
Deadcity Prospector

GANTRY PASS TOLLWAY
 GUILDER WAGONS
 20 CREDITS (PER WHEEL)
 WASTER SLAVE-TRAINS
 10 CREDITS (PER LIMB)
 GANGERS
 5 CREDITS (PER GUN)
 HIVERS 2 CREDITS
 PILGRIMS 2 CREDITS
 DELAQUE SCUM 100 CREDITS

Gantry Pass Toll Sign

TOLL CROSSING (ORLOCK)

The fastest ways through the underhive often cross chasms, sludge rivers or pass through bottlenecks. Gangs often set up tolls at such points, extracting credits from those who wish to pass swiftly and safely on their way.

TERRITORY BOON

This Territory grants the following Boon:

Income: The gang earns D6x5 credits from this Territory when collecting income.

ENHANCED BOON

This Territory grants Orlock gangs the following Boon:

Special: Whilst it controls this Territory, an Orlock gang has Priority in the first round of any battle. Any gang in the campaign may pay the Orlock gang 20 credits to gain the same benefit in a single battle against another gang.

GENERATORIUM (VAN SAAR)

Much of the light and power in the underhive relies on taps into energy conduits or barely functioning generators. Those that control the source of such power can let it flow... or cut it off at a whim.

TERRITORY BOON

This Territory grants the following Boon:

Special: The player may cut the power during any Priority step of a battle. The following rules apply for the rest of the battle:

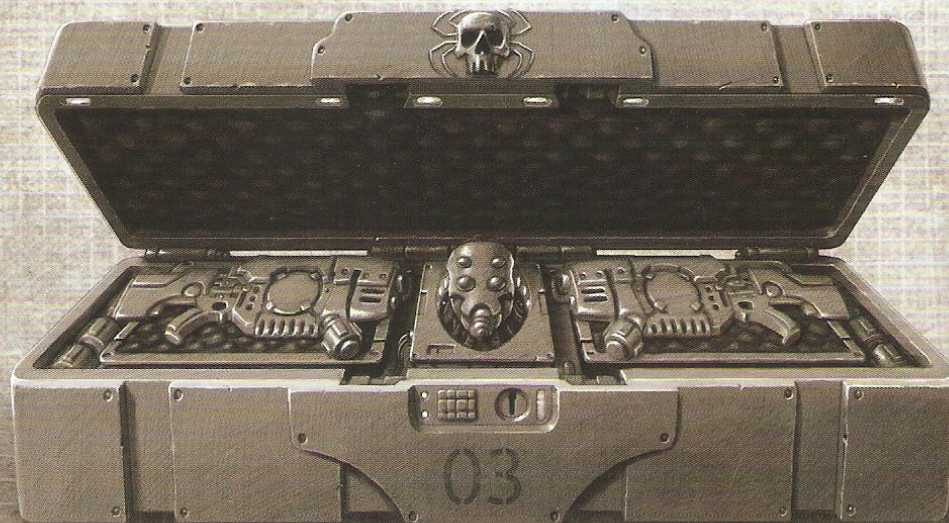
Ranged attacks may not be made against targets more than 3" away unless the target has a Blaze marker or a muzzle flash marker (see below), or is wearing a refractor field. Fighters with photo-goggles or infra-scopes extend this range to 12". In addition, models may not take the Charge action against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

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

ENHANCED BOON

This Territory grants Van Saar gangs the following Boon:

Reputation: Whilst it controls this Territory, the gang adds +1 to its Reputation.



ARCHAEOTECH DEVICE (VAN SAAR)

These are relics from a long lost age, when the hive had not grown to the sky. They possess strange capabilities, wondrous power and danger in equal measure.

TERRITORY BOON

This Territory grants the following Boon:

Special: Any number of weapons owned by the gang may be given one of the following Traits for free: Blaze, Rad-phage, Seismic, or Shock. All weapons must be given the same Trait and new weapons purchased later may also be given this Trait. These weapons also gain the Unstable Trait. If the Territory is lost, the weapons lose these additional Traits.

ENHANCED BOON

This Territory grants Van Saar gangs the following Boons:

Reputation: Whilst it controls this Territory, the gang adds +2 to its Reputation.

Special: A Van Saar gang may give any number of weapons it owns two of the following Traits for free: Blaze, Rad-phage, Seismic, or Shock. All weapons must be given the same Trait and new weapons purchased later may also be given these Traits. These weapons also gain the Unstable trait. If the Territory is lost, the weapons lose these additional Traits.

TECH BAZAAR (VAN SAAR)

An underhive tech bazaar buzzes with the calls of bullet merchants echoing above haggling tech-prospectors, while agents of the Gun-guild watch and take their due.

TERRITORY BOON

This Territory grants the following Boons:

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

Equipment: Select one Leader or Champion to make a Haggle post-battle action. Roll 2D6. The gang may immediately choose one item from the Rare Trade chart with a Rare value equal to the result of the dice roll and add it to their Stash for half of its usual value, rounded down. If the roll is lower than 7, pick a Common weapon or piece of equipment to add to the gang's Stash for half of its usual value, rounded down. If the roll is 3 or lower, then the fighter proves to be very poor at haggling and no equipment is gained. If the fighter selected has Exotic Furs, add +1 to the result of the 2D6 dice roll.

ENHANCED BOON

This Territory grants Van Saar gangs the following Boons:

Reputation: Whilst it controls this Territory, the gang adds +1 to its Reputation.

Income: The gang earns D6x10 credits from this Territory when collecting income. If the gang also controls an Archaeotech Device, this is increased to 2D6x10.

'Cause I know what it is – that's the alter-switcher-thing and those lights are the settings for kill, or, um, really kill, and that hum means it's a really good one – trust me, not all of them have that. Only a 100 creds, so do you want it or not?'

Sket Welter,
Scarhole Tech-Merchant



GAUL THE KEEPER
DATHKEPT
HOUSE CAWDOR

NEW SCENARIOS

Gang warfare takes myriad forms in the underhive, factions scrambling for an advantage wherever they can find it and turning abandoned corridors and remote settlements into bloody battlegrounds. The underhive is also home to its fair share of perils, and sometimes one or more gangs will find themselves struggling to survive the environment or the local wildlife while trading gunfire with their rivals. Then there are the dangers that come down from above, cadres of uphive hunters, augmented assassins or spire agents, all tangling with House business and the gangs that conduct it down in the darkness.

Presented on the following pages are six new scenarios to use in your games and campaigns of Necromunda: Underhive. Building upon the

rules presented in *Gang War Three*, some of these scenarios introduce more unusual elements, such as Cyborg Assassins, while many are designed to expand upon the options of the gang fight by adding one or two more interesting elements, such as wounded fighters or uphive agents. Then there are a few that offer serious challenges for a gang, such as attacking an entire underhive settlement, but have a big pay-off if they can be completed.

Each of these scenarios has also been designed so that it can be used in a Skirmish game, Campaign game or Arbitrated game, with details on running the different kinds of game provided in the scenario descriptions. For more details on these different ways to play Necromunda: Underhive, see page 41 of *Gang War Three*.

'CHAINBLADE' CORALEE
BITTERSWEET BLADES
HOUSE ESCHER



THE HIT

A gang sneaks into enemy territory to take out a leader.

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ATTACKER AND DEFENDER

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

BATTLEFIELD

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

CREWS

This scenario uses the standard rules for choosing a crew, as described on page 22 of *Gang War*. The attacker uses the Custom Selection (D3+5) method to choose their crew. The defender's crew includes their Leader, while the rest of their crew is determined using the Random Selection (D3+5) method. The remainder of the defender's gang is then held off the table as Reinforcements, as described on page 52 of *Gang War*.

DEPLOYMENT

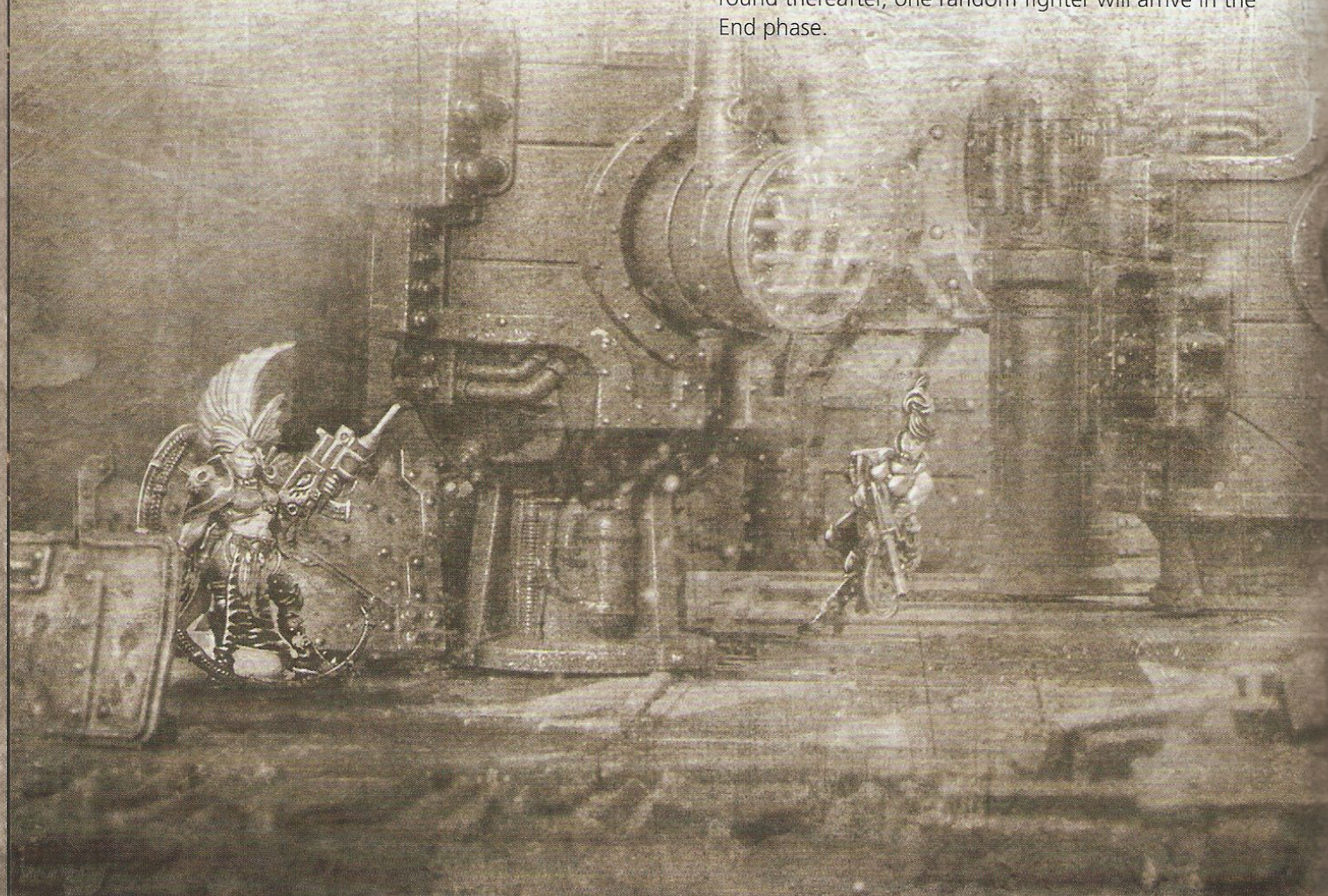
The defender deploys first, placing their Leader and two other fighters within 12" of the centre of the board. Then, the defender rolls a D6 for each of the remaining fighters in their crew. On a 5+, the defender may place them anywhere on the board – otherwise they must deploy within 8" of the Leader. The attacker then deploys their fighters within 2" of any board edge and at least 6" from any enemy models.

SPECIAL RULE: THE TARGET

The attacker is gunning for the defender's Leader and has sent in a team to get the job done – but they had best be quick before the rest of the enemy gang shows up to stop them! In this scenario, the attacker has Priority for the first round. In the first round, the defender's fighters may only take a single action each during their activation.

SPECIAL RULE: REINFORCEMENTS

The defender uses Reinforcements (see *Gang War* page 52). At the end of the second round, and each round thereafter, one random fighter will arrive in the End phase.



ARBITRATING THE SCENARIO

Sometimes, a gang Leader will cross the wrong people and get a bounty put on their head. The Arbitrator can use this scenario to represent an assassin squad sent after the player's Leader, or, if it is played as part of a campaign, it could represent retribution from one of the uphive noble Houses for the gang Leader's misdeeds. The Arbitrator can use the guidelines from page 53 of *Gang War Three* to create a watchman hit squad or assassin gang. Alternatively, the forces gunning for the Leader might unleash a nest of murder servitors or monsters to take them out, allowing the Arbitrator to draw upon any models in their collection when creating the attacking crew.

TACTICS CARDS

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

ENDING THE BATTLE

If either player has no fighters on the board at the end of a round, the game ends.

VICTORY

If the defender's Leader is *Seriously Injured* or taken Out of Action, the attacker is victorious. Otherwise, the defender is the winner.

REWARDS (CAMPAIGNS ONLY)

EXPERIENCE

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

Any attacking fighter that wounds the defender's Leader earns D3XP.

If the defender's Leader is not *Seriously Injured* or Out of Action at the end of the game, they gain D3XP.

REPUTATION

The attacker gains D3 Reputation if the defender's Leader is *Seriously Injured*. If the defender's Leader is taken Out of Action, they earn D6 Reputation instead.

If the defender's Leader is still on the board at the end of the game, their gang gains D3 Reputation.

The gang with the lower Gang Rating gains 1 Reputation for each full 100 points of difference. For example, a gang with a Rating of 1,000 that faced a gang with a Rating of 1,230 would gain 2 Reputation.

If either gang Bottled Out, they lose 1 Reputation.



SETTLEMENT ATTACK

A gang makes a raid against a settlement.

ATTACKER AND DEFENDER

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

BATTLEFIELD

The game may be played on either a Zone Mortalis or a Sector Mechanicus battlefield. When setting up the battlefield, it should be divided into three areas representing the edge of a major settlement; the areas are: the Wall, No-man's-land and the Wilderness.

On a Sector Mechanicus board, the Wall should be set up within 6" of one board edge (but still allowing space for models to be deployed behind – see opposite), using suitable terrain to represent an impassable line. In the middle of the Wall there should be a gateway with a closed and locked door (see page 64 of *Necromunda: Underhive* for rules on doors). An area 12" beyond the Wall is No-man's-land, and it should only have a sparse scattering of terrain. The rest of the table is Wilderness, and should be set up using the guidelines for deploying terrain from page 21 of *Gang War*.

On a Zone Mortalis board, the Wall is a line of at least three tiles with only one tunnel connecting them to the rest of the board. The tunnel should have locked doors at both of its ends and all other access to the rest of the board should be blocked off. The next line of tiles, connecting to the Wall, is No-man's-land and should be made up of tiles with large open areas if possible. Beyond these tiles, there should be at least one more line representing the Wilderness, though there can be more lines of tiles as desired, and these can be set up using the guidelines for deploying terrain from page 21 of *Gang War*.

CREWS

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

DEPLOYMENT

The attacker deploys their crew within 6" of the board edge farthest from the Wall. The defender deploys their crew anywhere either on or behind the Wall.

SPECIAL RULE: THE WALL

The Wall represents a formidable barrier to reaching the settlement. In games of Zone Mortalis, the only ways to bypass the Wall is to breach the two locked doors, or use a Hidden Passage Tactics card to place a Ductway. In games of Sector Mechanicus, the only ways to bypass the Wall are to either breach the locked door in the gateway, or to try to scale its side. Attacking fighters beginning their activation in base contact with the Wall may take the Scale (Double) action. If they complete two of these actions in a row, place them on top of the Wall.

Defending fighters can fight from the top of the Wall (and are considered to be in full cover if they do so), or fire through loopholes if they are directly behind the Wall (in Zone Mortalis, loopholes are considered to be present in any doors or bulkheads used to block off access to the tiles representing the Wall). Fighters using loopholes cannot be Engaged or attacked with Close Combat weapons and ranged attacks against them suffer -3 to hit. Due to the limited sight lines, firing from a loophole is restricted to a maximum range of 12" and weapons with the Blast trait may not be used.

Attacking fighters that begin the End phase in base contact with the defender's board edge may be removed from play. Put these fighters to one side as they are off looting the settlement and are worth credits at the end of the game. Fighters that move off the board in this way are not considered to have been taken Out of Action, but also do not contribute to the attacker's crew size for Bottle tests.

ARBITRATING THE SCENARIO

Attacking a well-defended settlement can make for an exciting game, as one or more players muster their gangs and throw them against the bulwark constructed by the Arbitrator. In this scenario, the Arbitrator takes on the role of the defender, creating a gang of watchmen or underhive militia to man the walls against the marauding gangs of the players. The Arbitrator can also introduce additional defences, such as mounted guns or minefields. Wall guns can be represented using the guidelines for defence turrets (see page 65 of *Gang War Three*), while minefields can be made up of melta, frag and gas traps scattered across No-man's-land. For larger games, with two or more gangs attacking the settlement, the Arbitrator could have more than one gateway, or multiple boards, each one representing a different Wall of the settlement, and with each player racing against their rivals to be the first gang to get to the loot.

TACTICS CARDS

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

ENDING THE BATTLE

If either player has no fighters on the board at the end of a round, the game ends.

VICTORY

If the attacker moved three fighters off the defender's board edge, they are victorious. Otherwise, the defender wins.

REWARDS (CAMPAIGNS ONLY)

CREDITS

If the defender wins, the settlement pays them D6x10 credits for their efforts.

If the attacker wins, every fighter that moved off the defender's board edge earns them D6x10 credits.

TURF

If the attacker wins, they gain D3 Turf as they take over part of the area.

EXPERIENCE

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

Any attacker that makes it off of the defender's board edge earns D3XP.

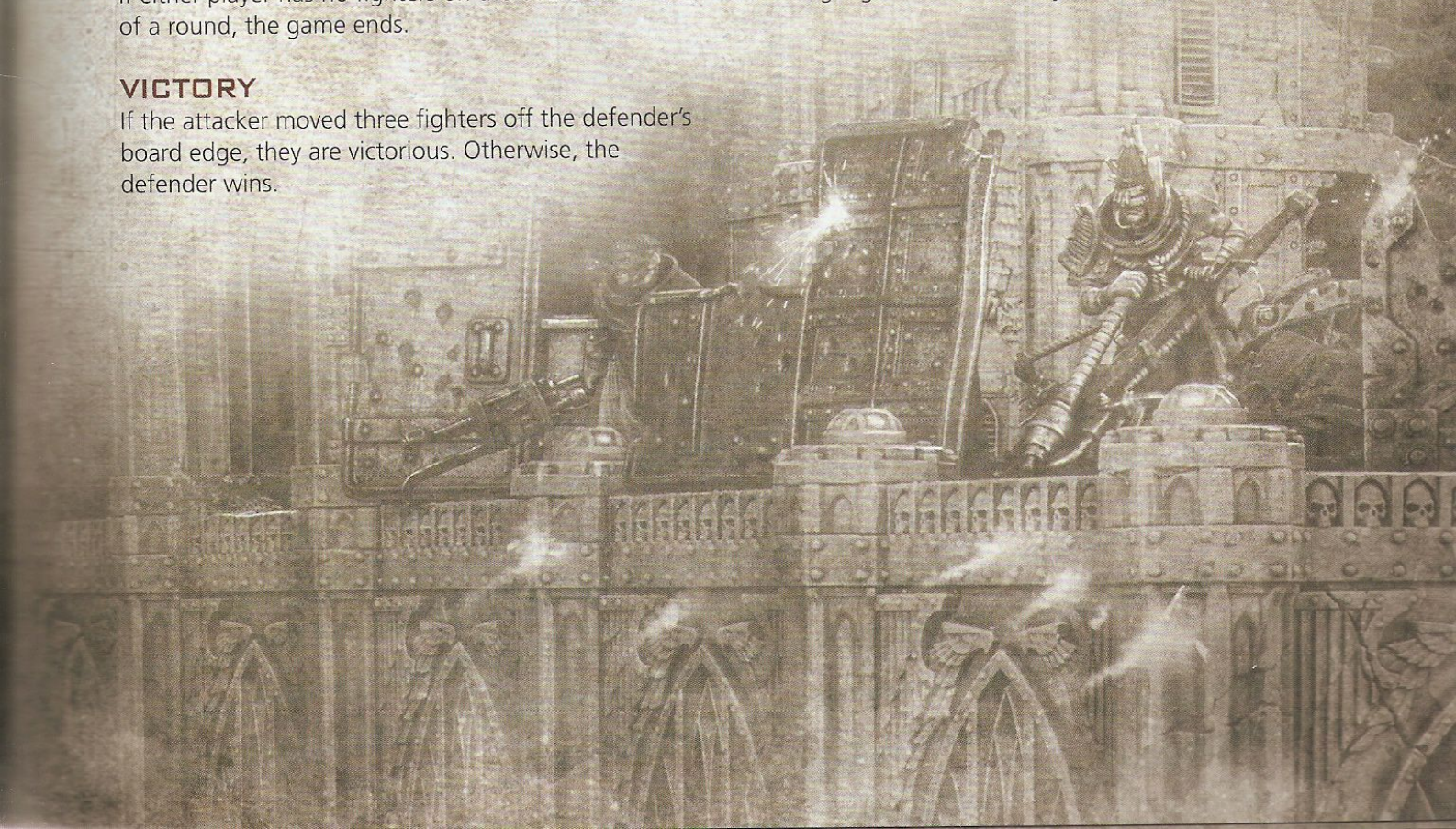
REPUTATION

If no attackers made it past the Wall, the defender gains D6 Reputation. If attackers made it past the Wall but not off of the board, the defender earns D3 Reputation instead.

The attacker gains 1 Reputation for every fighter that made it past the Wall and off the board.

The gang with the lower Gang Rating gains 1 Reputation for each full 100 points of difference. For example, a gang with a Rating of 1,000 that faced a gang with a Rating of 1,230 would gain 2 Reputation.

If either gang Bottled Out, they lose 1 Reputation.



ESCAPE!

A cornered gang is making a break for it.

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ATTACKER AND DEFENDER

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

BATTLEFIELD

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

CREWS

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

DEPLOYMENT

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

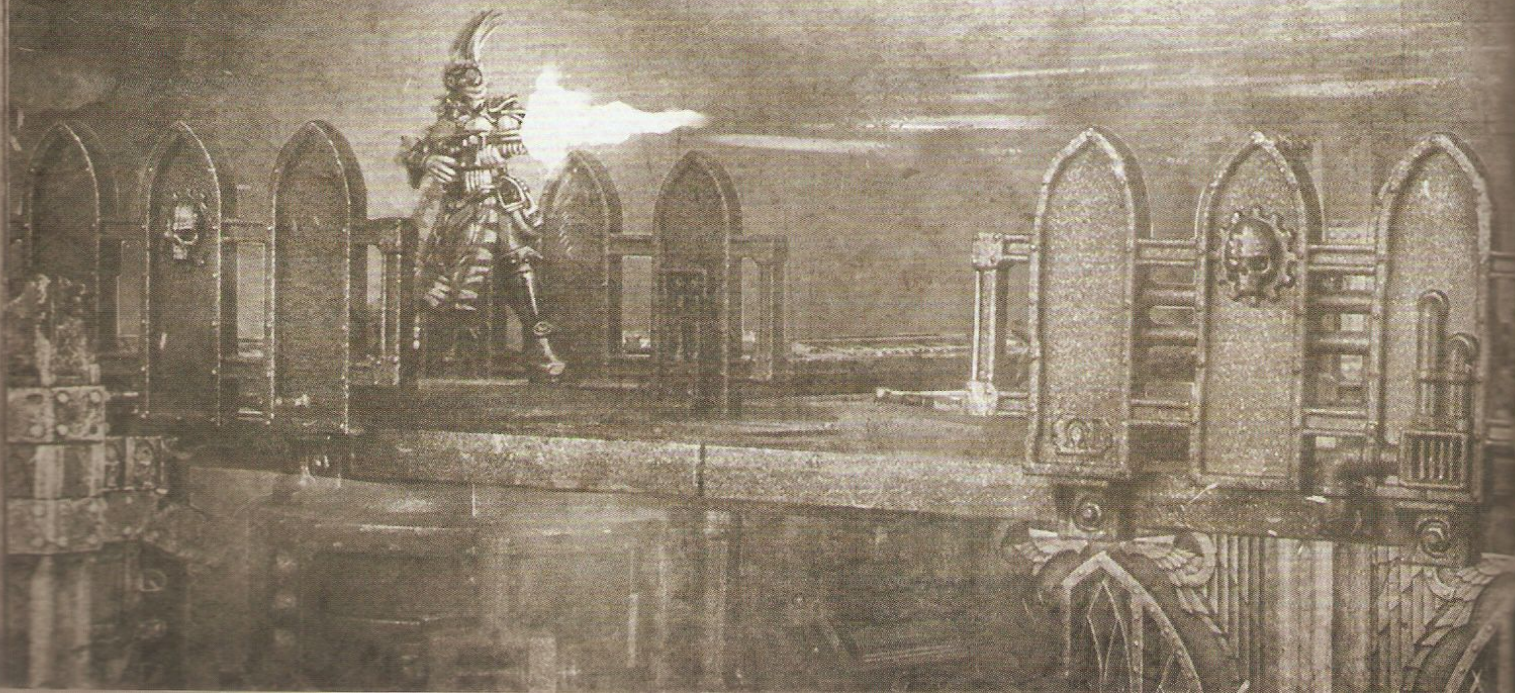
DESIGNER'S NOTE: ESCAPE ZONES

Part of the challenge of this scenario comes from the attacker having to clear out escape zones and then defend them while they try to rush their fighters off the board. On an open table, it becomes much easier for the attacker to sneak past the defender or outflank their fighters. To this end, players are encouraged to create a battlefield that funnels the attacker towards a number of points – either a handful of Zone Mortalis tunnels or gaps between impassable terrain pieces on a Sector Mechanicus board.

SPECIAL RULE: ESCAPING THE BOARD

The attacker is trying to escape the hive level, and only the defender's gang stands in their way. To escape, the attacker's fighters must move off the board edge opposite their deployment area – the edge closest to the defender's deployment area. At the start of the End phase, any of the attacker's fighters in base contact with this edge may be removed from the board. If they are Engaged, they must first pass an Initiative test. These fighters do not count as having gone Out of Action.

In addition, attacking fighters that do not end their activation closer to the escape area must make a Nerve test, just as if a friendly fighter had been Seriously Injured or taken Out of Action within 3" of them.



ARBITRATING THE SCENARIO

This scenario can be used to represent a gang making a run for it after an attack or heist against an uphive target, the gangers making off with some precious loot. The Arbitrator should design the board so that there are at least three well-guarded exits – with watchmen guards standing sentry behind cover, or turreted guns covering the entrance, while patrols prowl the nearby area and more watchmen wait in reserve. The watchmen might also have Cyber-mastiffs (see page 31 of *Gang War Three*) helping them cover the escape routes. The attacker can then use the Sneak Attacks rules from page 53 of *Gang War*, attempting to get as close to the escape points as possible, or clear out defenders before the alarm is raised and they must dash for the exits before they all get gunned down.

TACTICS CARDS

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

ENDING THE BATTLE

If either player has no fighters on the board at the end of a round, the game ends.

VICTORY

If the attacker moves at least three fighters off the board they are the winner, otherwise the defender is the victor.

REWARDS (CAMPAIGNS ONLY)

EXPERIENCE

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

Each attacking fighter that escaped the board earns 1XP.

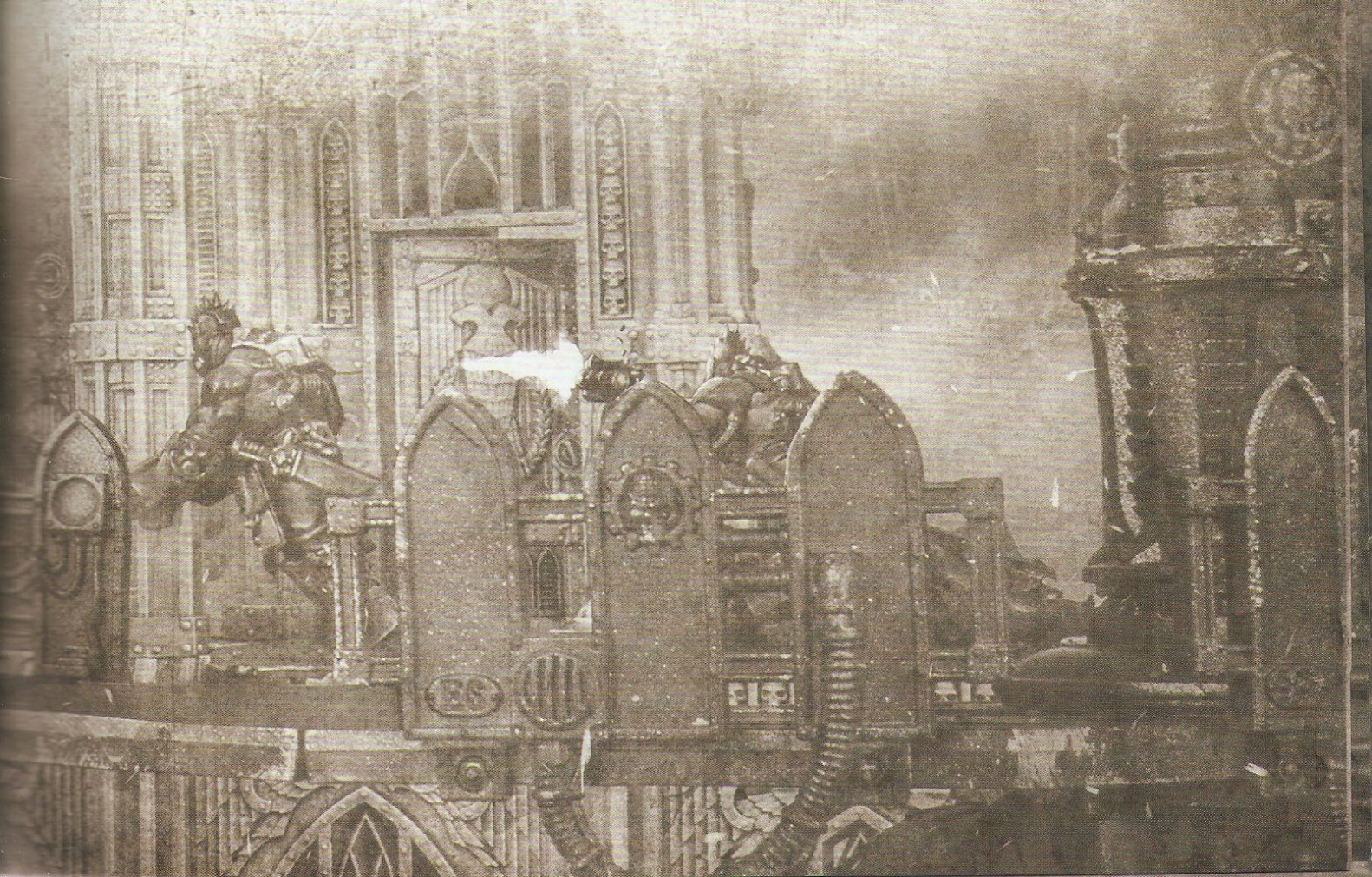
REPUTATION

If no fighters from the attacker's gang escaped the board, the defender gains D3 Reputation.

The attacker earns 1 Reputation for each of their fighters that escapes the board.

The gang with the lower Gang Rating gains 1 Reputation for each full 100 points of difference. For example, a gang with a Rating of 1,000 that faced a gang with a Rating of 1,230 would gain 2 Reputation.

If either gang Bottled Out, they lose 1 Reputation.



MURDER CYBORG

A Cyborg Assassin is masquerading as a ganger.

BATTLEFIELD

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

CREWS

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

DEPLOYMENT

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

SPECIAL RULE: THE CYBORG'S MISSION

When the Cyborg is first revealed, the player with Priority should roll a D6 on the following table to find out what its mission is. The player who has Priority controls the Cyborg, although it must follow its directives as detailed opposite. The Cyborg Assassin never counts as a friendly model for either gang.

ARBITRATING THE SCENARIO

For an especially challenging encounter, the Arbitrator can run a Rise of the Servitors scenario, with the Arbitrator running a force of servitors and Cyborg Assassins against one or more players' gangs. Using appropriate models in their collection, the Arbitrator should place a number of servitors on the board, using the Hive Dwellers profile from page 58 of *Gang War Three*, for example, equal to at least three times the number of opposing fighters. The Arbitrator can only take Move actions with the servitors as they go about their pre-programmed duties. The attackers' mission is to find the three Cyborg Assassins posing as servitors. When a servitor is taken Out of Action, roll a D6. On a 4+, they become a Cyborg Assassin as above, and roll to see what their mission is. Once three Cyborg Assassins have been revealed, no more are added to the board. The Arbitrator can make Attack actions with any servitors that activate within 12" of an active Cyborg Assassin as the Assassin overrides their simple machine functions for its own ends.

CYBORG'S MISSION

D6 Result

1-2 Extermination Directives: The Cyborg must kill everyone! If it is Engaged, it will take Fight actions. If not, it will target the closest model with a Shoot action. If it can see more than one model, it must divide its Shoot actions between them as evenly as possible, starting with the closest model and moving outward (it must take Cool tests as normal to target models other than the closest). If it cannot see any models, it must move toward the nearest model.

3-4 Decapitation Subroutines: The Cyborg must kill the Leaders. The Assassin acts as above, however it will only target Leader models, only fighting other models if they are either Engaged with it, or blocking its path to a Leader.

5-6 Preservation Protocols: The Cyborg must return to its masters. When the Assassin is revealed, the player who has Priority picks a point on the board edge farthest from it – this is its escape point. If the Assassin ends any round in base contact with the escape point, it is removed. While escaping, in each activation the Cyborg must make at least one Move action that takes it closer to the escape point if possible, though it can shoot at the closest targets as detailed above, at the controlling player's discretion.



KAI KILLSWITCH
CY-ASSASSIN
EX-HOUSE VAN SAAR

SPECIAL RULE: THE CYBORG

An augmented hive assassin is operating in the gang's Territory. Until the Assassin is placed on the board, whenever a fighter suffers a wound, the owning player should roll a D6. On a 5+, the Cyborg Assassin is revealed. Remove the wounded fighter from the board (they do not count as having been Seriously Injured or taken Out of Action) and replace them with an appropriate model to represent the Cyborg Assassin. The Assassin uses the following profile:

CYBORG ASSASSIN

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

WEAPONS: Two bolt pistols (with las-projectors), shotgun (with execution shells)

WARGEAR: Carapace armour, displacer field, frag grenades, krak grenades

SKILLS: Fast Shot, Gunfighter, Iron Jaw

- The Assassin is unaffected by the Coup de Grace action and treats any Out of Action results on the Injury dice as a Serious Injury instead. While Seriously Injured, the Cyborg does not roll Injury dice in the End phase. Instead, they will recover

(suffering a Flesh Wound as normal) if they can roll equal to or less than their Toughness. Once the Assassin reaches 0 Toughness as a result of Flesh Wounds, it cannot recover – although it may still Crawl as a Double action – and can now be removed from the board with a Coup de Grace action.

The Cyborg Assassin ignores the effects of the Flash, Gas and Toxin traits, and cannot be Pinned. While the Assassin is still affected by weapons with the Blaze trait, it may take actions and move as normal while on fire.

TACTICS CARDS

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

ENDING THE BATTLE

If either player has no fighters on the board at the end of a round, the game ends. If at the end of the round the Cyborg has been removed from the board, the game also ends.

VICTORY

The player who destroyed the Cyborg Assassin is the winner. If neither player destroyed the Cyborg, then the game is a draw.

REWARDS (CAMPAIGNS ONLY)

CREDITS

Taking out the Assassin nets the gang a healthy bounty. The gang that delivered the Coup de Grace to the Assassin gains 3D6x10 credits.

EXPERIENCE

Fighters that took part in the battle gain 1XP.

Any fighter that inflicted a wound on the Cyborg earns 1XP.

REPUTATION

The gang that delivered the Coup de Grace on the Cyborg gains D3 Reputation.

The gang with the lower Gang Rating gains 1 Reputation for each full 100 points of difference. For example, a gang with a Rating of 1,000 that faced a gang with a Rating of 1,230 would gain 2 Reputation.

If either gang Bottled Out, they lose 1 Reputation.

ESCORT MISSION

Gangs fight over the fate of an uphive agent.

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ATTACKER AND DEFENDER

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

BATTLEFIELD

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

CREWS

This scenario uses the standard rules for choosing a crew, as described on page 22 of *Gang War*. The attacker uses the Custom Selection (D3+7) method to choose their crew. The defender uses the Random Selection (D3+5) method to determine their crew. The remainder of the attacker's gang are held off the table as Reinforcements as described on page 52 of *Gang War*.

DEPLOYMENT

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

SPECIAL RULE: EXTRACTION

The defender's goal is to get the agent to the extraction point, and protect them until they can make their escape. Once the agent has reached the board edge closest to the attacker's deployment area, in the End phase the defender rolls a D6 – on a 5+, the agent has been extracted and the game ends. If the agent is not extracted, roll again in each subsequent End phase, adding a cumulative +1 each time (i.e., the second roll for extraction will be on a 4+, then a 3+, etc).

SPECIAL RULE: REINFORCEMENTS

The attacker can use Reinforcements (see *Gang War* page 52). At the end of the second round, and each round thereafter, a random fighter will arrive in the End phase.

TACTICS CARDS

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



SPECIAL RULE: THE AGENT

For this scenario, the defender is trying to guide an uphive agent to safety. The agent can be represented by any appropriate model in your collection, and if possible, should look suitably different to the rest of your gang so that the attacker can clearly tell it apart. For the duration of the game, the agent is considered to be part of the defender's crew, and uses the following profile, weapons and wargear:

UPHIVE AGENT

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
4"	5+	4+	3	3	2	4+	1	7+	6+	7+	7+

WEAPONS: Las pistol

WARGEAR: Flak armour, displacer field

ARBITRATING THE SCENARIO

In a game that pits the Arbitrator against one or more players, the Arbitrator takes control of the agent and creates an extraction team to ferry them to safety. Use the guidelines on page 53 of *Gang War Three* for creating watchmen gangs to represent a Guilder hit squad sent to protect the agent. Alternatively, the powerful organisation the agent works for might send a potent bodyguard to defend their interests, and the Arbitrator could use the stats for the Cyborg Assassin (see page 81) as a single defender. In the latter case, give the Cyborg the Bodyguard ability – this allows any hit against the agent to be transferred to the Cyborg on a 3+, provided that the two are within 2" of each other.

ENDING THE BATTLE

The battle ends when the agent has been extracted from the table, or they have been taken Out of Action. If either player has no fighters on the board at the end of a round, the game also ends.

VICTORY

If the agent is extracted the defender wins, otherwise the attacker is victorious.

REWARDS (CAMPAIGNS ONLY)

CREDITS

If the defender extracts the agent, add D6x10 credits to their Stash.

If the attacker takes the agent Out of Action, add D6x10 credits to their Stash.

EXPERIENCE

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

If a fighter takes the agent Out of Action, they earn D3XP.

REPUTATION

If the defender extracts the agent, they gain D3 Reputation.

If the attacker takes the agent Out of Action, they gain D3 Reputation.

The gang with the lower Gang Rating gains 1 Reputation for each full 100 points of difference. For example, a gang with a Rating of 1,000 that faced a gang with a Rating of 1,230 would gain 2 Reputation.

If either gang Bottled Out, they lose 1 Reputation.

FIGHTER DOWN

A gang searches for a lost companion before the underhive gets them for good!

ATTACKER AND DEFENDER

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

BATTLEFIELD

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

CREWS

This scenario uses the standard rules for choosing a crew, as described on page 22 of *Gang War*. Players use the Random Selection (D3+2) method to choose their crew, with the exception that the attacker randomly chooses one of their Gangers or Juvies to be the wounded fighter (as follows) before choosing the rest of their crew. The remainder of each player's gang is held off of the table as Reinforcements as described on page 52 of *Gang War*.

DEPLOYMENT

This scenario uses the standard rules for deployment from page 22 of *Gang War*. The attacker should place the wounded fighter face down within 8" of the centre of the board.

SPECIAL RULE: THE WOUNDED FIGHTER

For the purposes of this scenario, the wounded fighter is considered to have suffered a Serious Injury, one which they cannot recover from – do not roll to see if they recover in the End phase as you would normally. Instead, they remain Seriously Injured until they either go Out of Action or are carried off the board. They may still make Crawl (Double) actions as normal.

The wounded fighter may be taken Out of Action with the Coup de Grace action as normal. Friendly fighters may make the Carry (Double) action if they activate in base contact with the wounded fighter, allowing them to move up to their Move characteristic and take the wounded fighter with them. If the wounded fighter begins their activation in base contact with the board edge closest to the attacker's deployment area, they may move off the board.

SPECIAL RULE: CARRION CREATURES

In the underhive, there are countless predators skulking in the shadows – all on the lookout for easy prey. Carrion Creatures represent mutated rats, murder-pedes, rust vultures and other vile creatures. Use the following profile to represent these critters:

CARRION CREATURE

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
6"	5+	6+	3	3	1	3+	1	9+	7+	9+	11+

WEAPONS: Beaks, claws and mandibles
(counts as unarmed attacks)

Carrion Creatures can be represented by any suitable models or counters. After the wounded fighter and both gangs have been deployed, the player with Priority rolls D6+3 to find out how many Carrion Creatures are present. Players then take turns, starting with the player with Priority, to place these creatures on the board, at least 12" from any

fighters – including the wounded fighter. In each End phase, players take turns moving the Carrion Creatures, starting with the player that has Priority. Any Carrion Creature that ends its movement in contact with a fighter will make a Melee (Basic) action against it – after this action has been resolved move the creature D3" directly away from the fighter. The fighter may not make Reaction attacks.

ARBITRATING THE SCENARIO

If this is an Arbitrated scenario, the Arbitrator can take control of the Carrion Creatures or introduce their own underhive predators (see page 53 of *Gang War Three* for guidelines on creating your own monsters). In this case, instead of using the rules given opposite, the Carrion Creatures or underhive predators follow the rules for fighters and are moved and fight in the End phase before any other effects are resolved. The Arbitrator may also place the creatures anywhere on the board, or keep their location secret using the guidelines from the In the Dark scenario from page 66 of *Gang War Three*.

Alternatively, the Arbitrator might take on the role of the defender, creating a cannibal cult that is hunting for the wounded fighter. Cannibal cults can be fashioned after Chaos Cults (see *White Dwarf* April 2018).

SPECIAL RULE: REINFORCEMENTS

Both players can use Reinforcements (see page 52 of *Gang War*). At the end of the second round, and each round thereafter, D3 random fighters will arrive in the End phase.

TACTICS CARDS

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

ENDING THE BATTLE

The battle ends when the wounded fighter is either taken Out of Action or escapes the board. If either player has no fighters on the board at the end of a round, the game also ends.

VICTORY

If the wounded fighter is taken Out of Action, then the defender is victorious. Otherwise, the attacker is the winner.

REWARDS (CAMPAIGNS ONLY)

EXPERIENCE

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

If a fighter takes the wounded fighter Out of Action they earn 1XP.

REPUTATION

The attacking gang earns D3 Reputation if they get the wounded fighter off the board.

The defender gains 1 Reputation if they take the wounded fighter Out of Action.

The gang with the lower Gang Rating gains 1 Reputation for each full 100 points of difference. For example, a gang with a Rating of 1,000 that faced a gang with a Rating of 1,230 would gain 2 Reputation.

If either gang Bottled Out, they lose 1 Reputation.





BAERTRUM ARTUROS III, GUILDER BOUNTY HUNTER

Not all Bounty Hunters are desperados, loners or venators. Baertrum Arturos the Third is a member of the Adjurators, the Guilds' own private Order of hunters, concerned with the recovery of their own property and the reprimand of those responsible for taking it. Arturos and his kind operate primarily in the mid-hive regions seeing to the interests of the mercantile lords and working to bring debtors and contract-breakers to justice. Sometimes, though, Adjurators might be required to venture into the underhive in search of their mark, bringing with them the special privileges and exceptional wargear afforded to a servant of the Guilds.

After running down a clan tithe-breaker, Arturos has remained in the underhive, having developed a taste for the fringe realm. He likes the way its denizens look to him with a mixture of fear and

disgust reserved for their betters, while the rancid air and filthy surroundings reminds him that he was born of better stock than these bottom-feeders. While Arturos could make more scrip in the mid-hive domes, he couldn't throw his authority around quite as much. Despite his distaste for the denizens of the hive's lower reaches, he is not above allying himself with them when his interests and theirs are co-aligned. For the gangs' part, they hire Arturos because he is always cool-headed, quick with his needler and shrewd enough to avoid enemies getting the drop on him. That they have to put up with his perpetual scowls and condescending sneers, as well as his long, self-aggrandising diatribes, is a relatively small price to pay for such talents and the veneer of Guilder authority that comes with them.

BAERTRUM ARTUROS

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CREDITS

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

Weapon	Rng		Acc		Str	AP	D	Am	Traits
	S	L	S	L					
Artisan needle pistol with auto loader	4"	9"	+2	-	4	-1	-	4+	Pistol, Toxin
Stiletto knife	-	E	-	-	S	-	1	-	Backstab, Melee, Toxin

SKILLS: Disarm, Escape Artist, Nerves of Steel

WARGEAR: Infra-sight, light carapace armour

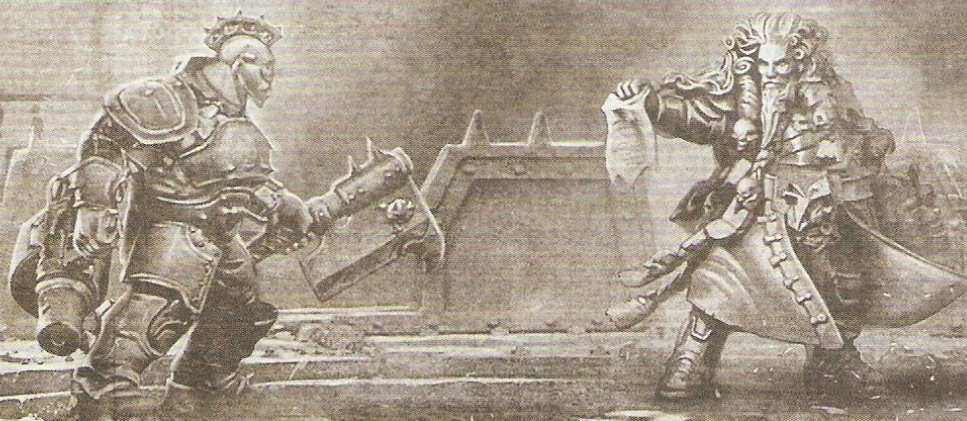
SPECIAL RULES

Dead, Not Alive: Any gang that employs this Bounty Hunter may be awarded extra bonuses for enemy fighters they help bring down, due to the Bounty Hunter claiming extra fees from the authorities for troublesome gangers they bring in dead. In the post-battle sequence, when an opponent deletes a dead fighter from their roster during the Update Roster step of the post-battle sequence, the gang immediately claims half of that fighter's value, rounded up to the nearest 5 credits, as bounty.

*'All Gelt for the Guilders,
and all Debts Paid in Full.'*

Motto of the
Adjurators Primus

87





ORTRUUM 8-8, PSYKANARIUM PSI-HOUND

Ortruum 8-8 is the product of one of Lord Helmawr's Psykanariums; inbred from the fractured genus of dozens of Psyker bloodlines to create a horrifying, yet potent psychic weapon. Unable to stand or even feed itself, and of indeterminable gender, Ortruum 8-8's mutated form is augmented with suspensor implants to facilitate movement, inducer rigs to keep its organs functioning and a neural-crown that both enhances its psychic powers and keeps it in a docile and pliable state when required. Like most Psykanarium Bounty Hunters, Ortruum 8-8 is controlled by coded auditory and olfactory triggers, allowing its masters to direct it with a word or set it upon the scent of its prey.

ORTRUUM 8-8

250
CREDITS

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
4"	5+	5+	3	3	2	4+	1	6+	7+	5+	5+

SKILLS: Fearsome, Sanctioned Psyker

SPECIAL RULES: Dead, Not Alive, Flight, Soul Hound, Team Work

WYRD POWERS:

TELEPATHY: Continuous Effect, Mind Lock (Basic), Premonition (Simple)

TELEKINESIS: Force Blast (Basic)

WYRD POWERS

TELEPATHY

Premonition (Simple), Continuous Effect: The ability to read the thoughts of others possessed by this Psyker enables it to dodge and evade all but the most unexpected of attacks. This Wyrd Power grants the Psyker a 4+ save roll, which cannot be modified by a weapon's Armour Piercing characteristic.

Mind Lock (Basic): Nominate an enemy fighter anywhere within 18" of this Psyker that has not already activated this round. For the remainder of this round, that fighter cannot activate and may not take part in a group activation.

TELEKINESIS

Force Blast (Basic): Any enemy fighters within 3" of this Psyker are immediately pushed D3+1" directly away. If this movement would push a fighter from a platform or into a pitfall, stop at the edge and take an Initiative test for them. If the test is passed, they are placed Prone at the edge. If the test is failed, they will fall. If this movement is interrupted by a wall or other impassable terrain, the fighter is immediately Pinned and takes a hit with a Strength equal to the number of inches rolled for the push distance.

SPECIAL RULES

Flight: Ortruum 8-8 ignores all terrain, may move freely between levels without restriction, and can never fall. It may not, however, ignore impassable terrain or walls and may not end its movement with its base overlapping an obstacle or another fighter's base.

Soul Hound: A unique ability possessed by Ortruum 8-8, and one that makes its services particularly valuable to Bounty Hunters, Enforcers and Guilders, is the ability to hunt down individuals based on their psychic spoor. Before a game begins, nominate one fighter (Leader, Champion, Juve, Specialist or equivalent) from your opponent's gang. This fighter is the one that Ortruum 8-8 has been sent to track down. This fighter must be deployed on the table at the start of the game, and must therefore be included in your opponent's crew, however that is selected.

For the duration of this game, the nominated fighter is haloed by a ghostly illumination, marking them out to their enemies as Ortruum 8-8 constantly focuses upon their location. All shooting attacks made against the nominated fighter gain a +1 modifier on hit rolls. Additionally, the nominated fighter may not use the Infiltrate or Lie Low skills for the duration of this game.

Team Work: Unlike other Bounty Hunters, Ortruum 8-8 may be hired alongside other Bounty Hunters, allowing a gang to field two Bounty Hunters rather than the usual one.

Dead, Not Alive: Any gang that employs this Bounty Hunter may be awarded extra bonuses for enemy fighters they help bring down, due to the Bounty Hunter claiming extra fees from the authorities for troublesome gangers they bring in dead. In the post-battle sequence, when an opponent deletes a dead fighter from their roster during the Update Roster step of the post-battle sequence, the gang immediately claims half of that fighter's value, rounded up to the nearest 5 credits as bounty.

HELMAWR'S PSYKERS

Psyker strains are carefully controlled on Necromunda; regulated by the Imperial House and tithed to the Black Ships in accordance with the Emperor's laws. While the most powerful or dangerous psykers are contained and either disposed of immediately or shipped off-world to serve the Imperium, Lord Helmawr maintains a stock of gifted individuals for his own personal needs, and the needs of his favoured servants.

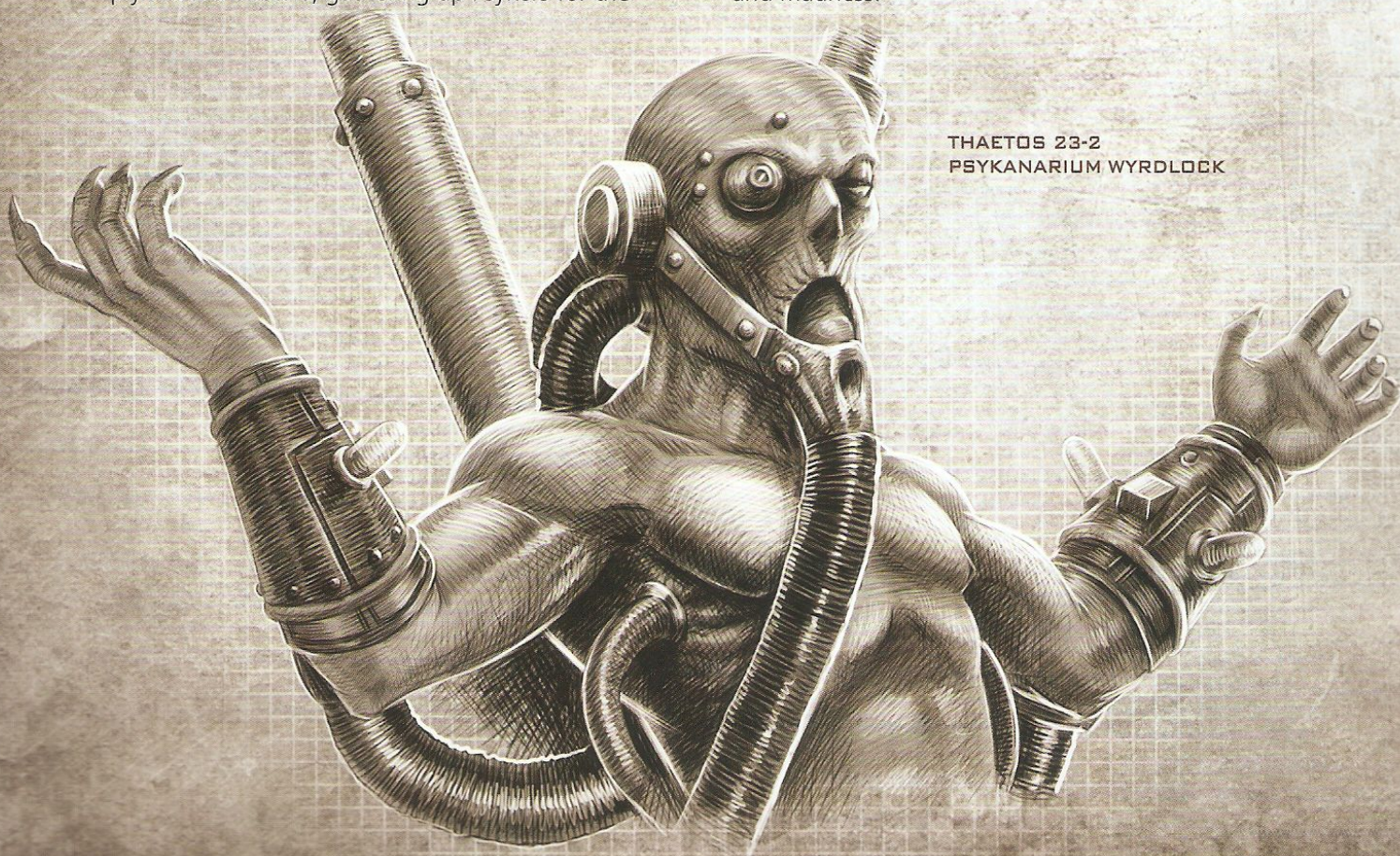
PSYCHIC POWERS

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

Despite their rarity, the Imperium relies upon Psykers for its very existence – whether they are guiding vessels across the vastness of space, sending astropathic messages from one world to the next, or sustaining the God-Emperor with their souls. Powerful institutions exist to control and sanction the use of Psykers, from the Navigators of the Navis Nobilite, where the Imperium has carefully cultivated genetic lines, codifying them and breeding them like pedigree beasts, to the League of Black Ships that endlessly ply the sea of stars, gathering up Psykers for the

Scholastia Psykana. These draconian measures are not without cause, for if they are untrained even a single Psyker might open a gateway to the Warp, unleashing the power of Daemons and gods upon reality and dooming an entire world to destruction.

On Necromunda, those few Psykers found to have true power are either given up to the Imperium as part of Lord Helmawr's Imperial obligations, or conscripted into his psykanariums, slaved to psi-tech or used to create more of their kind. By contrast, mutants are viciously culled by the Houses of Necromunda – lest they ever grow to be a true threat. Even so, thousands escape the enforcer kill squads and corpse-harvesters to find their way down into the depths of the hives. Here, among the other monsters and sump horrors, Wyrd gangs and mutie communities take root, led by individuals with a spark of psychic power. Left unchecked, these gangs might rise to control large areas of the underhive or the wastes, cultivating their gifts to use against the hated uphivers who have condemned them to the dark. It is a constant fear among the hive nobility that one day a truly exceptional Psyker will slip the Imperium's net and work their way into the wilds – uniting mutant nations and Wyrd conclaves – and bring all Necromunda down in a psychic war of blood and madness.



THAEOS 23-2
PSYKANARIUM WYRDLOCK

Ortruum 8-8, Psykanarium Psi-hound is a Psyker, the first of its type to appear in the underhive. These rules explain how Psykers work within the game, from wielding their powers to attempting to nullify those of their enemies. They provide a framework of core rules for Psykers which will be built upon in the future, as more Psykers of ever more dangerous types make their presence known within the dark and dangerous environs of Necromunda.

PSYKERS IN NECROMUNDA

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

A Wyrd Power (X) action may be (Simple), (Basic) or (Double) depending upon the complexity of the Wyrd Power that the Psyker is attempting to manifest. This will always be shown in brackets after the name of the Wyrd Power itself. When a Psyker is activated, they may choose to perform one or more Wyrd Power (X) actions, however they may not attempt to use the same Wyrd Power twice during an activation, even if that Wyrd Power is a (Simple) action.

Wyrd Powers are split into disciplines, such as Telekinesis – the power to manipulate and move objects, or Pyromancy – the power to spontaneously create and to control fires, amongst others. Most Psykers follow one discipline closely, though it is not uncommon for a Psyker to possess abilities drawn from two or more different disciplines.

Regardless of the Wyrd Power(s) a Psyker knows, all Psykers are able to perform the following actions:

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

Concentrate (Basic) – If the fighter makes a Willpower check in their subsequent action, add 1 to the result of the dice roll.

USING WYRD POWERS

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

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

However, using Wyrd Powers is not without risk. If the Willpower check is failed on the roll of a double 1, the Psyker must immediately roll on the Perils of the Warp table (see page 92). If the Willpower check is passed on the roll of a double 6, the Wyrd Power takes effect, cannot be Disrupted (see below) and the Psyker must immediately roll on the Perils of the Warp table.

PSYCHIC DUELS

Whenever a Psyker is activated to make a Wyrd Power (X) action or to make a Maintain Control (Simple) action, if there is an Active or Pinned enemy Psyker within 18", they may attempt to Disrupt the Psyker's successful Wyrd Power. An Engaged or Seriously Injured Psyker may not attempt to Disrupt a Wyrd Power. To Disrupt a successful Wyrd Power (X) action, a Psyker must roll 2D6. If the total is higher than the total rolled for the Willpower check made to successfully perform the action, the Wyrd Power is Disrupted and fails, as if the Psyker making the action had failed their own Willpower check. If the total is equal to or lower than the total of the Willpower check made to successfully perform the action, the Disruption attempt fails and the Wyrd Power (X) action is resolved.

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

'These hivers are such weak-willed fools. It's all half-hearted prayers to the Emperor and charms made out of rat bones, until the walls start bleeding screaming maggots with cherub faces – then we find out who really believes what!'

Fayn Ulix,
Venator Psycranium

PERILS OF THE WARP

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

PERILS OF THE WARP

2D6 Result

2-3 A Tear in Reality! The Psyker loses control and warp energy tears reality apart around them. Centre a 5" Blast marker on the Psyker; any fighter touched by the marker must pass a Willpower check or lose a wound. The Psyker then goes Out of Action.

4-5 Immaterium Inverse. The Warp inverts upon those attempting to control it. The Psyker becomes the target of the power (regardless of range). If the power is beneficial, the Psyker instead becomes Pinned and suffers a Strength 6 hit that inflicts 2 Damage ignoring armour saves. The power has no other effects.

6-8 Whispers from the Warp. The Psyker's mind is filled with screaming daemonic voices. Place an Insanity marker on the Psyker's Fighter card and roll a D6 when they activate:

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

3-4 The opposing player can control the Psyker this round, treating them as part of their gang. For example, they could charge, or use a Wyrd Power on another fighter from the insane Psyker's gang, treating them as an enemy. Once the turn is over, the Psyker no longer counts as part of the opposing gang.

5-6 The Psyker can act as normal. Once their activation is over, make a Willpower check for them; if it is passed, they lose their Insanity marker.

9-10 Warp Surge! The Psyker's power becomes overcharged with warp energy. The Psyker may immediately try to manifest the same power again as a free action, or if they were trying to disrupt a power, they may immediately manifest one of their own powers as a free action – this additional manifestation of the power can trigger Perils of the Warp as normal. After working out the effects of the power, the Psyker becomes Pinned and suffers a Strength 4 hit that inflicts 1 Damage ignoring armour saves.

11-12 Daemonic Possession. Daemonic energy courses through the Psyker's body. The Psyker increases their Movement, Strength, Toughness and Attacks characteristics all by 3 and their Weapon Skill to 2+. Their unarmed attacks inflict 2 Damage and have an armour modifier of -1. In the End phase of the following round, or if the Psyker generates this result again, they go Out of Action.



SANCTIONED AND NON-SANCTIONED PSYKERS

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

Sanctioned Psyker: A Psyker with this skill may re-roll a failed Willpower test once per battle.

Non-sanctioned Psykers: Should a Psyker with this skill be taken Out of Action, the enemy gang is rewarded a bounty of 03x10 credits at the end of the battle. Should a Psyker with this skill be Captured and sold to the Guilders, they are worth their full value. Note that when a Hired Gun is captured, they can be sold immediately without the need to attempt a Rescue Mission.

DESIGNER'S NOTE: In a future supplement there will be complete lists of Wyrd Powers for a range of disciplines, presenting several Wyrd Powers for each, along with rules for creating your own Psykers. For now, however, these rules are only concerned with the few Dramatis Personae that are also Psykers, and their Wyrd Powers are detailed within their rules.

SKILLS

This section presents a fully up to date list of all the skills available to fighters. This section is split into eight lists, one for each skill set. Each entry lists the skill by name, and then its rules.

The following table summarises each of the skill sets, and can be used (by rolling a D6) to determine a random skill from one of the skill sets:

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

AGILITY

1. CATFALL

When this fighter falls or jumps down from a ledge, they count the vertical distance moved as being half of what it actually is, rounded up. In addition, if they are not Seriously Injured or taken Out of Action by a fall, make an Initiative test for them – if it is passed, they remain standing rather than being Pinned.

2. CLAMBER

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

3. DODGE

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

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

4. MIGHTY LEAP

When measuring the distance of a gap this fighter wishes to leap across, ignore the first 2" of the distance. This means that a fighter with this skill may leap over gaps of 2" or less without testing against their Initiative. All other rules for leaping over gaps still apply.

5. SPRING UP

If this fighter is Pinned when they are activated, make an Initiative check for them. If the check is passed, the fighter may make a Stand Up (Basic) action for free. If the check is failed, the fighter may still stand up, but it costs one action, as usual.

6. SPRINT

If this fighter makes two Move (Simple) actions when activated during a round, they can use the second to Sprint. This lets them move at double their Movement characteristic for the second Move (Simple) action.



BRAWN

1. BULL CHARGE

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

2. BULGING BICEPS

This fighter may wield an Unwieldy weapon in one hand rather than the usual two. Note that Unwieldy weapons still take up the space of two weapons with regards to how many a fighter may carry.

3. CRUSHING BLOW

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

4. HEADBUTT

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

HEADBUTT (BASIC) – Pick an Engaged enemy fighter and roll two D6. If either result is equal to or higher than their Toughness, they suffer a hit with a Strength equal to this fighter's +2, resolved at Damage 2. However, if both dice score lower than the enemy fighter's Toughness, this fighter instead suffers a hit equal to their own Strength, resolved at Damage 1.

5. HURL

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

HURL (BASIC) – Pick an Engaged enemy fighter or Seriously Injured enemy fighter in base contact. If the fighter is standing, the opposing player can make an Initiative check for them; if this is failed, or if the fighter is Seriously Injured, the enemy fighter is hurled. Pick a direction, then move the enemy fighter D3" in that direction – if they were standing, they are Pinned after moving. If they hit a standing fighter or piece of terrain (other than a low obstruction), they stop moving and suffer a Strength 3 hit, resolved at Damage 1. If they hit another fighter, that fighter also suffers a Strength 3 hit resolved at Damage 1, and is Pinned.

6. IRON JAW

This fighter's Toughness is treated as being two higher than normal when another fighter makes unarmed attacks against them in close combat.

COMBAT

1. COMBAT MASTER

The fighter never suffers penalties to their hit rolls for interference, and can always grant assists, regardless of how many enemy fighters they are Engaged with.

2. COUNTER-ATTACK

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

3. DISARM

Any weapons with the Melee trait used by the fighter also gain the Disarm trait. If a weapon already has this Trait, then the target will be disarmed on a natural roll of a 5 or 6, rather than the usual 6.

4. PARRY

The fighter can parry attacks as though they were carrying a weapon with the Parry trait. If they already have one or more weapons with this Trait, they can parry one additional attack.

5. RAIN OF BLOWS

This fighter treats the Fight action as Fight (Simple) rather than Fight (Basic). In other words, this fighter may make two Fight (Simple) actions when activated.

6. STEP ASIDE

If the fighter is hit in close combat, the fighter can attempt to step aside. Make an Initiative check for them. If the check is passed, the attack misses. This skill can only be used once per enemy in each round of close combat – in other words, if an enemy makes more than one attack, the fighter can only attempt to step aside from one of them.

CUNNING

1. BACKSTAB

Any weapons used by this fighter with the Melee trait also gain the Backstab trait. If they already have this Trait, add 2 to the attack's Strength rather than the usual 1 when the Trait is used.

2. ESCAPE ARTIST

When this fighter makes a Retreat (Basic) action, add 2 to the result of their Initiative check (a natural 1 still fails). Additionally, if this fighter is Captured at the end of a battle, and if they are equipped with a skin blade, they may add 1 to the result of the dice roll to see if they can escape.

3. EVADE

If an enemy targets this fighter with a ranged attack, and this fighter is Active and not in partial cover or full cover, there is an additional -1 modifier to the hit roll, or a -2 modifier if the attack is at Long range.

4. INFILTRATE

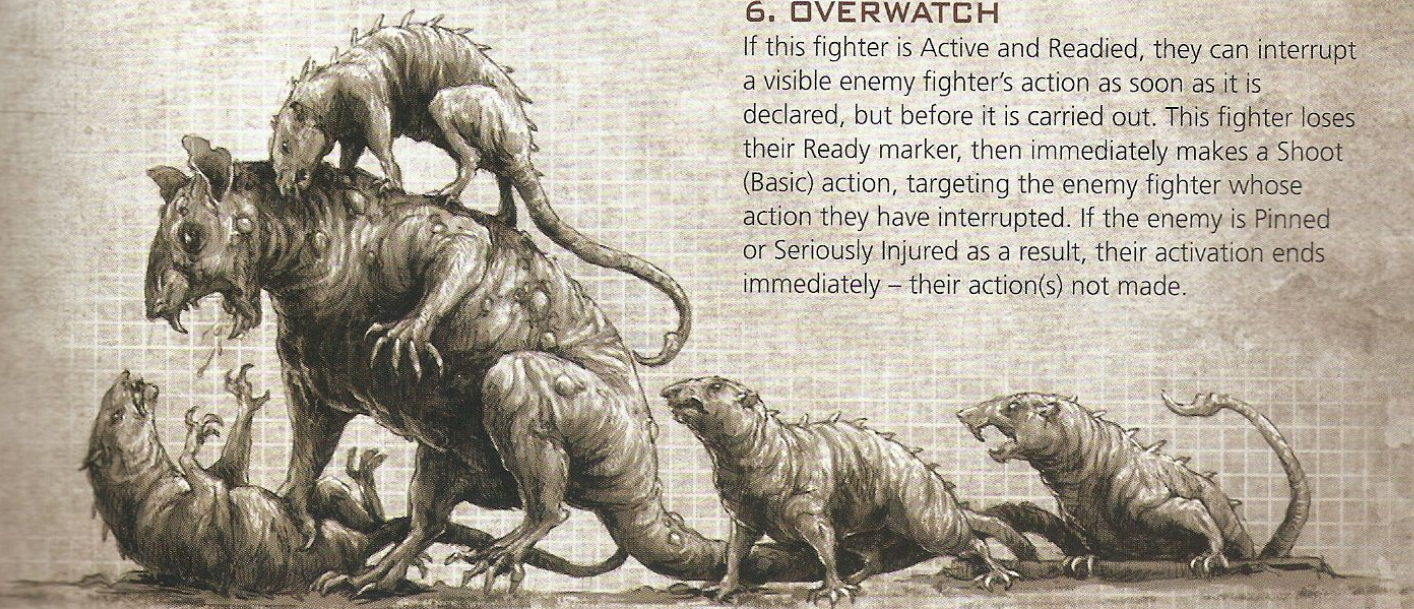
If this fighter should be set up at the start of a battle, they may instead be placed to one side. Then, immediately before the start of the first round, their controlling player may set them up anywhere on the battlefield that is not visible to any enemy fighters, and not within 6" of any of them. If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

5. LIE LOW

While this fighter is Prone, enemy fighters cannot target them with a ranged attack unless they are within the attacking weapon's Short range. Weapons that do not have a Short range are unaffected by this rule.

6. OVERWATCH

If this fighter is Active and Readied, they can interrupt a visible enemy fighter's action as soon as it is declared, but before it is carried out. This fighter loses their Ready marker, then immediately makes a Shoot (Basic) action, targeting the enemy fighter whose action they have interrupted. If the enemy is Pinned or Seriously Injured as a result, their activation ends immediately – their action(s) not made.



FEROCITY

1. BERSERKER

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

2. FEARSOME

If an enemy wishes to make a Charge (Double) action that targets this fighter, they must make a Willpower check before moving. If the check is failed, they cannot move and their activation ends immediately.

3. IMPETUOUS

When this fighter consolidates at the end of a close combat, they may move up to 4", rather than the usual 2".

4. NERVES OF STEEL

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

5. TRUE GRIT

When making an Injury roll for 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 one dice to discard before the effects of the other are resolved.

6. UNSTOPPABLE

Before making a Recovery check for this fighter in the End phase, roll a D6. If the result is 4 or more, one Flesh Wound they have suffered previously is discarded. If they do not have any Flesh Wounds and the result is a 4 or more, roll one additional dice for the Recovery check and choose one to discard.

LEADERSHIP

1. COMMANDING PRESENCE

When this fighter activates to make a group activation, they may include one more fighter than normal as part of the group (i.e., a Champion could activate two other fighters instead of one, and a Leader could activate three).

2. INSPIRATIONAL

If a friendly fighter within 6" of this fighter fails a Cool check, make a Leadership check for this fighter. If the Leadership check is passed, then the Cool check also counts as having been passed.

3. IRON WILL

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

4. MENTOR

Make a Leadership check for this fighter each time another friendly fighter within 6" gains a point of Experience. If the check is passed, the other fighter gains two Experience instead of one.

5. OVERSEER

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

ORDER (DOUBLE) – Pick a friendly fighter within 12". That fighter can immediately make two actions as though it were their turn to activate, even if they are not Ready. If they are Ready, these actions do not remove their Ready status.

6. REGROUP

If this fighter is Active at the end of their activation, the controlling player may make a Leadership check for them. If this check is passed, each friendly fighter that is currently Broken and within 6" immediately recovers from being Broken.



SHOOTING

1. FAST SHOT

This fighter treats the Shoot action as (Simple) rather than (Basic), as long as they do not attack with a weapon that has the Unwieldy trait (note that even if a skill or wargear item allows a fighter to ignore one aspect of the Unwieldy trait, Unwieldy weapons retain the Trait).

2. GUNFIGHTER

If this fighter attacks with two weapons with the Pistol trait, they do not suffer the -1 penalty to their hit rolls and can, if they wish, target a different enemy model with each pistol.

3. HIP SHOOTING

If the fighter is Active, they can make the following action:

RUN AND GUN (DOUBLE) – The fighter may move up to double their Movement characteristic and then make an attack with a ranged weapon. The hit roll suffers an additional -1 modifier, and Unwieldy weapons can never be used in conjunction with this skill.

4. MARKSMAN

The fighter is not affected by the rules for Target Priority. In addition, if the hit roll for an attack made by the fighter with a ranged weapon (that does not have the Blast trait) is a natural 6, they score a critical hit and the weapon's Damage is doubled (if they are firing a weapon with the Rapid Fire trait, only the Damage of the first hit is doubled).

5. PRECISION SHOT

If the hit roll for a ranged attack made by this fighter is a natural 6 (when using a weapon that does not have the Blast trait), the shot hits an exposed area and no armour save can be made.

6. TRICK SHOT

When this fighter makes ranged attacks, they do not suffer a penalty for the target being Engaged or in partial cover. In addition, if the target is in full cover, they reduce the penalty to their hit roll to -1 rather than -2.

SAVANT

1. BALLISTICS EXPERT

When this fighter makes an Aim (Basic) action, make an Intelligence check for them. If the check is passed, they gain an additional +1 modifier to their hit roll.

2. CONNECTED

This fighter can make a Trade action during the post-battle sequence, in addition to any other actions they make (meaning they could even make two Trade actions). They cannot do this if they are unable to make actions during the post-battle sequence.

3. FIXER

In the Receive Rewards step of the post-battle sequence, as long as this fighter is not Captured or In Recovery, their gang earns an additional D3x10 credits. Note that they do not need to have taken part in the battle to gain this bonus.

4. MEDICAE

When this fighter assists a friendly fighter who is making a Recovery test, re-roll any Out of Action results. If the result of a re-rolled dice is also Out of Action, the result stands.

5. MUNITIONEER

Whenever an Ammo check is failed for this fighter, or another fighter from their gang within 6", it can be re-rolled.

6. SAVVY TRADER

When this fighter makes a Trade action in the post-battle sequence, add 1 to the result of the dice roll to determine the availability of Rare items on offer at the Trading Post on this visit. Additionally, the cost of one item may be reduced by 20 credits on this visit. Note that this means one item, not one type of Item. A single power sword may be purchased for 30 credits, but a second power sword will still cost 50 credits.

