

NECROMUNDA[®]

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THE BOOK OF JUDGEMENT



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LAW ON NECROMUNDA IS A BOOT STAMPING DOWN FOREVER ON THE NECK OF ITS PEOPLE, LEST THEY RAISE THEIR GAZE TO CHALLENGE THEIR OPPRESSORS.

ONLY THROUGH BRUTALITY AND VIGILANCE CAN ORDER BE MAINTAINED. EACH BROKEN BODY OR CRACKED RIB, EACH SHATTERED SKULL OR CITIZEN LOCKED AWAY, IS ANOTHER RIVET IN THE BULKHEAD BETWEEN CIVILISATION AND ANARCHY. IF THE AGENTS OF ORDER WERE TO LOOSEN THEIR GRIP AROUND THE THROAT OF THE PEOPLE FOR BUT A MOMENT, THE DISCONTENT OF THE MASSES MIGHT BOIL OVER, EXTINGUISHING NECROMUNDA IN A SINGLE CYCLE OF MADNESS AND BLOOD. THIS IS WHAT DRIVES THE PALANITE ENFORCERS TO EVER GREATER ACTS OF SUPPRESSION, STRIKING FIRST, AND STRIKING HARD, AGAINST A POPULACE WHO WOULD SEE THEIR OVERLORDS' BODIES HUNG OUT OVER THE WALLS OF THE PRECINCT FORTRESSES AND LORD HELMAWR'S LAWS FORSAKEN IN THE NAME OF REBELLION.

IT IS THE WILL OF LORD HELMAWR THAT HIS PALANITE ENFORCERS DELIVER HIS JUDGEMENT TO THE PEOPLE, REMINDING THEM THAT THEY ARE GUILTY BY BIRTH AND ABSOLVED ONLY IN DEATH.



CONTENTS

Crime on Necromunda	5	- Running the Campaign	44
- Recidivists	6	- The Pre- and Post-battle Sequence	52
- Criminal Networks of Necromunda	7	- The Rewards of Infamy and Duty	60
- Cold Trade	8	- Ending the Campaign	62
- Imperial Imposters	8	- Intrigues	63
- Rogue Factoria	9	- Rackets	72
- Narco Lords	10	Hangers-on	88
- Fallen Houses	10	- Fixer	88
- Psi-Syndica	11	- Scabber	88
Criminal Alliances	12	- 'Narker	89
Making an Alliance	13	- Proxy	89
- Criminal Allies	14	- Propagandist	90
- Cold Traders	14	The Black Market Trading Post	93
- Imperial Imposters	15	- Using the Black Market	93
- Rogue Factoria	16	- Enforcer Weapons Reference	100
- Narco Lords	17	- Imperial Weapons Reference	102
- Fallen Houses	18	- Xenos Weapons Reference	104
- Psi-Syndica	19	- Corrupted Weapons Reference	107
- Smuggler Shore Party	20	- Special Ammunition	110
- Master Charlatan	21	- Armour	113
- Factoria Work Gangs	22	- Equipment	114
- Rebel Lord	23	- Chems	123
- Mind-locked Wyrd	24	- Weapon Traits	127
Palanite Enforcers	26	Palanite Drill Skills	128
- Gang Composition	29	Dramatis Personae	
- Palanite Enforcers in Dominion Campaigns	30	- Psyreena Skar	34
The Law and Misrule Campaign	36	- Estus Jet	87
- How the Campaign Works	36	- Cor 'Two-Guns' Coran	91
- The Rule of Law and the Path of the Outlaw	38	- Vunder Gorfos	92
- Setting up the Campaign	40	- Gaen 'The Gunk Queen' Gorfos	98
- Founding Gangs	42	- Jonny Razor	99

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- >>> Subject: Event log shift 187 of the year of Him of Terra 995.M41.
- >>> Conduit Necro-vox NPD999.
- >>> Thought for the Day: He is Always Watching.

Subjects of Lord Helmawr heed now the voice of Necromunda!

- ++ Night cycle curfews are in effect in Delta Sectors 29, 87, 63, 18, 95 and 118. Heed the face of the Horologium citizens, for the march of time is as unforgiving as the Palanite Enforcer who will punish you for your transgressions against the law!
- ++ Night cycle curfews have been lifted from Theta Sectors 192, 83, 46, 111 and 68. Citizens are commended for their faith in the Imperial House while it restored order to their regions. The Imperial House also notes the sacrifice of the innocent who gave their lives in the pursuit of the unjust. Remember: Death guarantees innocence.
- ++ Increased unrest within Dust Falls has led to the establishment of a new Precinct-Fortress to watch over the Dust Gate beneath Hive City. Praise be to the Palanite Enforcers for the beneficence of their rule of law and curs'd be to the wrongdoers who sully their domain. Due to the expenses of raising this fortress for the people, Palanite Enforcer operations in Under-Sector 17 will come to an end with Precinct-Fortress 17 marked for deactivation.
- ++ Retribution protocols enacted in Down Town. Denizens of the underhive be warned! Damage to Palanite Enforcer property or personages will lead to threefold destruction upon civilian population and structures. If the Pax Helmawr cannot be brought to this blighted part of the underhive, the Imperial House will remove it from existence.
- ++ Average authorised gang violence quotient +47.9%. Watchmen Purges (cf. Down Town 'change' of management)
- ++ Average unauthorised gang violence quotient +2.1% (cf. Dust Falls Crackdown)
- >>> [Additional] Lord Helmawr reminds citizens to familiarise themselves with the laws of their sector. Ignorance is no shield against the wrath of the Palanite Enforcers – nor are hab walls, sanitation servitors, flak armour or the bodies of law-abiding citizens. Citizens found to be breaking the law will be made an example of. Citizens are reminded that failing to bear witness to a law-breaker being made an example of is in itself a crime, and guarantees a front row seat for the offender the next time the Palanite Enforcers are conducting punishment protocols.

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





CRIME ON NECROMUNDA

*"True crime isn't committed by the man who breaks the rules;
it is committed by the man who makes them."*

- Daego Jaxx, *Nightdeeps Xenovayer*

Examined by an external eye, gazing down from the indifferent void, it might appear that large swathes of Necromunda are anarchic and lawless, with little regard for the strictures of civilisation. This, however, is not true. Necromunda exists only because of its adherence to an ancient canon of rules laid down by the first true lords of the Helmawr line. These men and women knew then, as Lord Gerontius Helmawr knows now, that if Necromunda is to survive, it must be allowed to war with itself in the name of progress. The Great Web of Necromunda must remain intact, facilitating the murderous competition that drives the houses to ever greater heights of productivity; while at the same time, inter-house conflict is restricted to the proxy wars fought between house gangs for the honour and amusement of unseen noble masters.

But the balance between sanctioned violence and true anarchy is a fine one, preserved by institutions such as the Palanite Enforcers and the Merchants Guild, and adhered to by the Houses for the prosperity of all. Of course, even the lure of Imperium-officiated violence and criminality is not enough for some. There are those who have seen through the lie of free will offered by Lord Helmawr, and who know that the freedom to create mayhem enjoyed by an underhive gang is not freedom at all, but merely another function in the great workings of Necromundan society.

Likewise, there are those who are not content to merely rob settlements or Guilder caravans without the benefits of a Clan House blessing. These nefarious souls are the true criminals of Necromunda, and their crimes are crimes not against the decency or morality of human existence (something in short supply on Necromunda in any case), but against the absolute authority of the Great Houses themselves.

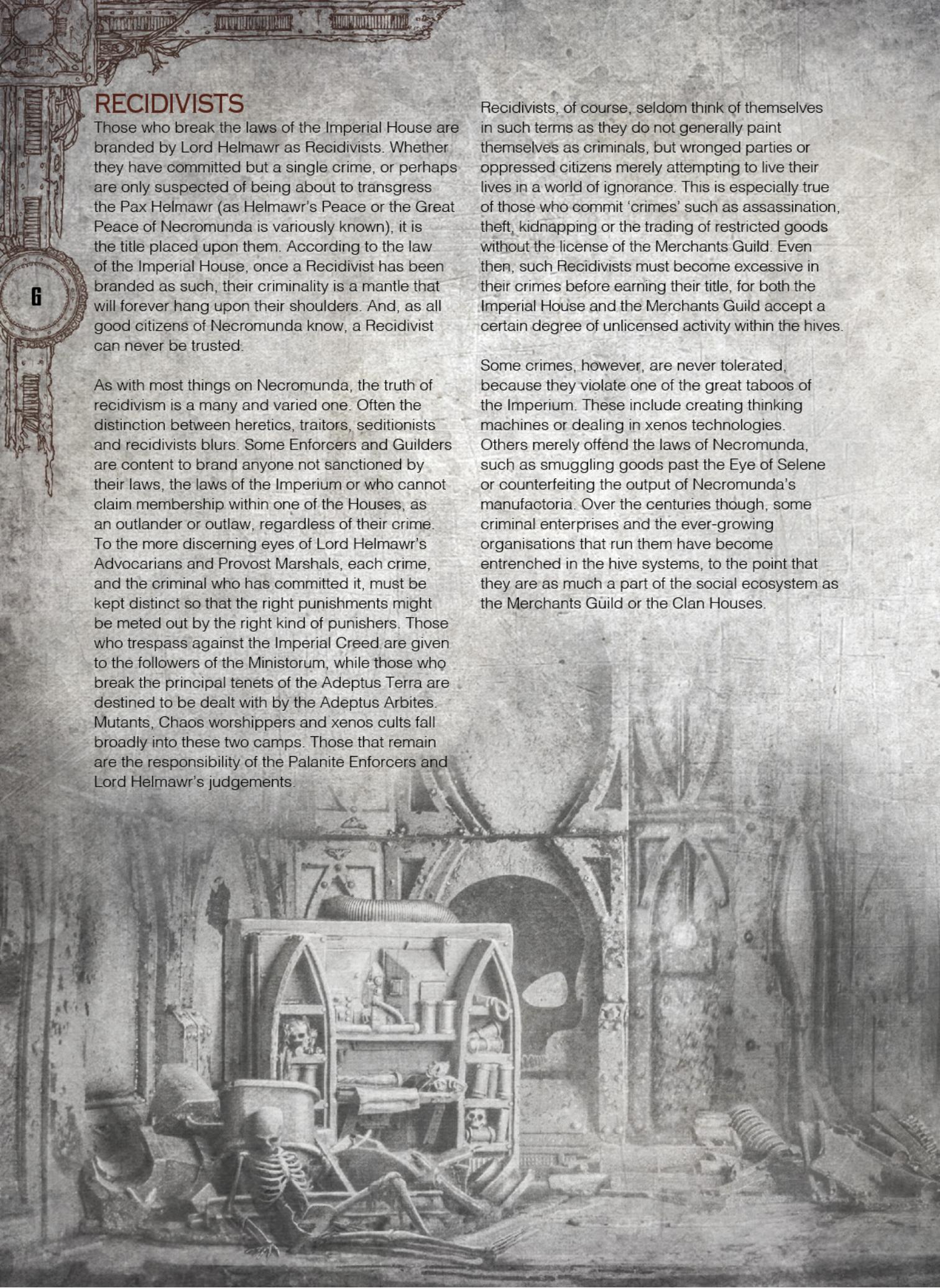
RECIDIVISTS

Those who break the laws of the Imperial House are branded by Lord Helmawr as Recidivists. Whether they have committed but a single crime, or perhaps are only suspected of being about to transgress the Pax Helmawr (as Helmawr's Peace or the Great Peace of Necromunda is variously known), it is the title placed upon them. According to the law of the Imperial House, once a Recidivist has been branded as such, their criminality is a mantle that will forever hang upon their shoulders. And, as all good citizens of Necromunda know, a Recidivist can never be trusted.

As with most things on Necromunda, the truth of recidivism is a many and varied one. Often the distinction between heretics, traitors, seditionists and recidivists blurs. Some Enforcers and Guilders are content to brand anyone not sanctioned by their laws, the laws of the Imperium or who cannot claim membership within one of the Houses, as an outlander or outlaw, regardless of their crime. To the more discerning eyes of Lord Helmawr's Advocarians and Provost Marshals, each crime, and the criminal who has committed it, must be kept distinct so that the right punishments might be meted out by the right kind of punishers. Those who trespass against the Imperial Creed are given to the followers of the Ministorum, while those who break the principal tenets of the Adeptus Terra are destined to be dealt with by the Adeptus Arbites. Mutants, Chaos worshippers and xenos cults fall broadly into these two camps. Those that remain are the responsibility of the Palanite Enforcers and Lord Helmawr's judgements.

Recidivists, of course, seldom think of themselves in such terms as they do not generally paint themselves as criminals, but wronged parties or oppressed citizens merely attempting to live their lives in a world of ignorance. This is especially true of those who commit 'crimes' such as assassination, theft, kidnapping or the trading of restricted goods without the license of the Merchants Guild. Even then, such Recidivists must become excessive in their crimes before earning their title, for both the Imperial House and the Merchants Guild accept a certain degree of unlicensed activity within the hives.

Some crimes, however, are never tolerated, because they violate one of the great taboos of the Imperium. These include creating thinking machines or dealing in xenos technologies. Others merely offend the laws of Necromunda, such as smuggling goods past the Eye of Selene or counterfeiting the output of Necromunda's manufactoria. Over the centuries though, some criminal enterprises and the ever-growing organisations that run them have become entrenched in the hive systems, to the point that they are as much a part of the social ecosystem as the Merchants Guild or the Clan Houses.



CRIMINAL NETWORKS OF NECROMUNDA

In a world of savage gang leaders, rogue psykers and unsanctioned bounty hunters, only the most exceptional criminals stand out. Like the families of the Merchants Guild, crime bosses lay claim to a region of the hive or one of its resources, and as far as the locals are concerned, are little different from the sanctioned scum who normally rule over them. Criminal networks vary depending on their location within the hive. In the rarefied heights of the spire, clandestine cabals of nobles provide their fellow wastrels with illegal vices. Some of these might style themselves as crime lords though, when one has the power of the Great Houses at one's call and few restrictions on your actions, such titles are largely for show. The rank of crime boss becomes more meaningful when one moves down into the heart of the hive, where criminal enterprises lurk within the structures of the Clan Houses. Gangs of thieves and murderers, operating without the sanction of Guild or Clan, roam the streets of most domes. Gathered around an outcast or ex-ganger, they target hardworking citizens from the dome's labyrinth of shadows. In larger sectors these gangs might report to a single individual, though such men and women are careful not to draw too much attention, as the Enforcers are swift to smash apart any criminal enterprises that become too organised.

The underhive, by contrast, is a far more natural environment for the criminal element. Here, crime bosses will run entire settlements, the Merchants Guild accepting them as a necessary evil and dealing with them despite their lack of official status. In such a lawless place as the depths of the underhive, sometimes it takes those who do not follow the law to keep order. Thus, even in the underhive, criminal networks cling to settlements and other outposts of civilisation, leaving the true lawlessness of the badzones in between settlements, the hive bottom and the outlands to mutants and heretics.

Hive Primus, as the capital hive of Necromunda, has more than its share of would-be crime lords. Some, such as the Gentlemen of Ash, provide for the needs of the Great Houses, their grey-clad agents tolerated by the Imperial House for the useful connections they provide to the underworld. Others make themselves empires in the heart of Hive City, like the Cogminsilica. A conclave of corrupted adepts and manufactorum overseers, they control scores of manufactorums and hold shadow contracts with most of the Houses, relying on the rivalry of the clans to keep them safe.

As the teeming domes of Hive City give way to the underhive, criminals and crime lords also become more brazen and open in displaying their power. In Hive Primus, the most feared of these ruthless individuals is undoubtedly Balthazar Van Zep, leader of the Black Network. Balthazar's Hive Primus crime empire extends out across the badlands and claims dozens of settlements from Dust Falls to Sumptown, each one ruled over by one of Balthazar's lieutenants. There are few restricted enterprises that Balthazar does not have one of his podgy fingers in, and his activities are not limited solely to the Palatine Cluster – the tendrils of the Black Network reaching out to far distant hives and ash waste towns. A large part of the crime lord's power can be attributed to his main enforcer, the terrifying Lothar Hex. Hex is a bogeyman of the underhive, rumoured to have single-handedly decapitated the criminal leadership of Dead End Pass when they thought to go it alone from the Black Network. Anyone who dares move against Balthazar is likely to get a visit from the masked assassin, and even the leaders of the local Merchants Guild have learned that it is better to work with Balthazar and his cronies rather than wake up with one of Hex's bolt pistols pressed against their temple.

Despite the power and influence of underhive crime lords such as Balthazar, Necromunda remains a vast world of uncounted hives and wasteland settlements, far larger than any one criminal could hope to control – though it does not stop some, such as Balthazar, from trying. Adding to the complexity of the thousands upon thousands of individual criminal networks is the sheer diversity of crimes, and though many are represented, at least to a degree, in every hive, the exact scale depends entirely on the skill and strength of particular crime lords.

COLD TRADE

On Necromunda, as on most worlds of the Imperium, there will always be a market for forbidden artefacts. Spire nobles, weary of gene-crafted delicacies and arcane techno-baubles, covet the thrill of owning a genuine alien relic or restricted life form. Equally, wealthy criminal cartels and powerful gang lords eagerly spend their coin on proscribed military hardware to increase their power, caring little about its origins. Even simpler items, such as clean water and naturally grown food, are rare enough on Necromunda to warrant their own clandestine black markets, and men and women willing to risk their lives to profit from them. This collective underground dealing in illegal off-world goods is known as the Cold Trade.

All trade on and off Necromunda is heavily monitored, and merchant vessels are only allowed into Necromundan orbit while under the guns of the Eye of Selene. For this reason, getting goods onto or off the planet is no mean feat. Some Cold Traders rely upon a winding trail of bribed officials and corrupted ship captains to move things through the Eye of Selene and down to Hive Primus, where it can then be moved quietly out into the surrounding hives. These traders fight a constant battle against the Imperial House and the Adeptus Terra, who keep a close eye upon Necromunda's output and tithe. Gangs living in the depths of the Eye of Selene are on the front line of this conflict, hunting down or aiding the trade depending on who is paying their way.

Other Cold Traders, especially those dealing in alien goods or dangerous xenofauna, use orbital dead drops to get their goods past Lord Helmawr's blockades. Heat-shielded cargo containers, old shuttle craft or repurposed saviour pods are used to throw contraband down into the ash wastes. To avoid detection, some craft will release their cargo millions of kilometres from Necromunda, the containers tumbling silently through the void for months, or even years, before crashing down to the planet's surface.

There are many xenos smugglers and relic traders who call Necromunda home, some existing to cater to the needs of the planet's decadent elite, others with more nefarious agendas and seditious connections. The disgraced Rogue Trader Yargoth Hurne and his network, the so-called Tenebrous Way, is perhaps the most well-known of these to trade within the Palatine Cluster. A quivering mountain of a man, Hurne lost his writ and his fleet to the treachery of his siblings, his own sister leaving him stranded on Necromunda and making off with his flagship. Broken by the betrayal, Hurne instead turned his efforts to building an empire within the hives. Thus was the Tenebrous Way born, Hurne using his contacts and remaining authority to create an underground market in off-world goods and, for the more discerning customer, xenos artefacts and weaponry. It is rumoured that when the Matriarch of Greim sought to rid herself of a troublesome suitor (and his extended family), it was Hurne who procured her the extraordinarily deadly Threadneedle Worms with which to do the deed.

IMPERIAL IMPOSTERS

The Imperium is an unbelievably convoluted bureaucracy layered over an ossified society built upon thousands of years of unbroken tradition. In such a civilisation, titles and ancestry have immense power, with nobles enduring for centuries upon the strength of their name, while generations of workers toil away bearing the designation of their forebears. On Necromunda, the greatest example of this is the Imperial House, and the title Lord Helmawr, one that has held the hive world together for over seven millennia.

In such a society, one of the greatest crimes is the falsifying of ancestry or the impersonation of a member of a Noble House or the great Adeptus Terra. Criminal enterprises exist solely for this purpose, and at various points in Necromundan history entre fictitious Houses have appeared to exploit the byzantine nature of the planet's governance. More commonly, individuals will trade in counterfeit documentation or identities, the latter especially desirable for criminals seeking to vanish into Necromunda's sea of humanity. Counterfeiters and imposters then set themselves up in the privileged strata of hive society, usually stealing as much as they can before discovery. Some might even use their stolen power to start conflicts between noble families for their own twisted amusement. Quite rightly both the Imperial House and other Great Houses consider the imposter's crime among the greatest a citizen of Necromunda can commit.



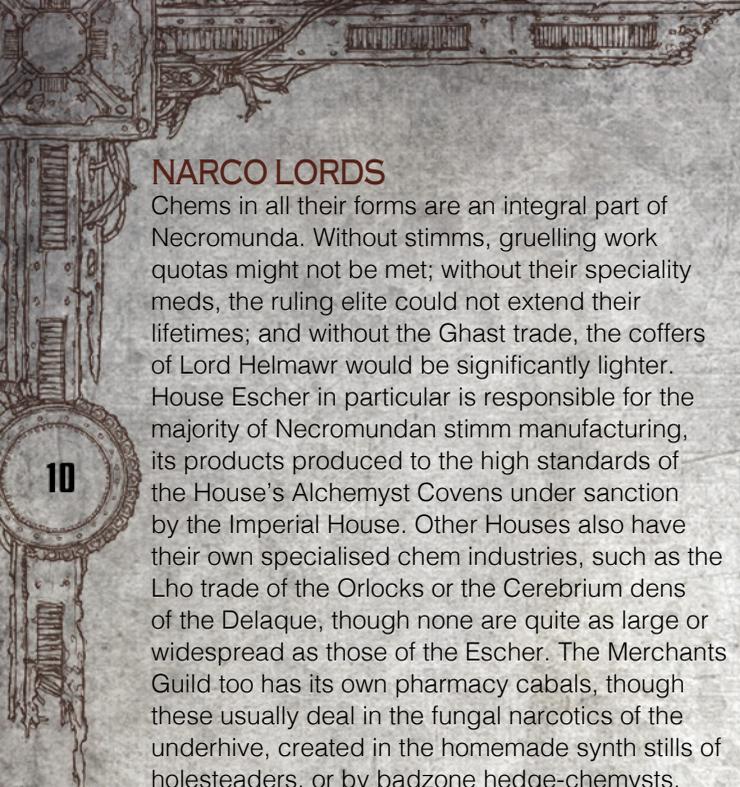
Perhaps of more concern to the nobility than those who merely impersonate them, are those who seek to erase them from existence. Revisionist assassins do not kill their targets with blades or bullets but rather by destroying the records of their existence and their connections to their peers. This kind of crime is only possible because of the diffuse nature of the Noble Houses themselves, each one containing thousands of individuals scattered across hundreds of bloodlines and living in hives across the vast surface of Necromunda. Often, a noble will have rarely or never met their own siblings, let alone those of other families, and if the Adeptus Terra claim a brother or sister is long dead, their holdings passed on to other parties and their wealth forfeit, who are they to argue? The stripping of a noble of their wealth and title is an especially heinous fate for one raised in a spire and unused to the cruel realities of daily life in the depths of the underhive.

ROGUE FACTORIA

Technology is a heavily ritualised aspect of the Imperium; each lumen, ration packet or lasgun constructed from ancient plans to exacting standards. Only the sacred Adeptus Mechanicus is permitted to deal in Standard Template Construct (STC) printouts, the basis upon which all Imperium technology is derived. These are considered holy relics by the Cult Mechanicus, and even on a world as prolific in its manufacturing as Necromunda, representatives from the Adeptus Mechanicus will oversee the production of all goods. Some criminals, not content to merely steal the output of these manufactoria, instead turn to the creation of their own machinery, wargear or weaponry, often using stolen Mechanicus Archprints. Obviously, from the point of view of the Adeptus Mechanicus, any such organisation is not merely an affront to Mars, but are heretics in the eyes of the Ommissiah. It is a constant thorn in Lord Helmawr's side that the Adeptus Mechanicus must carefully assess each portion of Necromunda's output for goods not bearing the indelible mark of the Machine God. In many ways, the Imperial House considers Archprint thieves to be worse than true heretek. The work of a heretek is easy to identify, being a profane perversion of the technologies of the Adeptus Mechanicus that has been modified in unsettling ways. By contrast, a lasgun created from a stolen Archprint might seem much the same as one turned out by the hive factories, and only the exacting eye of a Tech-Priest might be able to tell the difference.

Rogue Factoria survive in the depths of the underhive, their workers toiling away under the cruel lash of their criminal masters. Ancient manufactoria domes are restored to temporary working order by the Archprint thieves who turn out a load of weapons before the Merchants Guild detects the drain on the hive's power supply. These are then sold to corrupt Guilder families and hive officials eager to meet the punishing quotas set by the Houses, or to desperate gangs and settlers who care little for a weapon's origins provided it works. Rogue Factoria bosses also deal in the Archprints themselves, selling copies or allowing others to use them for a suitable price. They are also less discerning than the Great Houses when it comes to choosing their customers, and will happily trade with true heretek if their coin is good.

The Archwerks dominates the Rogue Factoria enterprises of the Palatine Cluster. Its boss, the renegade Van Saar Cornalis Gar, oversees dozens of secret manufactorums throughout the underhive turning out guns, machinery and gear crafted from dozens of stolen Archprints. Gar is hunted by both the Imperial House for endangering its obligations to the Adeptus Mechanicus, and his former Clan House after he absconded with prototype designs extracted from the Van Saar STC. The Archwerks have been so prolific that millions of weapons and items of wargear bearing his secret maker's mark (the broken cog) have found their way into hundreds of Necromundan hives and even out into the wider Imperium. An architectural genius, Gar has managed to evade his many enemies by creating logic traps and optical pitfalls in the badzones surrounding his hideouts. One story tells of how an Escher gang, sent by their House to claim Gar's head, became lost in a labyrinth of seemingly identical corridors for days. In fact, the fighters were covering the same few hundred metres again and again, convinced by a cunning illusion of intersecting perspective to turn back the way they had come each time they reached the way out.



NARCO LORDS

Chems in all their forms are an integral part of Necromunda. Without stims, gruelling work quotas might not be met; without their speciality meds, the ruling elite could not extend their lifetimes; and without the Ghast trade, the coffers of Lord Helmawr would be significantly lighter. House Escher in particular is responsible for the majority of Necromundan stim manufacturing, its products produced to the high standards of the House's Alchemyst Covens under sanction by the Imperial House. Other Houses also have their own specialised chem industries, such as the Lho trade of the Orlocks or the Cerebrum dens of the Delaque, though none are quite as large or widespread as those of the Escher. The Merchants Guild too has its own pharmacy cabals, though these usually deal in the fungal narcotics of the underhive, created in the homemade synth stills of holesteaders, or by badzone hedge-chemysts.

Despite the tangled web that is the Necromundan chem trade, there is still ample room for crime lords to stake their claims. So-called Narco Lords and Narco-gangs trade in stolen or counterfeit chems, taken from official Escher shipments, House stockpiles or Guilder caravans. There is always a ready market for those not willing to pay the high prices set by the Merchants Guild, whether it is medicine for a kind-hearted rogue doc, or the next fix for an underhive degenerate. Narco Lords savagely defend their territories and are in almost constant conflict with other criminals, the Guilds and the Clan Houses. The most powerful of these criminals lord over multiple settlements and regions, with an income to rival a prosperous Guilder family, but only do so as long as they can maintain their authority.

Narco Lords are equally callous when it comes to the muscle they hire to protect their interests. Bounty hunters and scum gravitate towards these criminals for the large sums of creds they can offer, while desperate gangs sign up to be paid in product. Grimmiest of all are the indentured militia, scraped together from those deep in debt to a Narco Lord. These poor souls are driven into battle against the criminal's rivals with frenzon collars or similar chem-shackles fixed around their necks, the price of failure often a fatal overdose.

Amongst the numerous Narco-gangs, of special note are Malifixers. It is unclear where these criminal agents take their name, though on the world of Necromunda they have become synonymous with the Narco Lords. Hardened hired guns, Malifixers are especially prevalent in the subversion of the Ghast trade, being among the only members of a Narco Lord's organisation cunning enough to raid the Ghast stockpiles of Lord Helmawr and live.

There are countless Narco-gangs and bosses on Necromunda, their numbers constantly rising and falling in between bouts of violence. In the Palatine Cluster one of the largest criminal chem networks is the Narcozium Alliance, a league of narco-bosses and rogue gangs. Like a swarm of ripperjacks, each time the Enforcers smash apart one of the Narcozium's gangs, another springs up in its place. Even Balthazar's own Black Network has had little luck destroying the Narcozium, the crime boss often fuming over the trade the alliance has stolen from him. It is unclear who actually commands the Narcozium, though gutter town whispers say its leadership, like its membership, is in constant flux to confound the efforts of its enemies to destroy it. Some believe that the Narcozium is a front for a corrupted Enforcer Proctor, which would explain its continued survival. If this is, in fact, true, it would make the Narcozium one of the most powerful organisations in Necromunda's planet-spanning underworld.

FALLEN HOUSES

Over ten millennia of Imperial rule many noble houses have risen and fallen on Necromunda. Most have been long forgotten, any trace of their existence buried deep beneath the constantly shifting ash wastes. Some live on as fragmented bloodlines within the current ruling Houses, or as cautionary tales told to disobedient spire children. Then there are those who do not yet know they are dead and cling doggedly to the tattered remains of their once-great empires. These are the Fallen Houses, gangs of criminal nobles who may or may not have any true claim to the names they bear, but have chosen to use what power is left to them to strike back at Lord Helmawr's rule. Unlike rebels, cults or common criminals, a Fallen House conducts itself with the nobility of its claimed station. All that matters to them is reclaiming their place among the Great Houses. In the minds of the fallen nobles, they are righteous outcasts, wronged by their peers – it is the tyranny of Lord Helmawr who is responsible for their downfall, not the excesses of themselves or their ancestors.

Setting up courts in dingy underhive settlements or remote badlands camps – where their adversaries cannot easily move against them – a Fallen House musters its strength and cultivates resources. The fading wealth and influence afforded them give them an edge over other criminal organisations, and some displaced nobles are part of exile networks that span Necromunda. The Fated Sons and Daughters are an example of this kind of hidden union. Made up of men and women of noble birth who, for whatever reason, have found themselves expelled from their own families or who carry names that once meant something, the Fated support each other's claims to a place among the Great Houses. A shadow underclass of the nobility, they demand respect wherever they go, many within other criminal gangs or Guilder families secretly pledging their allegiance to their cause. Lord Helmawr has a special hatred for organisations like the Fated and what they stand for, as unlike imposters or crime bosses they possess the most dangerous weapon of all: a claim to his throne.

PSI-SYNDICA

The line between crime and heresy remains a narrow one, especially on a world as violent and corrupt as Necromunda. However, no offense to the Imperial House, and by extension the Imperium, is greater than trafficking in psykers and psychic foci. Broadly, these are known to the Palanite Enforcers and Lord Helmawr's bounty hunters as the Psi-Syndica, cabals of criminals who care little for sedition or the worship of dark powers, only the coin they can make by trading in psykers. Most other criminal organisations keep well clear of the Psi-Syndica if they ever encounter them, as they are dangerous individuals indeed, supported by thrall wyrds. Even Balthazar's Black Network, that claims dominion over the underworlds of the Palatine Cluster, goes to great lengths to avoid contact with these unusual Recidivists – even to the point of purging whole subsections of the Black Network should it be revealed to contain, or even just be dealing with, a member of the Psi-Syndica. Partly this is because confrontation with psykers is always unpredictable and dangerous, but mostly it is because any criminal with a modicum of common sense doesn't want to draw the attention of those who hunt the Psi-Syndica. Savage psi-hounds, the hardest of Necromunda's bounty hunters, and specially trained and equipped units of Subjugators are among some of those the Imperial House uses to root out these criminals. The Imperium demands all citizens with the merest spark of psychic potential be identified and controlled, and it is Lord Helmawr's duty to oblige.

These terrible consequences and sanctions, however, have not stopped the rise of the Psi-Syndica. More a hidden network of powerful individuals than a true organisation, they have perfected the arts of finding and capturing those of a psychic nature, to train, sell or use in the creation of more psykers. Many members of the Psi-Syndica are psykers themselves, powerful enough to evade detection, and use their gifts to subdue other, weaker, examples of their kind. Often hidden inside the ranks of other organisations, they perfect their skills in psycho-surgery and psychic enhancement. Rumour has it that there are Psi-Syndica within the networks of the Clan Houses, concealed within the governorship of underhive settlements and even among the Guilder families who traverse the hives.

As one might expect from such a clandestine and illegal criminal practise, the identities of Psi-Syndica members are often little more than rumour and legends – such as the tales told of the mysterious Church of Esoterica. Despite its name, the Church of Esoterica is neither a splinter religion of the Imperial Creed or a subversive cult. Its leaders carefully cultivate the illusion of faith and dedication to an absent god to hide their true purpose. Initiates are inducted under the guise of joining a cult dedicated to the Emperor then psychically awakened via various methods – often involving the dangerous and illicit drug Ghast. Those who survive the process inevitably find themselves imprisoned and offered up for sale.



**'THE FALLEN SUN'
PSI-SYNDICA AGENT**



CRIMINAL ALLIANCES

Clan House gangs are given great freedom when it comes to furthering their House's interests, and in the underhive operate about as independently as any group of people on Necromunda can. However, even a gang sometimes needs friends, access to extra ordnance or a little official clout to get the job done. In these instances, a gang might make a temporary alliance with locals, Enforcers, Guilders or some other faction, donning the veneer of officialdom while it aligns with their interests. Such alliances rarely last for long, as once the gang has achieved its goal, independence becomes more important than the support they were offered. For their part, both Guilders and other sanctioned groups regard gangs as temporary tools to be used when it suits them, but never fully trusted.

Alliances represent a short-term coalition between a player's gang and organisations such as the Merchants Guild or the Recidivists. The benefits of having an alliance depend on the ally, but can mean access to cheaper weapons and wargear, bonuses when playing certain scenarios or special Hired Guns who will join the gang while the alliance lasts. Alliances also come with drawbacks. These can include their allies taking a cut of the rewards from a scenario, gangs being forced to play certain scenarios, or their opponents getting help from their allies' enemies.

DESIGNER'S NOTE: USING ALLIANCES

Alliances are optional rules that can be included in a campaign at the discretion of the Arbitrator. While it is possible to use the rules for Alliances in Skirmish games, provided both players agree, they really come into their own when used over several games – meaning players must take both the good (cheaper weapons, special Hired Guns) with the bad (having to play certain scenarios or giving up some of their scenario rewards). Players and Arbitrators are encouraged to keep track of Alliances as they can really help build an exciting narrative over the course of a campaign, with certain allies refusing to work with a gang based on their past history, or gangs developing rivalries depending on the allies they have chosen to back. Arbitrators could even require all gangs to make Alliances for their campaign, forcing them to choose sides in a larger confrontation between Guilders, Enforcers, Recidivists or seditious cults.

MAKING AN ALLIANCE

Alliances are not to be entered into lightly. Once a gang has pledged its support to an ally, you can be sure that their new friends will hold them to it – at least until the ally gets some results or they decide that the gang has become a liability.

When choosing an Alliance in which to enter into, an Outlaw gang may select from one of the following: Cold Traders, Imperial Imposters, Rogue Factoria, Narco Lords, Fallen Houses or Psi-Syndica.

When choosing an Alliance in which to enter into, a Law Abiding gang may select from one of the following: Water Guild, Promethium Guild, Corpse Guild, Slave Guild, Guild of Coin or Iron Guild.

Use the following steps to makes an Alliance:

1. Any gang can decide to enter into an Alliance at the beginning of a campaign, or before any game in a campaign, provided they do not already have an ally.
2. Choose an ally from those on offer. Some potential allies are presented over the next few pages, but more will be provided in future supplements and Arbitrators might even create their own.
3. Once a gang has made an Alliance, it will last until the end of the current campaign phase (this means either the Expansion or the Justice phase during a Law and Misrule Campaign, or either the Occupation or Takeover phase during a Dominion Campaign), or until either they or their ally break it as a result of their actions. If a gang breaks their Alliance before the end of the current campaign phase then they cannot gain another until the following phase unless their Arbitrator decides otherwise.
4. While part of an Alliance, a gang may not use the additional rules for Sub-plots or roll on the House Favours table (see page 148 of the *Necromunda Rulebook*).
5. Unless otherwise noted, a gang can never have more than one ally at a time.
6. A gang should make a note of their ally on their gang roster, along with any Benefits and Drawbacks the ally brings.

BENEFITS AND DRAWBACKS

Each Alliance brings with it a set of Benefits and Drawbacks. These are special rules that will apply to the gang for the duration of the alliance and can include things such as access to certain equipment, special Hired Guns or having to play certain scenarios when given the option. The exact details of an ally's Benefits and Drawbacks can be found in their individual descriptions, along with guidelines on how, and when, they come into play.

TESTING THE ALLIANCE

Sometimes the strength of an Alliance might be tested. This is usually because of something the gang has done or wants to do, or because the ally wants to exert their will upon the gang and the gang wants to resist. This is known as Testing the Alliance, and applies to the use of some Benefits and Drawbacks. When an action requires the alliance to be tested, it will be noted in the ally's description.

When Testing the Alliance the gang must roll a D6 on the table below, adding 1 to the result for each time their Alliance has already been tested during this campaign week.

TESTING THE ALLIANCE

D6	Result
----	--------

1-4	Disquiet: The ally is not happy with the gang's actions but continues to hold up their end of the Alliance... at least for now.
5-6	Warning: The ally issues a warning to the gang, who must work to restore their good faith. For the gang's next game they do not gain any of the Benefits of their Alliance, though they must still adhere to its Drawbacks.
7+	Broken: The Alliance is broken. The ally leaves the gang and the gang may not enter into an Alliance with another ally until the following campaign week.

"Much of our business comes from those nobles perched high in their spires. No Enforcer has yet explained to me why they are not put down as well."

Cillianex Stagarze,
Cold Trader

CRIMINAL ALLIES

Recidivists, to use a common Necromundan term for the criminal elements, are sometimes indistinguishable from the gangs and outlaws of the underhive. Where they differ is in the scope and subversion of their actions, running crime empires to rival the power of the Merchants Guild or the Clan Houses. During their career a gang will deal with scores of Recidivist organisations, whether it is buying illegal goods from the Black Market or taking shady jobs outside of the remit of their House masters. Gangs might also find themselves actively recruited by Recidivists, falling into alliances with them as muscle or hitmen. Of course, there are almost as many kinds of Recidivists as there are crimes on Necromunda and each criminal organisation offers its own rewards and perils.

COLD TRADERS

There is always a market for off-world goods, especially those prohibited by the Imperium. Cold Traders ensure a steady supply of this contraband for any who can meet their price.

BENEFITS

Xenos Artefacts: While the gang is allied with the Cold Traders reduce the Legality of Black Market Xenos weapons and Wargear by 2. In addition, when the alliance is formed, the gang's Leader can select a random Xenos weapon from the Black Market and add it to their Fighter card. If the alliance is ever broken, this weapon is immediately removed from the Leader's Fighter card.

Void-born Bounty Hunters: In the pre-battle sequence the gang may add a Smuggler Shore Party ([see page 20](#)) to their gang for the game. These Hired Guns do not cost a gang any credits to hire, but if chosen they must be included in the gang's crew, even if crew selection is normally random. However, when selecting the crew for a battle, the Smuggler Shore Party counts as only one fighter, effectively allowing the crew to include two or three more fighters than the crew size may allow.

If the gang is playing The Hit, Escort Mission or the Last Stand scenario as a result of the Press Ganged rule (see below) then a Smuggler Shore Party must be included unless the gang rolls to Test the Alliance.

DRAWBACKS

Press Ganged: During the pre-battle sequence, if the gang has the option of choosing the scenario to be played, roll a D6. On 1, 2 or 3, the gang must choose The Hit, Escort Mission or Last Stand and take on the role of the attacker. On a 4+, they can choose any scenario as normal. Instead of rolling, the gang can choose to play any scenario, but if they do they must Test the Alliance.

Imperial Entanglements: During the post-battle sequence, if the gang fielded a Smuggler Shore Party, they must randomly select one of their fighters who is not In Recovery to be subjected to investigation. This fighter is lying low and must miss the next game. Instead of choosing a fighter the gang can choose to ignore this drawback, but if they do they must Test the Alliance.

IMPERIAL IMPOSTERS

Faux nobility are well-versed in the mechanisms of power that run Necromunda, and the aid of an Imperial Imposter can elevate a gang to unheard-of levels of 'opportunity' – provided they don't get caught.

BENEFITS

An Honourable Word: While the gang is allied with an Imperial Imposter they can protect themselves or another gang from being outlawed ([see page 38](#)). At the start of a Campaign week choose a gang (this can be the player's own gang). For the duration of this Campaign week the selected gang can ignore any one action that would result in them becoming an Outlaw gang.

Uphive Ambassadors: In the pre-battle sequence the gang may add a Master Charlatan ([see page 21](#)) to their gang for the game. This Hired Gun does not cost a gang any credits to hire, but if chosen they must be included in the gang's crew, even if crew selection is normally random.

If the gang is playing the Murder Cyborg, Shoot-out or Escort Mission scenario then a Master Charlatan must be included unless the gang rolls to Test the Alliance.

DRAWBACKS

Noble Ambitions: During the pre-battle sequence, if the gang has the option of choosing the scenario to be played, roll a D6. On 1, 2 or 3, the gang must choose Looters, Forgotten Riches or Caravan Heist. On a 4+, they can choose any scenario as normal. Instead of rolling, the gang can choose to play any scenario, but if they do they must Test the Alliance.

Guilt by Association: During the post-battle sequence, if the gang fielded a Master Charlatan they must roll a D6. On a 6, their association has been discovered and the gang is outlawed ([see page 38](#)). Instead of rolling, the gang can dissociate itself from the Imperial Imposters, but if they do they must Test the Alliance.

'LORD STONE'
– MASTER CHARLATAN



"They've never met or heard of their uncle's cousin's great-grandfather, yet they get really upset when they find out their uncle's cousin's great-grandfather isn't their real uncle's cousin's great-grandfather. Insane, if you ask me!"

'Pandemic',
Imperial Imposter
Master Charlatan

"No one's beeped and squawked a prayer over this here rifle, but I could still put a round between ya eyes at 200 metres, no problem."

'Ironchain',
Rogue Factoria
Overseer

ROGUE FACTORIA

Counterfeit weaponry and wargear are lucrative enterprises for a criminal organisation, and have the added benefit of keeping their allies well-equipped with ordnance.

BENEFITS

Bargain Ordnance: While a gang is allied with the Rogue Factoria, it gains access to counterfeit weaponry. When the gang visits the Black Market, it can purchase a counterfeit version of any weapon. Counterfeit weapons have their Rarity reduced by 2 and their cost lowered by 20%, rounded down to the nearest 5 credits (i.e., a Grav-gun which normally costs 120 credits and has a Rarity of 11 would cost 95 credits and have a Rarity of 9). Counterfeit weapons are not as reliable as normal weapons, and either have the Reckless trait (if they also possess the Melee trait) or the Unstable trait (if they do not possess the Melee trait), and count as illegal equipment ([see page 54](#)) with a Legality equal to their modified Rarity.

Hedge Armourers: While the gang is allied with the Rogue Factoria, they count as having an Ammo-jack Hanger-on working for their gang (see page 85 of *Necromunda: Gangs of the Underhive*). This Ammo-Jack does not count against the gang's normal limit of Hangers-on.

Factoria Work Gangs: In the pre-battle sequence the gang may add a Factoria Work Gang ([see page 22](#)) to their gang for the game. These Hired Guns do not cost a gang any credits to hire, but if chosen they must be included in the gang's crew, even if crew selection is normally random. However, when selecting the crew for a battle, the Factoria Work Gang counts as only one fighter, effectively allowing the crew to include two or three more fighters than the crew size may allow.

If the gang is playing The Hit, Escort Mission or the Last Stand scenario then a Factoria Work Gang must be included unless the gang rolls to Test the Alliance.

DRAWBACKS

Eye of the Ommissiah: In the pre-battle sequence, during the Choose Crews step, if the gang has included any fighters carrying Counterfeit weapons as part of its crew then their opponent may include a Bounty Hunter without having to pay their hiring fee. Fighters armed with Counterfeit weapons are worth their full value when sold to the Guilders.

Factoria Workers: If the gang includes any Counterfeit weaponry, they must include a Factoria Work Gang ([see page 22](#)) as part of their crew or instead choose to Test the Alliance.

NARCO LORDS

Chems are a vital commodity on Necromunda and a hugely profitable enterprise for criminal organisations from the tip of the spire to the depths of the underhive.

BENEFITS

Abundant Supply: While the gang is allied with the Narco Lords, the Rarity and Legality of all chems are reduced by 2. In addition, the gang does not need to check to see if their supplier has run out (see page 123) as long as the alliance lasts.

Narco Scum: In the pre-battle sequence the gang may add D3+2 Hive Scum Hired Guns (see page 61 of *Necromunda: Gangs of the Underhive*) to their gang for the game. These Hired Guns do not cost a gang any credits to hire, but if chosen they must be included in the gang's crew, even if crew selection is normally random.

If the gang is playing the Downtown Dust-up, Ghast Harvest or The Hit scenario then these Hive Scum Hired Guns must be included unless the gang rolls to Test the Alliance.

DRAWBACKS

Courier Work: During the pre-battle sequence, if the gang has the option of choosing the scenario to be played roll a D6. On 1, 2 or 3, the gang must choose Downtown Dust-up, Ghast Harvest or The Hit scenario and take on the role of the attacker. On a 4+, they can choose any scenario as normal. Instead of rolling, the gang can choose to play any scenario, but if they do they must Test the Alliance.

Payment Due: During the post-battle sequence, if the gang gained any credits as a scenario reward, the gang must give up D3x10 credits to the Narco Lords. Instead of rolling, the gang can choose to keep all its rewards, but if they do they must Test the Alliance.



"Best 'Slaught comes from the Easttown Gals but you're better off looking for Frenzon elsewhere. Had a proper funny turn from their last batch."

Gax Steeltooth,
Oxide Crushers,
House Goliath

"Fear not, it is but a short time that we must associate ourselves with these degenerates. The spire will quake with the betrayal they have wrought and we will arise from their ashes."

Lady Circullixea
Fastidel Nuvar Peridani
Nellula III, Exiled for her crimes

FALLEN HOUSES

Necromunda's long history is littered with disgraced nobles and fallen houses. Most have faded into memory, though some remain eager to reclaim their lost glory.

BENEFITS

Rebellion: While the gang is allied with a Fallen House, if they win a game against a Law Abiding gang, they gain an additional D6x10 credits. If their opponent was an Enforcer gang or a gang allied with the Merchants Guild or the Imperial House, they gain an additional 2D6x10 credits and 1 point extra of Reputation instead.

Rebel Lords: In the pre-battle sequence the gang may add a Rebel Lord Hired Gun ([see page 23](#)) to their gang for the game. This Hired Gun does not cost a gang any credits to hire, but if chosen they must be included in the gang's crew, even if crew selection is normally random.

If the gang is playing against an Enforcer gang, or a gang allied with the Merchants Guild or the Imperial House then a Rebel Lord Hired Gun must be included unless the gang rolls to Test the Alliance.

DRAWBACKS

For the Cause: In a campaign, when challenged for a Racket, Territory or similar, if the opponent is an Enforcer Squad gang or is in an Alliance with the Imperial House or the Merchants Guild, you must accept. Alternatively, the gang can opt to refuse the challenge, but if they do they must Test the Alliance.

Ancient Oaths: During the post-battle sequence, the gang must give up D3x10 credits to the Fallen House. If the gang will not, or cannot, give this tithe to the Fallen House, they must instead Test the Alliance.



PSI-SYNDICA

There are few greater crimes on Necromunda than the concealment or trafficking of psykers, though this does not stop Recidivists from dealing in these powerful individuals.

BENEFITS

Psychic Awakening: When the gang allies with the Psi-Syndica, they may generate a random Wyrd Power (see page 124) for one of their fighters. The fighter permanently gains the use of the power as well as the Unsanctioned Psyker special rule (see page 77 of the *Necromunda Rulebook*).

If the gang breaks their alliance with the Psi-Syndica, they must pay the fighter's value in credits to their former allies or remove the fighter from their gang roster.

Mind-locked Wyrd: In the pre-battle sequence, the gang may add a Mind-locked Wyrd Hired Gun to their gang for the game (see page 24). This Hired Gun does not cost a gang any credits to hire, but if chosen they must be included in the gang's crew, even if crew selection is normally random.

If the gang is playing the Ghost Harvest scenario then the Mind-locked Wyrd must be included unless the gang rolls to Test the Alliance.

DRAWBACKS

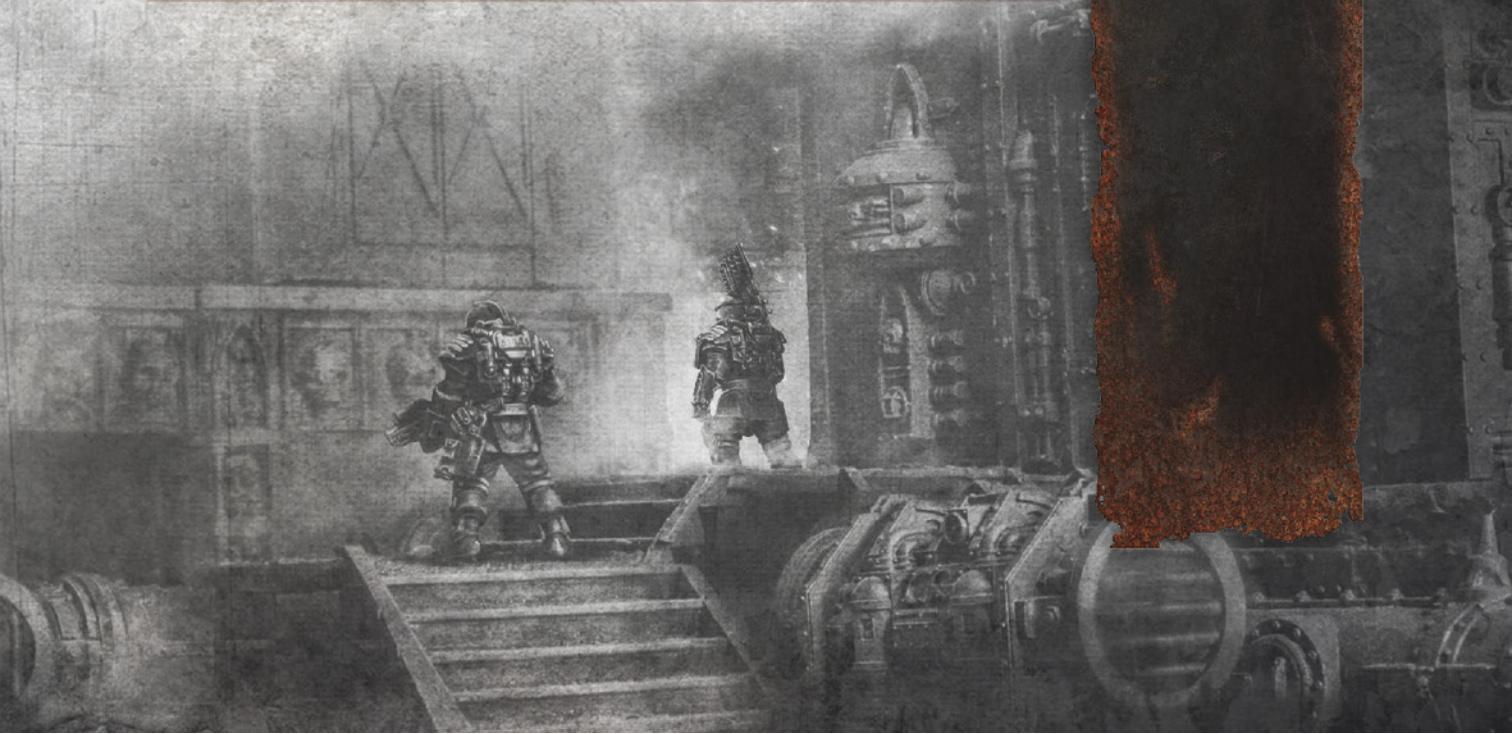
Dark Dreams: During the pre-battle sequence, before the Choose Crews step, randomly select one of the gang's fighters who is not in Recovery. The selected fighter must immediately make a Willpower check. If they fail, they cannot be chosen to be part of the gang's crew for this game. Alternatively, the gang can decide not to choose one of their fighters and instead Test the Alliance.

Psykanarium Attention: During the post-battle sequence, if the gang used any psychic powers during the game there is a chance they might have drawn unwanted attention from the Imperial House's own tame psykers. Roll a D6, adding 1 for each fighter with the Unsanctioned Psyker rule who fought on their side during the battle. If the result is 7+, randomly choose one of the gang's fighters and make a roll for them on the Lasting Injury table. The gang can choose not to make this roll, in effect giving up a member of the Psi-Syndica to cover themselves, but if they do, they must Test the Alliance.



"Please, ignore the voices screaming in your head. That is merely the merchandise acting out."

*'The Toneless Voice',
Psi-Syndica Trader*



SMUGGLER SHORE PARTY

The Cold Trade deals with all manner of alien and void-born scum. These vile individuals normally cling to the fringes of the Imperium for fear of extermination or imprisonment. However, the Imperium is vast and even on a populous world such as Necromunda, renegades and smugglers can be found lurking in the shadows.

A Smuggler Shore Party is a gathering of renegades centred on a powerful Cold Trader. This could be anything from a disgraced Rogue Trader or Chartist Ship Captain to an Alien Corsair or Xenos Void Lord. The Shore Party itself comprises every kind of spacer scum that can be imagined, including Imperial Navy deserters, feral stowaways and abhuman adventurers, all of which have thrown their lot in with the Cold Trader for the promise of fortune and glory.

	M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
Cold Trader	4"	4+	3+	3	3	2	4+	2	7+	6+	6+	6+
Bosun	4"	5+	4+	2	3	1	4+	1	8+	7+	6+	6+
Void-born Scum	4"	3+	4+	5	5	3	4+	2	8+	7+	7+	7+

COMPOSITION

A Smuggler Shore Party consists of one Cold Trader, one Bosun and two Void-born Scum.

EQUIPMENT

The Cold Trader is armed with a sling gun and a stiletto knife, and is equipped with armourweave armour and a bio-booster.

The Bosun is armed with a shotgun with solid and scatter ammo and a fighting knife, and is equipped with mesh armour.

A Void-born Scum is armed with either an autopistol and a fighting knife or a laspistol and a fighting knife – each may be armed differently. Both are equipped with flak armour.

SKILLS

The Cold Trader has the Step Aside and the Overseer skills. They may, however, only use the Overseer skill to Order another member of the Smuggler Shore Party.

The Bosun has the Dodge skill.

SPECIAL RULES

A Band Apart: The Smuggler Shore Party behaves as if it were a sub-gang within the gang they are allied with:

- The Cold Trader is the Leader of this sub-gang and the Bosun is a Champion. The Void-born Scum are fighters.
- When the Cold Trader or the Bosun is activated, they may perform a Group Activation with other fighters belonging to their sub-gang (see page 57 of the *Necromunda Rulebook*).
- No member of the Smuggler Shore Party may participate in a Group Activation led by another Leader or Champion.
- Additionally, with regards to the Leading by Example rule (see page 73 of the *Necromunda Rulebook*), the Cold Trader counts as a Leader and the Bosun counts as a Champion only for other members of the Smuggler Shore Party.
- If a Smuggler Shore Party fighter goes Out of Action during a battle, there is no need to roll for Lasting Injury; they are considered to have rolled 12-26 Out Cold.
- The Smuggler Shore Party is treated as part of the gang they are allied with in every other respect.

Bodyguard: If the Cold Trader is hit by a ranged attack, the controlling player may choose to transfer the hit and all of its effects onto a Void-born Scum within 2" of the Cold Trader.

Indentured Fighters: If both the Cold Trader and Bosun are removed from play for any reason, any Void-born Scum, without guidance, will automatically behave as if the crew they are part of had failed a Bottle test, regardless of how many fighters in total have been removed from play.



MASTER CHARLATAN

Master Charlatans blend seamlessly into Necromunda high society. Dressed as nobles and adopting their affectations they work towards their own ends – which is usually robbing the Noble Houses mercilessly. Some have deeper agendas, often because they are in the employ of other Noble Houses or vengeful renegades, though these are the exception rather than the rule. Then there are those who find their way down into the underhive. These duplicitous individuals play off the locals' ignorance of noble conventions to live comfortably or manipulate those around them – though the price of discovery is usually being hung from the settlement walls or thrown down the deepest, darkest hole around.

A Master Charlatan might aid a gang by offering unique talents such as disguising themselves as the gang's rivals on the battlefield or spreading disinformation before or after confrontations. Sometimes, they might even appear as specific members of their allies' own gang, such as a noteworthy leader or champion, fooling the enemy long enough for them to be ambushed. Should the Master Charlatan be revealed, they are still a deadly prospect to face, their lifestyle having afforded them a wealth of concealed weapons and wargear.

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

EQUIPMENT

A Master Charlatan is armed with a needle pistol, a stiletto sword and four digi lasers, and is equipped with mesh armour, a holochromatic field and a Falsehood.

SKILLS

A Master Charlatan has the Evade, Infiltrate and Step Aside skills.



'THE GLOAMING ONE'
– MASTER CHARLATAN

FACTORIA WORK GANGS

Factoria work gangs are motley groups of miscreants gathered from wherever their Rogue Factoria masters can scrounge them. Some are criminals working off debts to their underhive bosses, while others are escapees from uphive who came to the underhive seeking freedom and wealth but found a life much like their old one.

These irregular fighters are armed with a wide array of cheap counterfeit weaponry, often taken from the cast-offs of the factory line. So armed, they are then pressed into service as ad hoc militia for their masters. The life of a Rogue Factoria worker is of little consequence to the Factoria's crime lords and they are often used as fodder to protect the manufactoria plants. Sometimes, should it be required, they might be loaned out to allied gangs to act as expendable troops in Necromunda's endless intergang warfare.

	M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
Factoria Overseer	4"	4+	3+	3	3	2	4+	2	8+	7+	6+	6+
Work Party Boss	4"	5+	4+	2	3	1	4+	1	7+	6+	6+	6+
Factoria Workers	4"	5+	5+	3	3	1	4+	1	8+	8+	8+	8+

COMPOSITION

A Factoria Work Gang consists of one Factoria Overseer, one Work Party Boss and three Factoria Workers.

EQUIPMENT

The Factoria Overseer is armed with a combi-pistol (autopistol and plasma pistol) and a shock baton, and is equipped with mesh armour.

The Work Party Boss is armed with a laspistol and a shock whip, and is equipped with mesh armour.

A Factoria Worker is armed with either a reclaimed autogun or a reclaimed autopistol and a fighting knife. Each may be armed differently.

SKILLS

The Factoria Overseer has the Commanding Presence and the Overseer skills. They may, however, only use the Overseer skill to Order another member of the Factoria Work Gang.

The Work Party Boss has the Iron Will skill.

SPECIAL RULES

A Band Apart: The Factoria Work Gang behaves as if it were a sub-gang within the gang they are allied with:

- The Factoria Overseer is the Leader of this sub-gang and the Work Party Boss is a Champion. The Factoria Workers are fighters.
- When the Factoria Overseer or the Work Party Boss is activated, they may perform a Group Activation with other fighters belonging to their sub-gang (see page 57 of the *Necromunda Rulebook*).
- No member of the Factoria Work Gang may participate in a Group Activation led by another Leader or Champion.
- Additionally, with regards to the Leading by Example rule (see page 73 of the *Necromunda Rulebook*), the Factoria Overseer counts as a Leader and the Work Party Boss counts as a Champion only for other members of the Factoria Work Gang.
- If a Factoria Work Gang fighter goes Out of Action during a battle, there is no need to roll for Lasting Injury; they are considered to have rolled 12-26 Out Cold.
- The Factoria Work Gang is treated as part of the gang they are allied with in every other respect.

Bodyguard: If the Factoria Overseer is hit by a ranged attack, the controlling player may choose to transfer the hit and all of its effects onto a Factoria Workers within 2" of the Factoria Overseer.

Indentured Fighters: If both the Factoria Overseer and Work Party Boss are removed from play for any reason, any Factoria Workers, without guidance, will automatically behave as if the crew they are part of had failed a Bottle test, regardless of how many fighters in total have been removed from play.



REBEL LORD

The Noble Lords of Necromunda are powerful individuals of a kind to rival the elite of the Imperium. Hundreds of generations of selective breeding and genetic manipulation, combined with access to almost limitless wealth, has transformed them into living demi-gods cloaked in mortal form. When a Great House falls these mighty lords are almost always hunted to extinction, lest they escape into the wilds of Necromunda and become rebels. The bounties placed on the heads of these fantastically dangerous souls are often enough to raise a common ganger up from the brutality of the underhive and give them a life of privilege and plenty in the upper reaches of Hive City. This is how dangerous they are considered to the continuance of the ruling Houses and their masters.

Each Rebel Lord is a deadly adversary of the Imperial House who might come to their allies' aid if it serves their interests; usually if it involves the restoration of their personal glory. Augmented with bionics or biometrics their bodies are more resilient, while the faded opulence of their clothes hide an armourer's vault of digi-weapons and rarefied combat-tech. More dangerous than their masterwork firearms or energy blades, however, is their will. A Rebel Lord is more than a mere villain – for they are among the last of their line and burn with vengeance to see the Imperial House brought down.

'LADY CREDO'
– REBEL LORD



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

EQUIPMENT

All Rebel Lords are armed with four digi lasers. Additionally, a Rebel Lord may be armed with either a pair of Master-crafted laspistols and a stiletto sword, or a bolt pistol and a thunder hammer. A Rebel Lord is equipped with light carapace armour and either a displacer field or a refractor field.

SKILLS

A Rebel Lord may have two skills of your choice, chosen from the Agility, Combat, Cunning or Shooting skill sets.

MIND-LOCKED WYRD

The penalty for harbouring rogue psykers on Necromunda is swift and brutal. That the psykers themselves are quietly taken away even as those around them are being executed says more about Lord Helmawr's laws than it does about those of the Imperium. After the tithes to the Imperium, and the culling of those psykers deemed too dangerous to even transport off-world, there remains a substantial quantity that slip between the cracks. Many of these end up collared and conditioned in the employ of the Imperial House, but many more escape into the underhive. Those that survive their 'gifts' might even make something of themselves.

Mind-locked Wyrds are unsanctioned psykers who have been broken to the will of the Psi-Syndica. Via various means of psychic modification and cranial implants the wyrd's will is subsumed by their new masters, transforming them into foot soldiers for the criminal lords. This also allows the Psi-Syndica to send the rogue psykers to aid their allies, confident the wyrds will not betray them. Mind-locked Wyrds are also deeply unsettling individuals, even by the standards of the underhive, and gangers tend not to enjoy spending much time with them. The edge they can bring to battle, however, is undeniable; after all, who wouldn't want the ability to look inside their enemy's minds and pluck out their battle plan, project protective force fields to defend their fighters or simply sweep an enemy away with a wave of telekinetic force!

	M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
Mind-locked Wyrd	4"	5+	3+	3	3	2	4+	1	8+	6+	4+	9+

EQUIPMENT

A Mind-locked Wyrd is equipped with mesh armour.

SKILLS

A Mind-locked Wyrd has the Fearsome and Non-Sanctioned Psyker skills.



URANIA XANTH,
MIND-LOCKED WYRD

SPECIAL RULES

A Mind-locked Wyrd may choose three of the following psychic powers:

Pyromancy – Scouring (Basic): Coruscating balefire erupts from the Wyrd's eyes or outstretched hands, engulfing the enemy. Immediately make a ranged attack with the following weapon:

	Rng		Acc		Str	AP	D	Am	Traits
	S	L	S	L					
Scouring	-	T	-	-	2	-	1	-	Blaze, Template

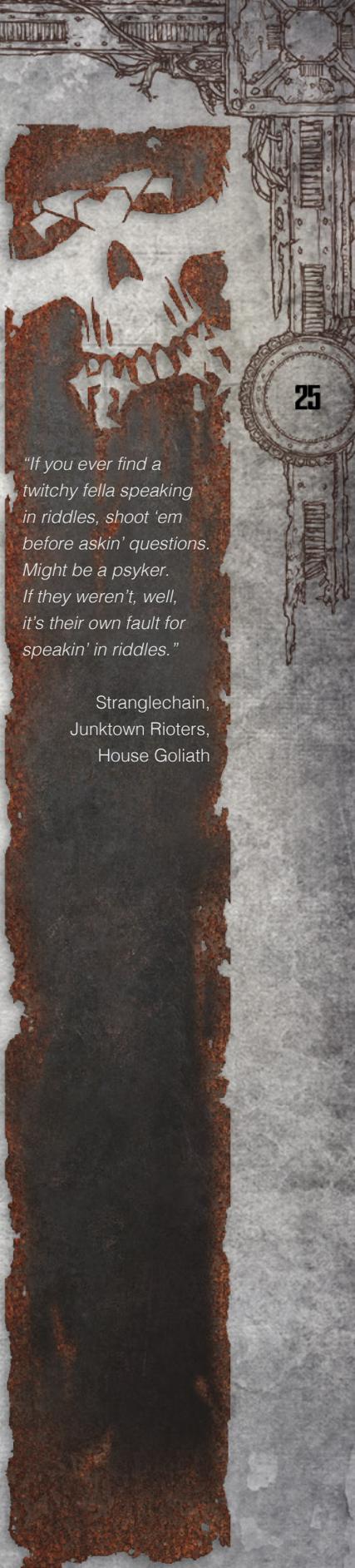
Telepathy – Maddening Visions (Basic): Nearby enemies find themselves struck by nightmarish apparitions as the Wyrd becomes a conduit for unfettered Warp energy. Until the End phase of this round, make a Willpower check for any enemy fighter who ends their turn within 3" of the Wyrd. If the check is failed, the fighter is driven temporarily insane and becomes subject to the Insane condition. Whilst subject to the Insane condition, fighters activate as described on page 60 of the *Necromunda Rulebook*.

Telekinesis – Assail (Basic): The Wyrd uses the force of their will to push enemies and objects from their path. Immediately make a ranged attack against an enemy fighter within 12" and line of sight. If hit, move the target D3" in any direction – if they were Standing, they become Prone and Pinned after moving. If they come into base contact with a Standing fighter or any terrain, they stop moving and suffer a Strength 3, Damage 1 hit. If they come into base contact with another fighter, that fighter also suffers a Strength 3, Damage 1 hit, and becomes Prone and Pinned.

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.

Telepathy – Hypnosis (Basic): With little more than a piercing stare, the Wyrd can dominate the minds of the weaker-willed. Select an enemy fighter that has not yet activated this round within 9" and line of sight of the Wyrd. If the Willpower check to perform this action is successful, that fighter may only perform a single Move (Simple) action when activated this round.

Telepathy – Unbreakable Will (Basic), Continuous Effect: The Wyrd exerts their mind to control nearby allies. Whenever a Nerve or Willpower test is made for another fighter from the gang who is within 9" of this Psyker, use this Psyker's characteristic value.



"If you ever find a twitchy fella speaking in riddles, shoot 'em before askin' questions. Might be a psyker. If they weren't, well, it's their own fault for speakin' in riddles."

Stranglechain,
Junktown Rioters,
House Goliath



PALANITE ENFORCERS

Necromunda endures by the grace of the God-Emperor and His inexhaustible armies, but beneath the world's toxic storm clouds it falls to the agents of the Imperial House to maintain the peace and enforce the law. When one must govern a populace of billions, all crammed into the close confines of ancient cities and eking out their lives on recycled food while they toil endlessly at their tasks, kind words and even-handed rules are not enough. Only a boot stamping down on the throat of the ungrateful and malcontent will do; the fear of sudden and brutal reprisal keeping millions of desperate souls in line. This monumental responsibility of maintaining order among the hellish confines of the hives falls to the Palanite Enforcers.

More akin to an army than a police force, the Enforcers trade in violence and control, purging settlements and habzones if even the faintest hint of sedition against Lord Helmwar's rule is uncovered. All manner of crime is met with a swift and vicious response, for those that transgress against the Imperial House must be brought to justice before they can corrupt others with their recidivist dogma. Such brutality is born not of a cruelty among the Palanite Enforcers or the sadistic will of Lord Helmawr himself, but rather as a simple necessity. The Enforcers are always significantly outnumbered by the people they are meant to control, a thin line of shotguns and shock batons keeping billions of hivers under their yoke.

To aid them in their task, Enforcer patrols have an impressive range of weaponry to draw from. Unlike Clan House gangers who must petition their House masters or scavenge among the underhive markets, the Enforcers can requisition the finest guns and ordnance the Imperial House can afford; and the Imperial House can afford quite a bit. Shock weapons and combat shotguns are the favoured tools of the Enforcers, versatile and useful against massed enemies, and most Enforcers will either carry these or have access to them. While they have access to a wide range of heavy and highly deadly weaponry such as bolters and explosives, suppression and terror weapons are common. Concussion carbines give Enforcers the ability to disperse a crowd or bring down a foe intact for later punishment and are particularly effective against densely packed foes. Beyond these the Enforcers benefit from myriad specialist weapons, allowing them to field sniper teams, demolition crews or kill-squads should it be required.

Palanite Enforcers adhere to a strict military structure very unlike the loose affiliation of killers that make up most gangs. This is important as Lord Helmawr's personal army must be beyond reproach and utterly loyal. It must also be able to police itself, the dedicated within the Enforcers ensuring the weak links within their own organisation are quickly dealt with. While the upper levels of the Palanite Enforcers are divided into Provost Marshals and Proctors, each a pitiless individual responsible directly to the Imperial House, most Enforcer patrols operate out of local Precinct-Fortresses, gathered around one of the Precinct's Captains. Given the unique perils of the hive, the diverse nature of the Clan Houses, not to mention the many horrors of the underhive, Captains are often given a broad remit when it comes to keeping Helmawr's peace. With the aid of a few trusted Sergeants, these men and women gather a number of squads to form their patrols, each one made up of half a dozen troopers. These squads can be light skirmishers, heavy weapons teams or even beast-handlers armed and armoured with a range of Enforcer weaponry. The real strength of a Captain's patrol is not the wargear it carries into combat, but the resolve of its members.

Enforcers are chosen from the hive populace because they show a strength of will and initiative beyond that of their peers. Ironically, these are the same traits that make for the most accomplished criminals, such as those that eschew even the sanctioned violence of gang warfare to pursue their own deviant agendas.

Where possible, however, these rebellious and talented citizens are gathered up by the Enforcer recruiters, sometimes forcibly torn from their old lives. What follows is a savage training regimen to break the recruit down until they are a hollow vessel ready to be remade as the Imperial House sees fit; stripped of everything they have known, including their own name. Yet Lord Helmawr does not desire mindless soldiers or broken slaves to enact his will – these he has plenty of already – rather he desires fighters harder than anything the brutality of an underhive upbringing can produce. And so each trooper is broken, and then broken again, until they are either remade stronger or are broken for good. Those that survive this process are rightly proud of the place they have earned among the Enforcers, and are eager to visit the pain they have endured on those who transgress against the rule of the Imperial House.

Given new names and stationed far from where they were recruited, lest they be recognised by those from their old life, a trooper learns to rely on their patrol like they were family, each one bound to their squad brothers and sisters by the shared trials of Helmawr's Palanite academies. As they advance in skill and meet their suppression quotas troopers may rise in rank, from green troopers fresh from training, through mainline squad duties to either a specialist arm of the Palanites such as insurgence subdual or long-ranged threat eradication. In time a trooper might become a Sergeant, a hardened veteran of the Palanites, or even earn the spider-seal of a Captain, taking command of their own patrol.

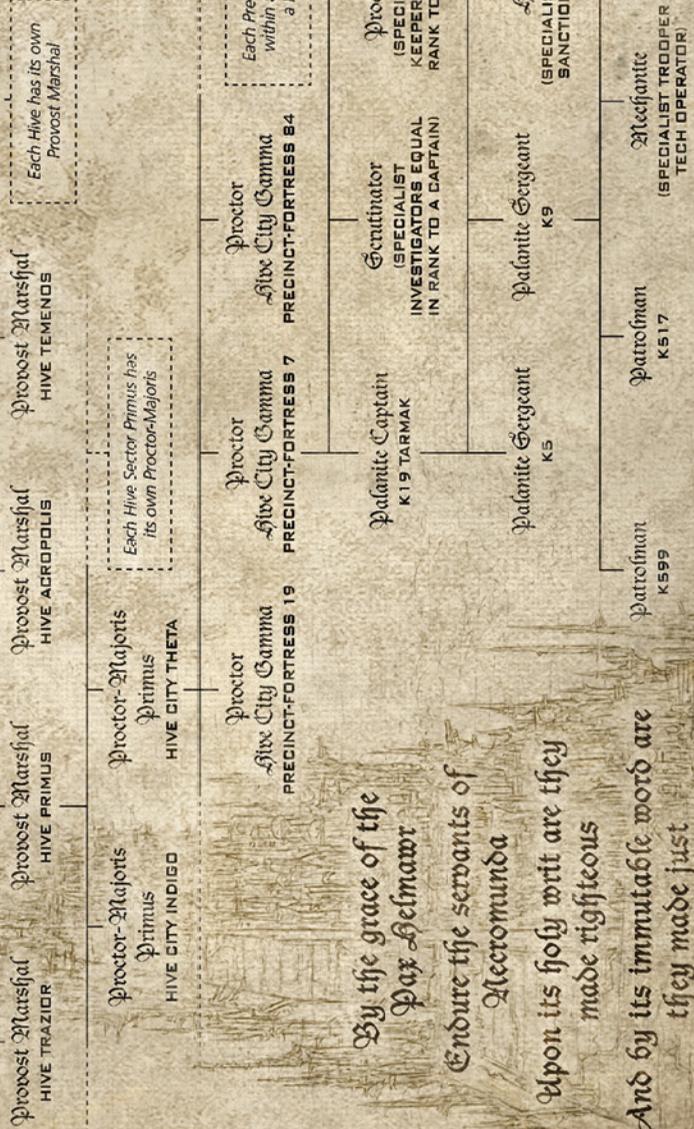
Legends among the criminal cabals and academy classes of Hive Primus tell a tale of the Lone Marshal, the first Palanite Enforcer. In time the term Marshal would be adopted by independent elements of the Enforcers, used to designate the leaders of Outland-Precincts, where the law meets the lawlessness at the edge of Helmawr's control. Millennia ago, however, in the wake of the Great Road War and the rise of the Imperial House, the Lone Marshal was bodyguard to Martek Helm'ayr, progenitor of the Helmawr line. When Martek died, the Marshal took it upon himself to protect his master's legacy and formed the first Palanite guard, walking the wastes between the hives and leaving the spider-seal of the Enforcers stamped on the flayed skulls of those who thought to break the Imperial Peace. What became of the Lone Marshal is unknown, though some stories have it that, ancient but unbroken, the Marshal sealed himself in a stasis casket against the time when Martek's descendants might call upon his skills once more.

Enforcer Hierarchy

Lord Helmawr
MASTER OF NECROMUNDA

Lord Provost Marshal
(OVERALL COMMANDER
OF THE PALANITE ENFORCERS)

Necromunda: Cordium Palanite M4.1.996
Official structure of the Palanite Union as recognised under
the Lord Provost's Eye



By the grace of the
Pax Helmawr
Endure the servants of
Necromunda
Upon its holy writ are they
made righteous
And by its immutable word are
they made just
Praise be to Lord Helmawr,
praise be to the Palanite

GANG COMPOSITION

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

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

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

- During the course of a campaign, any fresh recruits added to the gang may be equipped with items currently held in the gang's Stash, rather than purchasing new equipment.
- During the course of the campaign, gangs may gain new equipment, either by purchasing it from the gang's House Equipment List or as a result of Scavenging. These items are added to the gang's Stash and may be distributed among fighters during any post-battle sequence:
 - A fighter cannot be given a new weapon of a type not allowed by their entry within their House List.
 - Any fighter can be given additional weapons, but if they have more than three weapons, they will have to fill out multiple Fighter cards, each representing a different 'set' of equipment, as described [on page 58](#).
 - A fighter may discard any Wargear carried when given new Wargear. Discarded Wargear is placed in the gang's Stash.



ENFORCER SNIPER RIFLE
(M37 MASS ISSUE, CF. THE
SECOND GREAT CLAN WARS)

NAMING YOUR OWN ENFORCERS

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

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

PALANITE ENFORCERS IN DOMINION CAMPAIGNS

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

TERRITORIES AND CAMPAIGN PHASES

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

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

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

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

TERRITORY ACTIONS

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

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

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

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

TRIUMPHS

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

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

UNIQUE TERRITORY – PALANITE PRECINCT

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

HOMEGROUND

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

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

TERRITORY BOON

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

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

FIGHTERS

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

PALANITE CAPTAIN (LEADER) 140 CREDITS

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

EQUIPMENT

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

STARTING SKILL

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

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

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

PALANITE SERGEANT (CHAMPION) 100 CREDITS

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

EQUIPMENT

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

STARTING SKILL

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

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

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

"Reconnaissance reports lawful citizens utilised as shields. Command acknowledges acceptable casualties are unavoidable. Breach!"

Enforcer Sergeant
Q-097, Rho Sector,
Hive Primus,
Palanite Enforcers



CONCUSSION CARBINE
(GANG SLANG
'HEAD THUMPER')

PALANITE PATROLMAN (GANGER) 70 CREDITS

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

EQUIPMENT

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

SPECIAL RULES

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

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

PALANITE ROOKIE PATROLMAN (JUVE) 0 CREDITS EACH*

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

EQUIPMENT

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

SPECIAL RULES

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



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



ENFORCER BOLT GUN
(HIGH UTILITY/LETHALITY ISSUE
COUNTER-INSURGENCY, OPEN
WAR, BADZONE RECLAMATION
AND INCURSION OPERATIONS)

"Shooter High!
Shooter High! Target
confirmed! Concussion
rifles forwards! Target
to be recovered alive."

Enforcer Sergeant
'Piston', Gamma
Sector, Hive Mortis,
Palanite Enforcers

SKILL ACCESS

Enforcer Squad fighters have access to the following skills:

	Agility	Brawn	Combat	Cunning	Ferocity
Captain (Palanite or Subjugator)	-	Primary	-	-	Secondary
Sergeant (Palanite or Subjugator)	-	Secondary	-	Primary	Secondary
Patrolman (Palanite or Subjugator)	-	Secondary	-	-	Secondary
Palanite Rookie Patrolman	Secondary	-	-	-	-

	Leadership	Palanite Drill	Savagery	Shooting	Savant
Captain (Palanite or Subjugator)	Secondary	Primary	-	Primary	-
Sergeant (Palanite or Subjugator)	Secondary	Primary	-	Primary	-
Patrolman (Palanite or Subjugator)	-	Primary	-	Primary	-
Palanite Rookie Patrolman	-	Primary	-	Secondary	-

ENFORCER SQUAD EQUIPMENT LIST

PALANITE WEAPONS

BASIC WEAPONS

- Enforcer boltgun50 credits
- Enforcer shotgun
(with salvo and shredder rounds)60 credits

CLOSE COMBAT WEAPONS

- Shock baton30 credits
- Shock stave25 credits

PISTOLS

- Autopistol10 credits
- Stub gun5 credits

SPECIAL WEAPONS

- Concussion carbine30 credits
- Sniper rifle35 credits

SUBJUGATOR WEAPONS

BASIC WEAPONS

- Subjugation pattern grenade launcher
(with frag and stun grenades)50 credits

CLOSE COMBAT WEAPONS

- Shock baton30 credits
- Shock stave25 credits
- Vigilance pattern assault shield40 credits

PISTOLS

- Autopistol10 credits
- Stub gun5 credits

HEAVY WEAPONS

- Heavy concussion ram*70 credits
- SLHG pattern assault ram
'sledge hammer'*90 credits

WARGEAR

GRENADES

- Choke gas grenades50 credits
- Frag grenades30 credits
- Photon flash grenades15 credits
- Smoke grenades15 credits
- Stun grenades15 credits

ARMOUR

- Hardened flak armour (Palanite only)20 credits
- Hardened layered flak armour
(Subjugator only)30 credits

GANG EQUIPMENT

- Ammo cache60 credits

PERSONAL EQUIPMENT

- Bio-booster35 credits
- Bio-scanner20 credits
- Choke gas grenades for
grenade launcher30 credits
- Dumdum rounds for stub gun5 credits
- Fragmentation rounds for autopistol10 credits
- Infra sight†40 credits
- Krak grenades for grenade launcher35 credits
- Manstopper rounds for autopistol10 credits
- Penetrator rounds for boltgun20 credits
- Photo-lumens15 credits
- Photon flash grenades for
grenade launcher15 credits
- Respirator15 credits
- Stimm-slug stash30 credits
- Scare gas grenades for
grenade launcher40 credits
- Smoke gas grenades for
grenade launcher15 credits

PSYREENA SKAR

A gang has to be truly desperate to hire Psyreena Skar. Unstable and unpredictable, she sells her fickle psychic gifts to gangs willing to pay her price – though offers no guarantees as to what will happen when she opens her mind to the Warp. Even when attempting to suppress her powers Psyreena is uncomfortable to be around; always muttering to herself, arguing with her shadow or telling those she's just met how sorry she is about their impending demise. Psyreena was not always so broken, however, and not so long ago she was a Holesteader's daughter working the ashwash below Dust Falls.

One day, when digging in the furthest point of her Da's holestead, she found a strange ornate jar buried in the ash. It looked far too fine to have come from the underhive, and so she took it back to her father thinking they might be able to sell it to the local Guilders for a few creds. That evening, as the family sat around their rad-hearth admiring Psyreena's find, the jar mysteriously opened. Peering inside, they discovered a strange pinkish substance suffused with a fragrant smell. Psyreena's little brother was the first to scoop out a mouthful and within moments the starving family was feasting on the contents. Unbeknownst to the family, the relic was one of the lost jars of Mung, and the contents the preserved brain of Kookym Corleepyn, Astropath to the lost House of Mung. This oddity might have passed unnoticed by the family if not for the latent psychic spark it awoke in Psyreena. Reflexively she opened her mind to the Immaterium and in that moment incinerated her family and their holestead in a single explosion of power. Since that day she has wandered the underhive as an unsanctioned psyker, staying ahead of the authorities and selling her services to those more afraid of their enemies than having a loose cannon like Psyreena around.



WYRD POWERS

TELEKINESIS

Psychic Shockwave (Basic): Psyreena Skar lets loose her barely suppressed psychic potential, a wave of raw force engulfing friend and foe alike, shattering bone and rupturing organs:

	Rng		Acc		Str	AP	D	Am	Traits
	S	L	S	L					
Psychic Shockwave	12"	24"	+1	-	4	-1	2	-	Concussion, Pulverise, Reckless

SPECIAL RULES

Outlaw: Psyreena Skar is an Outlaw Hired Gun (see page 38).

*"We can't leave now.
My true shadow
appears to be missing.
This one whispers
nothing but petty lies."*

Psyreena Skar,
Unsanctioned Psyker

PSYREENA SKAR, HIVE SCUM

105
CREDITS

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

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

SKILLS: Non-sanctioned Psyker

WARGEAR: Flak armour

SPECIAL RULES: Outlaw

WYRD POWERS

TELEKINESIS: Psychic Shockwave (Basic)



THE LAW AND MISRULE CAMPAIGN

“Good and bad... Quick and dead. There’s a line that is drawn between things. Some call it law, some call it peace. But down here we like to deal in truth, so you should know that the only difference between those that hold the scales of justice and those that dance on a rope is one thing, my friend – who wins.”

Skherner Krow, Exiled King of Down Town, Hive Primus

What is right and what is wrong? On Necromunda, these questions have a simple answer and a complicated reality. Every hive is balanced on the edge of a blade. In the hive cities, gang war is just a fact of life, and a great part of the wealth of Lord Helmawr and those that rule is built on the trade in Ghast; a trade that is a crime in the eyes of the wider Imperium. In such a place what is a crime? Not murder, unless it is of someone too important to die. Not bribery, because the Merchant Guilds are little more than a mechanism for bribery given the weight of ancient institutions. Every vile and vicious act of greed and violence happens many times a second across Necromunda, and yet it has laws, and enforcers of laws, and criminals. What makes something criminal in such a place? The answer,

of course, is who is committing the crime, and whether they are breaking the greatest unwritten law of all: do they stand inside the order of things, or do they stand outside the balance of blood and coin that has lasted for millennia. Are they keepers of the peace or minions of misrule?

HOW THE CAMPAIGN WORKS

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

Rackets are enterprises in the hive that give a gang power, wealth and prestige. These may vary from a smuggling operation bringing in out-hive goods, a rogue psyker cabal, or the enforcement of Helmawr's laws in that part of the hive – after all, the law is just another racket.

There are a fixed number of Rackets in a Law and Misrule Campaign, based on the number of players.

Possession of a Racket 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 Rackets by winning battles.

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 many Rackets they have, how wealthy they are, their Reputation, and how many enemies from the other side they have taken down.

THE ARBITRATOR

The Arbitrator in a Law and Misrule Campaign is the person who organises the campaign, tracks results and keeps note of who has possession of each Racket. 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 than they can add more flavour and texture to the campaign by creating custom scenarios, terrain sets, unique characters, and new Rackets. This, of course, is a lot more work, but can result in a truly memorable and deeply satisfying experience for everyone involved.

THE GANGS

Each player in a Law and Misrule Campaign needs to have a gang. This can be any gang currently available from the *Necromunda: Gangs of the Underhive* book, *Necromunda: The Book of Peril* or those available to download from the Necromunda website. Further rules for using other types of gangs in a Law and Misrule Campaign will be added in future supplements.



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

THE RULE OF LAW AND THE PATH OF THE OUTLAW

At the start of the campaign, each gang must declare their alignment. This can be Law Abiding or Outlaw. Each gang has their choice marked next to the Reputation on their gang roster sheet. The alignment of a gang can change over the course of the campaign as a consequence of actions and choices made by the player of the gang. Some gangs have no choice over their alignment, and some may be unable to change alignment.

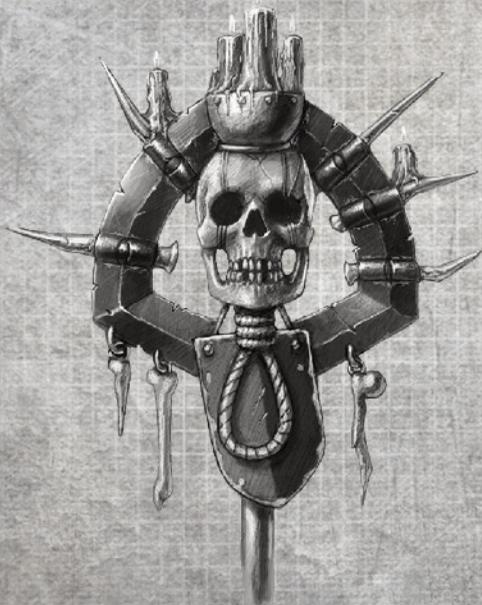
The table below details the alignment of the different gangs and how they may change:

GANG ALIGNMENT

Gang Type	Starting Alignment	Switched Alignment
All House Gangs	Law Abiding	Outlaw
	Outlaw	Law Abiding
Chaos Cultists	Outlaw	N/A
Genestealer Cult	Law Abiding	Outlaw
	Outlaw	Law Abiding
Venator Bands	Law Abiding	Outlaw
Enforcers	Law Abiding	N/A

SPECIAL RULE: OUTLAW

A fighter with the Outlaw special rule can only be recruited and fielded as part of an Outlaw gang. This includes all kinds of fighters, including Hired Guns, Dramatis Personae and Brutes.



EFFECTS OF BEING A LAW ABIDING GANG

Law Abiding gangs gain the following effects:

- Law Abiding gangs can Claim Bounties on Captives taken from Outlaw gangs, as described [on page 61](#), once their owner's gang has had a chance to rescue them.
- Law Abiding gangs may trade Captives with other Law Abiding gangs, but may not trade Captives back to Outlaw gangs.
- Law Abiding gangs can hire any Hangers-On, Brutes, Hired Guns and Dramatis Personae that do not have the Outlaw special rule.
- Fighters in a Law Abiding gang do not have bounties on their heads.
- Law Abiding gangs have restricted access to the Black Market in the post-battle sequence, though they may freely visit the Trading Post.
- Law Abiding gangs may form Guild Alliances (as described in *Necromunda: The Book of Peril*).

EFFECTS OF BEING AN OUTLAW GANG

Outlaw gangs gain the following effects:

- Outlaw gangs cannot Claim Bounties on any Captives taken, but can dispose of them (removing them from the campaign) or, in some cases, sacrifice them to the Dark Gods, once their owner's gang has had a chance to rescue them.
- Outlaw gangs may trade captives with any other gang as they wish.
- Outlaw gangs can hire only Outlaw Hangers-on, Brutes, Hired Guns and Dramatis Personae.
- All fighters in an Outlaw gang have a bounty on their head ([see page 61](#)).
- Outlaw gangs have restricted access to the Trading Post in the post-battle sequence, though they may freely visit the Black Market.
- Outlaw gangs may form Criminal Alliances ([see page 12](#)).
- Hired Guns (Bounty Hunters, Hive Scum, etc.) hired by an Outlaw gang automatically gain the Outlaw special rule (see left).
- Outlaw gangs may not hire any Dramatis Personae that do not have the Outlaw special rule.

OUTLAW HOUSE GANGS

When a House Gang – Goliath, Van Saar, Delaque, Escher, Cawdor and Orlock – becomes an Outlaw gang, they lose their connections with their House. This means they cannot purchase House-specific Brutes and Exotic Beasts (though they may keep those they already own) or hire House-specific Dramatis Personae.

CHANGING ALIGNMENT

There are two ways a gang can change alignment:

1. **Forced:** A gang can be forced to change alignment because they claim an Intrigue from a category that does not match their alignment and are caught (see Intrigues [on page 63](#)).
2. **Declared:** Once during the course of a campaign, a gang can declare that it is changing alignment between games by simply declaring to the Arbitrator that they are doing so (see Changing Sides [on page 60](#)).

When a gang changes alignment, it will lose any Hangers-on (but not Brutes) it had previously hired. Such low-level flunkies will often be unwilling to follow their previously Law Abiding employers into the life of an outlaw, or may be unable to secure a pardon and find themselves unpopular reminders of an Outlaw past within the gang's hideout.

Additionally, should a gang that has made any Alliances change alignment, it must immediately Test the Alliance as described [on page 13](#), adding 3 to the dice roll.

RACKETS

Each Racket is an endeavour in the hive that yields the gang running it power, wealth and a host of other benefits. At the start of a campaign, each of the gangs will control a small number of Rackets. Gangs gain control of further Rackets by forcefully taking control of them from their enemies in battle, and hold onto the Rackets they control by winning battles. Each Racket also grants the gang that controls it a benefit, called a Boon.

INTRIGUES

Intrigues are sub-plots a player can choose to fulfil during any game played in a Law and Misrule Campaign. Each Intrigue represents an opportunity that will give the gang great rewards if they claim it. Intrigues fall into two categories: Law Abiding or Outlaw, but can be claimed by any gang regardless of alignment. However, if a gang claims an Intrigue from a category that does not match their alignment, there is a risk that the gang may be forced to change alignment.

WINNING

Rather than a single winner, there are many Triumphs that a gang can achieve in a Law and Misrule Campaign. At the end of the campaign the Arbitrator totals up each gang's total enemy Leaders taken Out of Action, final Wealth, number of battles fought, final Reputation, and the number of Rackets controlled. They then do a final grand calculation for which side has tipped the scales of balance in this part of the hive.

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



SETTING UP THE CAMPAIGN

Setting up a Law and Misrule Campaign is a task that falls to the Arbitrator, that heroic individual 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 Rackets that the gangs will be fighting over. This is best done in a single evening or session where everyone playing in the campaign meets, goes through all of the steps of setting up the campaign together and generally gets excited about the fun ahead.

NUMBER OF GANGS

A Law and Misrule Campaign is ideally suited to between six and ten gangs. This allows for a good number of battles to be fought during the Expansion phase ([see page 44](#)) for control of unclaimed Rackets. Larger campaigns are possible, but the Arbitrator will need to increase the number of Rackets. The easiest way to do this is to double the number of Rackets, from 26 to 52.

SET START AND END DATES

A Law and Misrule Campaign is divided into six campaign weeks split into two phases: the Expansion phase and the Justice phase. A single campaign week of Downtime falls between the Expansion and Justice phases, meaning that the campaign will last a total of seven campaign weeks. The first step in setting up the campaign is for the Arbitrator to determine the start date. They then share this vital information with the players!



DESIGNER'S NOTE — CAMPAIGN WEEKS

It is worth noting that, although the text talks about 'campaign weeks', we don't strictly mean one calendar week of seven days! Real life can interfere and time to play games can be scarce. There is nothing wrong with a campaign week lasting two or three weeks if the Arbitrator and the players wish. So long as everyone taking part knows what is meant by the term 'campaign week', all should be well.

CONTROL OF RACKETS

At the start of the campaign, each participating player will need to determine the Rackets their gang controls. To do this, the Arbitrator shuffles all 26 of the Racket cards from the pack of Intrigues & Rackets Card Pack together to form a deck. Rackets are allocated as follows:

1. Each player draws two Rackets from the deck. These are the Rackets they control at the start of the campaign.
2. All remaining cards are kept by the Arbitrator and come into play as a pool of unclaimed Rackets, to be fought over during the Expansion phase.

MAKING A RACKET DECK

The Intrigues & Rackets Card Pack contains cards for each Racket used in the Law and Misrule Campaign. These cards feature all of the Rackets' special rules, and can be used both as gaming aids and when determining the Rackets for the campaign. If you do not have the Intrigues & Rackets Card Pack, you can use half a deck of playing cards to determine the Rackets for a campaign. Remove all Diamonds, Spades and Jokers, leaving just Clubs and Hearts. Each card in these remaining suits corresponds to a Racket, as indicated in the Racket descriptions that follow [on page 72](#).

DESIGNER'S NOTE – COMBINING CAMPAIGNS

Readers will notice that these campaign rules bear a striking similarity to the Dominion campaign rules presented in the *Necromunda Rulebook*. This is entirely deliberate, both to keep the running of the campaign easy by keeping it familiar, and to enable players to combine these two campaign types should they wish.

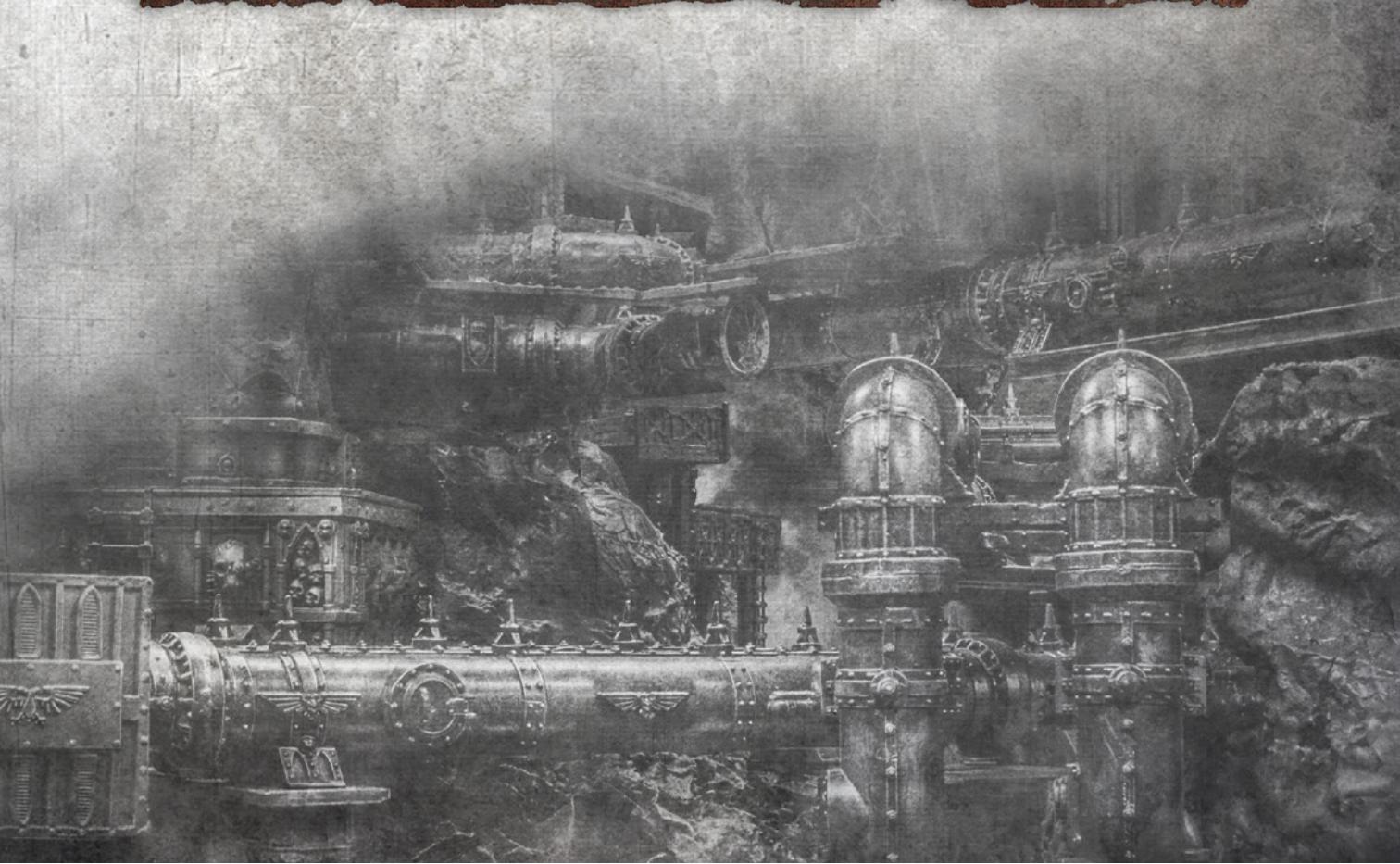
The Law and Misrule Campaign introduces many new ideas, from Law Abiding and Outlaw gangs, to the Black Market, and the idea of Rackets and Intrigues. It is no accident that these rules arrive accompanying the Palanite Enforcers, for without the Palanite Enforcers, who is to say what is a crime?

All of the rules here are designed to work in conjunction with the Dominion campaign should players wish. It is a simple matter to combine the Territories from the Dominion campaign with these rules, allowing players to carve out large territories in which to run their Rackets.

To do this, the Arbitrator will need to keep track of which gang controls which Territory as well as keeping track of Rackets. Players will be able to battle it out over the control of either Territories or Rackets. During the Expansion phase, players can fight for control of unoccupied Territories, during the Justice phase, players can challenge one another for Territories held by a rival, and so on.

This opens up not just scope for more battles (which is always a good thing!), but for ever greater income and rewards in the form of Territory Boons, as well as the exciting narrative potential. Many Territories link naturally to Rackets, and players and Arbitrators are encouraged to consider the possibilities; if a gang controls the Corpse Guild Racket, it makes sense that they would also want to control a Corpse Farm or Bone Shrine Territory. Whilst there may be no in-game bonus for controlling both, it is easy to imagine that fighting would become quite bitter to secure such a monopoly.

Arbitrators may wish to take this narrative further, and we'd encourage them to reward gangs that can gain control of Rackets and Territories that share a common theme. Perhaps in the form of increased Reputation, or maybe some other, less obvious benefit.



FOUNDING GANGS

Before the campaign begins, each player must found a gang. Each gang has a starting budget of 1,000 credits, and must be created using any of the lists mentioned [on page 37](#). This budget can be spent on fighters (following the restrictions in each Gang List) and equipment from that gang's House 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 Law and Misrule Campaign, gangs have a number of attributes, which are tracked on their roster. These attributes, and their starting values, are explained as follows:

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 Law and Misrule 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 territory. 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.

Reputation Keyword: All gangs have a keyword attached to their reputation to indicate their alignment: Law Abiding or Outlaw. For example a gang's Reputation might be (Law Abiding) 9, and another gang's Reputation might be (Outlaw) 2.



FIGHTER CAMPAIGN ATTRIBUTES

In a Law and Misrule 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 Law and Misrule Campaign related information, such as Rackets 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 43](#): the gang's name (1) and House (2), its Gang Rating (3), Reputation (4) and Wealth (5), the Rackets 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

RACKETS HELD

6

STASH

7

FIGHTER NAME

8

TYPE

9

COST

10

XP

11

ADV

12

REC

13

CAPTURED BY/
LASTING INJURIES

14

RUNNING THE CAMPAIGN

The Law and Misrule Campaign is divided into three phases:

- | | |
|--------------------|------------------------------|
| 1. Expansion phase | Maximum three campaign weeks |
| 2. Downtime | One campaign week |
| 3. Justice phase | Minimum three campaign weeks |

ISSUING AND ACCEPTING CHALLENGES

During a Law and Misrule Campaign, battles are fought on a challenge basis:

- During each campaign week, each player may issue one challenge to another gang to battle over control of a stake (this will usually be a Racket, but might be a Territory from the Dominion campaign if these rules are also in use) nominated by the challenger:
 - During the Expansion phase, the challenger nominates one uncontrolled Racket (or Territory) to be the stake of the battle. This is then removed from the pool by the Arbitrator until the battle is concluded.
 - During the Justice phase, the challenger nominates one Racket (or Territory) controlled by the gang they are challenging to be the stake of the battle.
- If one of a gang's fighters has been captured by another gang, rather than nominating the stake of a battle, a gang that has had one of its fighters captured by another gang may issue a challenge to that gang to play a Rescue Mission (see page 134 of the *Necromunda Rulebook*).
- When a gang is challenged, they may accept or decline. If the challenge is accepted, a battle is fought. If the challenge is declined, the stake is automatically claimed by the challenger.
- If a gang receives two or more challenges within a single campaign week, they may decline the second and any subsequent challenges without penalty, provided they have also issued at least one challenge themselves.
- If a player has played all outstanding battles (including their issued challenge and any challenges accepted) and there is still time left in the campaign week, they may issue another challenge.

The gang that wins the battle takes control of the Racket (or retains control of the Racket, as the case may be). If the battle results in a draw:

- During the Expansion phase, neither gang takes control of the Racket.
- During the Justice phase, the gang that controlled the Racket before the battle retains control of the Racket.

THE EXPANSION PHASE

During the Expansion phase, each battle played out between gangs has a single unclaimed Racket at stake, and the winner of the battle gains control of that Racket. The Racket at stake from those currently available should be decided between the players when issuing and accepting challenges.

If at any point during the Expansion phase all of the Rackets are controlled by a gang and there are no more uncontrolled Rackets to fight over then the Expansion phase ends and Downtime begins. Otherwise, the Expansion phase ends after three campaign weeks, Downtime begins and any unclaimed Rackets are lost.



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

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 below) if they just can't be away from the roar of guns and chainblades for that long!

THE EFFECTS OF DOWNTIME

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

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

1. FIGHTERS RECOVER

Any In Recovery boxes on the gang roster are cleared.

2. 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.

3. 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 Justice 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 Rackets held by any of the gangs. They are a great opportunity for the Arbitrator to design a custom scenario, to use the Arbitrator tools or to play some of the narrative scenarios from the *Necromunda Rulebook*. Fighters can earn Experience and suffer Lasting Injuries from a side battle, but should not gain or earn Income, and gangs should not gain credits or Reputation as a reward for a side battle. Instead, the Arbitrator should create a special reward for the victor or victors of a side battle, such as an unpredictable piece of archaeotech, a unique chem, or a custom Tactics card.

THE JUSTICE PHASE

In the Justice phase, when a player issues a challenge they must nominate a Racket currently controlled by the gang they are challenging which they wish to seize control of. This allows gangs to take control of Rackets from their rivals by force, increasing their power and prestige in the underhive.

THE ROLE OF THE ARBITRATOR

Over the course of a campaign, it is the job of the Arbitrator to keep track of the following information:

- How many battles each gang has fought.
- Which gang controls which Racket.
- Which unclaimed Rackets have been nominated and are due to be fought over.
- The number of gang leaders of a different alignment 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 the gang's 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 73 of the *Necromunda Rulebook*) gains 1 Experience for overcoming their fear and returning to the action.

ADVANCEMENTS

At the start of a battle, during the pre-battle sequence, each player has the chance to purchase Advancements for their Leader, Champions, Juves, Specialists and any eligible Gangers by spending Experience (XP) accrued. The XP cost of these Advancements is shown on the table below.

The fighter's card is updated accordingly with the Advancement taken, the fighter's XP is reduced by the amount spent to purchase the Advancement, the fighter's total number of Advancements is increased by one (on the gang roster) and the fighter's Credits value is adjusted by the amount shown, which will in turn increase the Gang Rating.

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





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

GANGERS

Whilst Leaders, Champions and Juves are central to a gang's narrative, Gangers are its 'supporting cast'. As such, they spend Experience and gain Advancements in a simplified manner. Whenever a Ganger reaches 6 XP, the controlling player rolls 2D6 on the table below, updates the Ganger's Fighter card and their credits value accordingly, and resets their XP to 0.

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).



SKILLS

Skills can be obtained by Leaders, Champions and Juves (as well as by Gangers who have become Specialists). The skills that are available are listed on the table below.

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

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

GAINING A SKILL

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

D6	Agility	Brawn	Combat	Cunning	Ferocity
1	Catfall	Bull Charge	Combat Master	Backstab	Berserker
2	Clamber	Bulging Biceps	Counter-attack	Escape Artist	Fearsome
3	Dodge	Crushing Blow	Disarm	Evade	Impetuous
4	Mighty Leap	Headbutt	Parry	Infiltrate	Nerves of Steel
5	Spring Up	Hurl	Rain of blows	Lie Low	True Grit
6	Sprint	Iron Jaw	Step Aside	Overwatch	Unstoppable

D6	Leadership	Palanite Drill	Shooting	Savant
1	Commanding Presence	Got Your Six	Fast Shot	Ballistics Expert
2	Inspirational	Helmawr's Justice	Gunfighter	Connected
3	Iron Will	Non-verbal Communication	Hip Shooting	Fixer
4	Mentor	Restrain	Marksman	Medicæ
5	Overseer	Team Work	Precision Shot	Munitioneer
6	Regroup	Threat Response	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 55) 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. |



"I'm not sure those Enforcers are any better than we are. I mean, I never shot up a hab block cause a kid looked at my boss funny."

Grindel Mirehand,
Dome Runner

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.

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 includes any Bounty Hunters, add +1 to the result of the roll for each. If the result is 11 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 their Stash of the name of the fighter they now hold Captive.

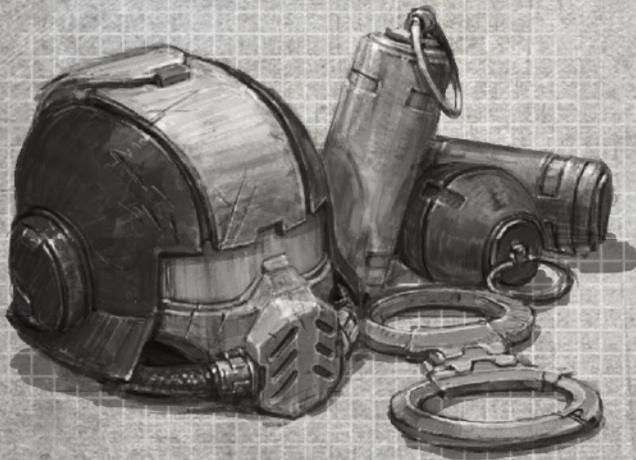
CAPTURED FIGHTERS

When a fighter is Captured, their gang has a chance to rescue them. The Captured fighter's controlling player may issue a challenge to the gang that holds their fighter Captive to play a Rescue Mission. This supersedes the usual challenge process and the Determine Scenario step of the pre-battle sequence ([see page 52](#)) – instead, the Rescue Mission scenario is played.

If a gang does not wish to attempt to rescue a captured fighter, or if the rescue attempt fails:

- A Law Abiding gang may claim a bounty on a Captive from an Outlaw gang ([see page 61](#)) during the post-battle sequence of that battle.
- An Outlaw gang may dispose of or sacrifice a Captive from either a Law Abiding or Outlaw gang during the post-battle sequence of that battle.
- The gang that holds the Captive may trade them back to the gang they belong to or to any other gang that wants the Captive, if they are able to trade with that gang ([see page 51](#)).

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.



TRADING CAPTIVES

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 make a trade to secure a Captive's return. Additionally, once a Rescue Mission has been attempted and failed, the gang that holds the Captive is free to trade them to any gang they wish and that they are able to trade them to.

This trade could be a payment of credits, a trade for another Captive, even surrendering a Racket (or Territory), a valuable item of equipment, or anything else – it 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 transferred to the gang that the trade was made with. If they captured fighter is returned through a trade to the gang they belong to, they immediately become available to the gang once more.

FLEEING THE BATTLEFIELD

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

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



THE PRE- AND POST-BATTLE SEQUENCE

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

THE PRE-BATTLE SEQUENCE

The pre-battle sequence has nine steps:

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

1. MAKE A CHALLENGE AND STAKE RACKET

For a battle to be fought, one player must challenge another player to play a game, as described [on page 44](#). The challenger nominates an eligible Racket as the stake for the game, be it an as yet unclaimed Racket or one of their opponent's Rackets that they wish to seize control of. The challenged player must then either accept or refuse the challenge.

2. BUY ADVANCEMENTS AND RECRUIT HIRED GUNS

Each player can spend Experience to purchase Advancements for their fighters ([see page 46](#)). 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

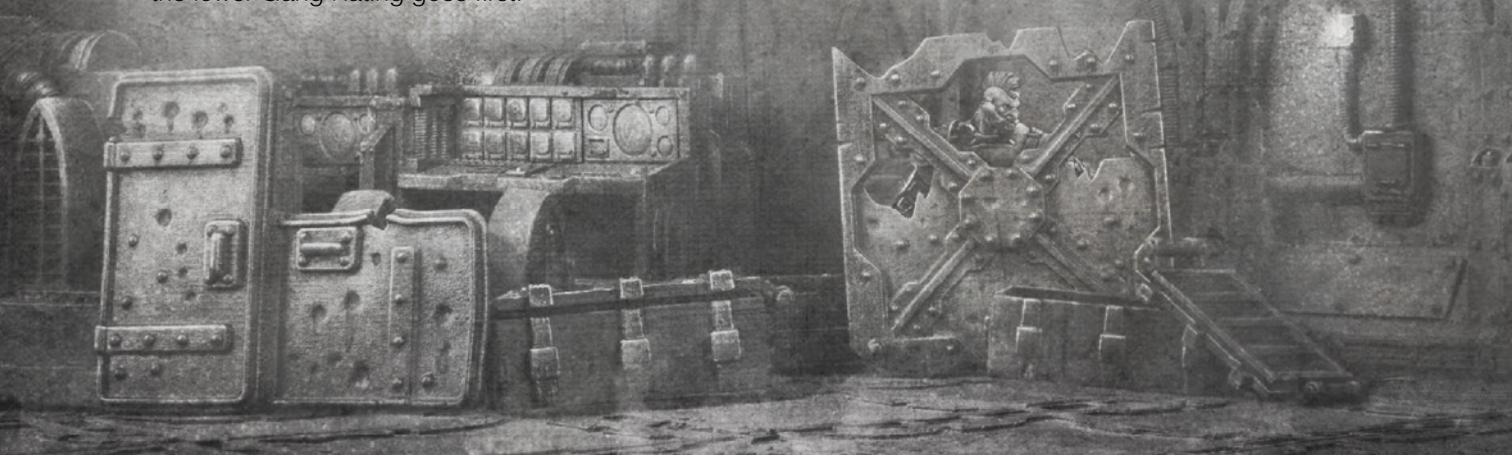
To determine which scenario will be used, roll 2D6 on the following table:

2D6	Result
2-3	The player with the greater number of Rackets chooses which scenario to play. If both players have the same number of Rackets, both players should roll a D6, with the player who rolls the highest choosing. If the scenario dictates there is an attacker and a defender, see page 91 of the <i>Necromunda Rulebook</i> .
4-5	Play the Looters or The Trap scenario.
6-7	Play the Ambush or the Marauders scenario.
8-9	Play the Border Dispute or the Smash and Grab scenario.
10-12	The player with fewer Rackets chooses which scenario to play. If both players have the same number of Rackets, the winner of a roll-off chooses which scenario to play. If the scenario dictates there is an attacker and a defender, see page 91 of the <i>Necromunda Rulebook</i> .

DETERMINING THE ATTACKER AND DEFENDER

During the Expansion phase of the Law and Misrule 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 Justice phase of a Law and Misrule Campaign, where a scenario specifies that there is an attacker and a defender, the player who issued the challenge (see page 90 of the *Necromunda Rulebook*) is automatically the attacker (unless the challenged player also holds a Wastes territory – see page 100 of the *Necromunda Rulebook*).



HOME TURF ADVANTAGE

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

RESCUE MISSION

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 Racket is staked on this battle; the Captured fighter is effectively the stake.

4. DRAW INTRIGUES

The players each draw three Intrigue cards and, after reading them, place them face-down beside the battlefield. Both players should read the text on each card. These Intrigues can be claimed by either player during the battle as described in the Intrigues section [on page 64](#). Any special rules that affect the battlefield set-up should be dealt with in the Set Up Battlefield step.

5. SET UP THE BATTLEFIELD

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

6. CHOOSE CREWS

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

7. ANNOUNCE BOONS

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

8. TACTICS CARDS

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

9. DEPLOYMENT

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



'CUTTER' KRAKE
DOG SOLDIERS
HOUSE GOLIATH

THE POST BATTLE SEQUENCE

The post-battle sequence has eight steps:

1. Wrap-up
2. Make Alignment Checks
3. Assign/Reassign Racket
4. Receive Rewards
5. Collect Income
6. Post-battle Actions
7. Update Roster
8. 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 50). Any other events that take place 'at the end of the battle' are triggered here. Fighters that were In Recovery have healed 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!

'HATCHET' GROZSE
FORGIVEN FEW
HOUSE CAWDOR



2. MAKE ALIGNMENT CHECKS

If a gang claimed one or more Intrigues from a category that did not match their alignment during the battle (as described on page 63), they must make an Alignment check for each such Intrigue claimed. To make an Alignment check:

- Roll a number of D6 as detailed in the description of the Intrigue claimed.
- If the gang is Law Abiding, roll an extra D6 for each fighter that took part in the battle equipped with an Illegal item.

On the roll of a 1 on any of the dice, the gang's actions have caused their alignment to change. The gang's alignment immediately changes.

Gangs that cannot change their alignment, such as Enforcers or Chaos Cultists, suffer a loss of 5 Reputation every time they fail an Alignment check.

3. ASSIGN/REASSIGN RACKET

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

4. RECEIVE REWARDS

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

GAINING AND LOSING REPUTATION

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

5. COLLECT INCOME

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

6. 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 that follow are always available, but others might also become available through special Rackets, skills or other means.

TRADE

There are two types of Trade action; Regular Trade and Black Market Trade:

- A Leader or Champion belonging to a Law Abiding gang may make a Regular Trade action and visit the Trading Post, increasing the gang's chances of finding Rare items as described [on page 57](#).
- When a Leader or Champion belonging to an Outlaw gang makes a Black Market Trade action, they increase the gang's chances of finding Rare and Illegal items as described [on page 57](#).

Alternatively, a Leader or Champion belonging to a Law Abiding gang may attempt to make a Black Market Trade action:

- Make an Intelligence check for the fighter making the action. If the check is passed, the gang may purchase items from the Black Market. If the check is failed, it cannot.

However, when a fighter from a Law Abiding gang visits the Black Market, they will find it harder to access Rare and Illegal items. Black marketeers are often unwilling to sell their most valuable goods to those who cannot be vouched for by mutual contacts.

Finally, a Leader or Champion belonging to an Outlaw gang can make a Regular Trade action:

- Make a Cool check for the fighter making the action. If the check is passed, the gang may purchase items from the Trading Post. If the check is failed, it cannot.

However, when a fighter from an Outlaw gang visits the Trading Post, they will find it harder to access Rare items. It is often hard for the criminal classes to move around freely and find those items readily available to others.

CLAIM BOUNTIES/TRADE CAPTIVES/ DISPOSE OF CAPTIVES

As described [on page 61](#), Law Abiding gangs can claim bounties for any enemy fighters belonging to Outlaw gangs that suffered a Memorable Death result on the Lasting Injury table, or that they have Captured (providing the Captive's controlling player has had the opportunity to attempt a Rescue Mission, as described on page 134 of the *Necromunda Rulebook*).

Alternatively, Outlaw gangs can dispose of any enemy fighters they have captured, providing the Captive's controlling player has had the opportunity to attempt a Rescue Mission.

The Captive's controlling player should be informed as soon as possible that the bounty has been claimed for their fighter, and must delete that fighter 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.



7. UPDATE ROSTER

These steps are carried out in order:

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

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

A. DELETE DEAD OR RETIRING FIGHTERS

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

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

LOSS OF A LEADER

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

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

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



B. VISIT THE TRADING POST

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

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

GANG COMPOSITION

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

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

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

Note that equipment granted as a Racket 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 or the Black Market. Roll 2D6 to determine the availability of items, adding the following bonuses:

- +2 if the gang's Leader is making a Regular Trade post-battle action.
- +1 for each Champion making a Regular Trade post-battle action.
- +1 for every full 10 Reputation the gang has (for example, a gang with Reputation 24 would get +2).
- -2 if an Outlaw gang is attempting to purchase Rare items from the Trading Post.
- -1 if a Law Abiding gang is attempting to purchase items from the Black Market.
- +/-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 or Black Market 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.

Seek Illegal Equipment: This action is only performed once and is done to determine the availability of Illegal items on offer at the Black Market. Roll 2D6 to determine the availability of items, adding the following bonuses:

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

The result is the Availability level – the higher it is, the more illegal the equipment that is on offer. The gang can now purchase Illegal items from the Black Market with an Illegal value equal to or lower than the Availability level.



C. GAIN BOONS FROM RACKETS

Some Rackets grant a gang additional recruits, Hangers-on, or equipment – see Rackets from [page 72](#) onwards for details.

D. DISTRIBUTE EQUIPMENT

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

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

Players are reminded that no fighter can discard a weapon once added to their Fighter cards as described on page 11 of *Necromunda: Gangs of the Underhive*. Leaders and Champions however can have multiple equipment sets as follows.

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's 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.

8. 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 Racket the victor gained control of, how many enemies each gang took Out of Action and the final Gang Rating and Wealth of the gangs.



'STOMPER' ROX
WYRD SISTERS
HOUSE ESCHER

ENFORCER Q-450
PATROL Upsilon-BROWN-Q
Upsilon SECTOR, HIVE PRIMUS
PALANITE ENFORCERS



THE REWARDS OF INFAMY AND DUTY

As a gang's reputation grows, they attract aid and followers just as fresh carrion attracts rats. A gang whose reputation is as lords of crime and misrule may gain the help of all manner of rogues and outcasts, while champions of law and order can gain help from hive authorities and the aid of opportunistic bounty hunters, as well as claim higher bounties for the law breakers they take down.

The Boons granted by Reputation are listed in the Reputation Boons table below. As a gang's Reputation increases, so does the number of Boons it can claim. However, should a gang's Reputation ever fall, it will lose any Boons it is no longer entitled to. For example, if an Outlaw gang has a Reputation of (Outlaw) 8, it will gain a free Scabber Hanger-on. However, should that gang's Reputation fall to below 5, it would lose the Scabber Hanger-on.

CHANGING ALIGNMENT

A gang which changes its alignment loses 3 Reputation immediately. They also lose all the Reputation-based Boons they had and then gain the Reputation-based Boons from their new alignment.

For example: The Iron Lords have a Reputation of (Law Abiding) 10 before they change sides to Outlaw. They lose 3 Reputation because of the change, resulting in a new Reputation of (Outlaw) 7. They lose the Claiming Enhanced Bounties and Propagandist Boons they previously had and gain the Scabber and Black Market Trade Boons.

"It's not that I'm especially fond of the Enforcers or the Guilders, its just I like the guys with tentacles for hands even less."

Jelgmar 'Looselips',
Bounty Hunter

Reputation	Outlaw Boons	Law Abiding Boons
1-4	Black Market Trade: The gang gains unrestricted access to the Black Market.	Claiming Bounties: The gang gains the ability to Claim Bounties for members of Outlaw gangs.
5-9	Recruit: The gang may immediately hire one Scabber Hanger-on for free (see page 88).	Recruit: The gang may immediately hire one Propagandist Hanger-on for free (see page 90).
10-14	Black Market Trade Discount: The gang gains a 10% discount on all Black Market items at the Black Market.	Claiming Enhanced Bounties: The gang gains +50% for all bounties claimed for members of Outlaw gangs.
15-19	Recruit: The gang may hire up to two Outlaw Hive Scum Hired Guns for free during the pre-battle sequence of every battle.	Recruit: The gang may hire one Bounty Hunter Hired Gun for free during the pre-battle sequence of every battle.
20-24	Black Market Trade Discount: The gang gains a 25% discount on all Black Market items.	Claiming Enhanced Bounties: The gang gains +100% for all bounties claimed for members of Outlaw gangs.
25+	Recruit: The gang may immediately hire one Proxy Hanger-on for free (see page 89).	Recruit: The gang may immediately hire one Fixer Hanger-on for free (see page 88).

BLACK MARKET TRADE

A gang with this Boon may visit and purchase items from the Black Market freely, without risk. Once a gang has become Outlaw, it has little reason to worry about the risks of using illegal equipment!

BLACK MARKET TRADE DISCOUNT

A gang with this Boon discounts the cost of items purchased from the Black Market as indicated, rounding down to the nearest 5 credits. These discounts are not cumulative, so the best discount is applied.

CLAIMING BOUNTIES

Law Abiding gangs can claim bounties for enemy fighters belonging to Outlaw gangs that suffered a Memorable Death result on the Lasting Injury table, or that they have Captured, providing the Captive's controlling player has had the opportunity to attempt a Rescue Mission, as described on page 134 of the *Necromunda Rulebook*.

- For every fighter belonging to an Outlaw gang that suffered a Memorable Death result on the Lasting Injury table during the preceding battle, this gang claims a bounty of 2D6x10 credits.
- When a Law Abiding gang claims a bounty for a fighter belonging to an Outlaw gang that they have Captured, they are worth their full value in credits.

CLAIMING ENHANCED BOUNTIES

A gang with this Boon increases any bounties they receive as indicated. These increases are not cumulative, so the best increase is applied.

RECRUIT

A gang with this Boon gains one Hanger-on of the type listed free of charge. If their Reputation should fall in the future, this Hanger-on is immediately lost.



ENFORCER SERGEANT 'GIDION'
PATROL DELTA-GREEN-N
DELTA SECTOR, HIVE TEMENOS
PALANITE ENFORCER

61

"Scratch the surface and you will find all you will need in the back alleys. Off-world trinkets in abundance and even xenos technology is possible. With the right contacts, you can rule the hive."

Narragtex,
Shadow Spiders,
House Delaque

ENDING THE CAMPAIGN

The Law and Misrule 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 before doing Weighing all in the Balance.

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 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

Racketeer

Criteria

Most Rackets at the end of the campaign.

Hit Man

Most gang Leaders belonging to gangs of a different alignment taken Out of Action across the whole campaign.

Financier

Largest Wealth at the end of the campaign.

Muscle

Most battles fought across the whole campaign.

Lord of Law/Misrule

Highest Reputation at the end of the campaign.

WEIGHING ALL IN THE BALANCE

The Law and Misrule Campaign is about the balance of power between Law and Misrule. As such, there must be a weighing of which side has tipped the scales in its favour. Each Triumph that is won is worth 1 point. The alignment with the most points is declared to have Tipped the Balance.

EXTENDING THE LAW AND MISRULE CAMPAIGN

Players and Arbitrators may want to run a Law and Misrule Campaign for longer than seven campaign weeks. This can easily be done by increasing the number of campaign weeks each phase lasts.

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 Law and Misrule 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. Juvies 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 amount of credits as new gangs.

In this way, players are able to follow characters through several campaigns, perhaps 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!

INTRIGUES

Intrigues are a special form of sub-plot a player can choose to fulfil during any game played in a Law and Misrule Campaign. Each Intrigue represents an opportunity; a tempting offer or gambit that will give the gang great reward if they claim it. Intrigues fall into two categories: Law or Misrule, but can be claimed by any gang regardless of alignment. If a gang claims an Intrigue from a category that does not match their alignment, there is a risk that word of their actions will get out, harming their reputation and credibility, and perhaps forcing the gang to change alignment.

DESIGNER'S NOTE – SUB-PLOTS

As Intrigues are a variant of sub-plots (see page 150 of the *Necromunda Rulebook*), it is recommended that other sub-plots are not used in a Law and Misrule Campaign as they add another layer of possibilities to games which, in addition to Intrigues, can make those games a bit overburdened with rules.

DRAWING INTRIGUES

Both players draw three Intrigue cards at the start of each battle, during step 4 of the pre-battle sequence. After reading their cards, both players should place them face-down beside the battlefield.

CLAIMING INTRIGUES

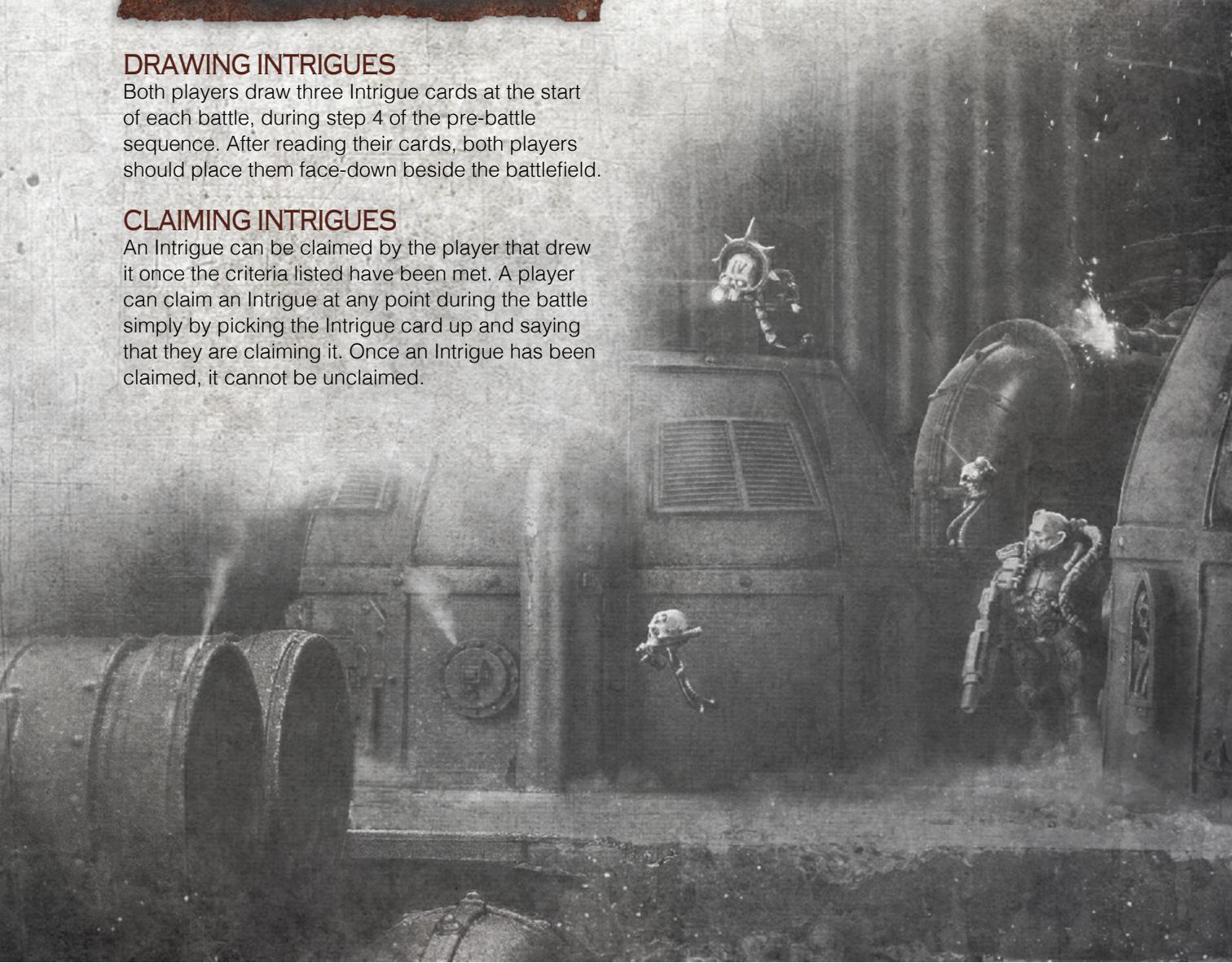
An Intrigue can be claimed by the player that drew it once the criteria listed have been met. A player can claim an Intrigue at any point during the battle simply by picking the Intrigue card up and saying that they are claiming it. Once an Intrigue has been claimed, it cannot be unclaimed.

BETRAYING YOUR ALIGNMENT

If a gang claims an Intrigue from a category that does not match their alignment, it will have to make an Alignment check during step 2 of the post-battle sequence, as described [on page 54](#). If this test if failed, the gang's alignment will immediately change.

MAKING AN INTRIGUE DECK

The Intrigues & Rackets Card Pack contains cards for each Intrigue used in the Law and Misrule Campaign. These cards feature all of the Intrigues' special rules. If you do not have the Intrigues & Rackets Card Pack, you can use half a deck of playing cards to determine the Intrigues before a battle. Remove all Hearts, Clubs and Jokers, leaving just Diamonds and Spades. Each card in these remaining suits corresponds to an Intrigue, as indicated in the Intrigue descriptions that follow.



INTRIGUES

WRECK THE PLACE (ACE OF DIAMONDS)

Tear things down! Break what works and leave the rest in ruin.

Category: Outlaw

Alignment Test: D6

Reward: +1 Reputation

Criteria: If any of your fighters can reach your opponent's deployment zone, they may perform the Vandalise (Basic) action. Each time this action is performed, make a note. If this action is performed twice, your gang can claim this Intrigue.

If your opponent's deployment zone does not follow the standard rules as given on page 119 of the *Necromunda Rulebook*, you may discard this Intrigue and draw another.

SEED THE REBELLION (TWO OF DIAMONDS)

Rise up! Rise up against the overlords!

Category: Outlaw

Alignment Test: D6

Reward: +1 Reputation

Criteria: If any of your fighters can reach your opponent's deployment zone, they may perform the Graffiti (Basic) action. Each time this action is performed, make a note. If this action is performed twice, your gang has claimed this Intrigue. If this action is performed four times, your gang can claim this Intrigue and is rewarded with +2 Reputation, rather than the usual +1.

If your opponent's deployment zone does not follow the standard rules as given on page 119 of the *Necromunda Rulebook*, you may discard this Intrigue and draw another.

BURN IT DOWN! (THREE OF DIAMONDS)

Set a fire and leave nothing but ashes!

Category: Outlaw

Alignment Test: 2D6

Reward: +2 Reputation

Criteria: If any of your fighters can reach your opponent's deployment zone, they may perform the Start Fire (Basic) action. Place a Blaze token in base-to-base contact with the fighter. From the start of the next round, any fighter that moves within 3" of the Blaze token takes an automatic Strength 3, AP -, Damage 1 hit. If this action is performed twice, your gang can claim this Intrigue. If this action is performed four times, your gang can claim this Intrigue and is rewarded with +3 Reputation, rather than the usual +2.

64

"BRING DOWN THE
HIVE. UNDERHIVE
FOR UNDERHIVERS!"

Graffiti found in outlaw
hideout, Hive Primus

BLOW IT UP! (FOUR OF DIAMONDS)

There is no greater symbol of rebellion than structures that have stood for millennia reduced to ruins.

Category: Outlaw

Alignment Test: 3D6

Reward: +4 Reputation

Criteria: Choose a fighter on your crew to be the bomb carrier. This fighter can perform the Plant Bomb (Double) action. If the bomb carrier completes this action once whilst within 6" of the centre of the battlefield then the bomb has been planted. At the end of the battle, the bomb explodes and your gang can claim this Intrigue. Any fighters within 6" of the centre of the battlefield at the end of the battle are taken Out of Action. Should the bomb carrier be taken Out of Action before planting the bomb, the model is replaced by a frag trap booby trap.

MAKE THEM BLEED! (FIVE OF DIAMONDS)

If you can make someone bleed, you show they are weak.

Category: Outlaw

Alignment Test: 2D6

Reward: +4 Reputation, opponent loses -2 Reputation

Criteria: If, at the end of the battle, your gang has taken the enemy gang's Leader and all of their Champions that took part in this battle Out of Action, your gang can claim this Intrigue.

CLEAR THE SMUGGLING ROUTES (SIX OF DIAMONDS)

A smuggling cartel wants a clear passage to move its goods through an area, and needs a gang to make a path.

Category: Outlaw

Alignment Test: 2D6

Reward: 200 credits

Criteria: If, at the end of the battle, no enemy fighters are within their own deployment zone, your gang can claim this Intrigue.



*"What a pretty tower.
Shame if it fell over."*

'Bommer' Destrein,
Waste Wanderers,
House Orlock



COLLECT A DEBT (SEVEN OF DIAMONDS)

Someone owes someone powerful a pile of credits, and it's time for them to pay up!

Category: Outlaw
Alignment Test: D6
Reward: 100 credits

Criteria: When one of your fighters is Engaged with an enemy fighter, instead of performing a Fight (Basic) action, they may perform the Shakedown (Double) action. If this action is performed once, your gang can claim this Intrigue.

REVEAL THE IMPOSTER (EIGHT OF DIAMONDS)

One of your gang members has been replaced by an imposter passing whispers to the law keepers. They need to be uncovered.

Category: Outlaw
Alignment Test: 2D6
Reward: 150 credits

Criteria: At the start of the third round of the battle, after rolling for Priority but before Readyng fighters, one randomly determined fighter from your crew (not a Leader or Champion) is revealed as an imposter and counts as part of the opponent's gang for the remainder of the battle. If one of your fighters manages to take the imposter Out of Action after they have been revealed, your gang can claim this Intrigue. If the imposter is taken Out of Action, no Lasting Injury roll is made for the fighter replaced, as they never really took part in the battle.

STAND ALONE (NINE OF DIAMONDS)

If you can stand covered in the blood of your enemies, you can show everyone who is top of the pile.

Category: Outlaw
Alignment Test: 2D6
Reward: +3 Reputation, and the chosen fighter gains the Fearsome skill

Criteria: Choose one enemy Leader or Champion that is taking part in the battle. For the remainder of the battle, they cannot make group activations. However, if the chosen fighter takes three enemy fighters Out of Action by the end of the battle, and has not been taken Out of Action themselves, your gang can claim this Intrigue.

"We never found out who let slip where we'd be. Before we knew it every ganger in the dome was comin' for us. Emperor be damned, that was a costly day."

Jawgor,
Furnace Runners,
House Goliath



HIT THE STIMMS (TEN OF DIAMONDS)

Your gang has been offered the use of some black market alchemy that is decidedly not on the rolls of those approved by the Guilders!

Category: Outlaw

Alignment Test: 3D6

Reward: For the remainder of this battle, your fighters ignore the effects of Flesh Wounds and may immediately discard any Flesh Wounds suffered.

Criteria: By simply announcing your gang will use this Intrigue during the Ready Fighters step of any Priority phase, your gang can claim this Intrigue.

RESURRECT THE DEAD (JACK OF DIAMONDS)

There are ways and means of bringing even the dead back to life. Some are thought to be mere stories: the Shunned Guild, the Priest of the Spider Kin, the Elixirs of the Pale Abyss. But one thing underlies these rumours – all of them are true!

Category: Outlaw

Alignment Test: 4D6

Reward: During step 6 of the post-battle sequence, you may choose a single fighter from your gang who has died over the course of this campaign and return them to your roster with any equipment they originally had. Their Toughness is reduced by -1, but they gain the Fearsome skill if they did not have it already.

Criteria: By simply announcing that your gang has completed this Intrigue during the Wrap-up step of the post-battle sequence, your gang can claim this Intrigue.

RUN WITH THE GHASTS (QUEEN OF DIAMONDS)

You have found an undeclared deposit of unrefined Ghast. Now seems the perfect time to use it!

Category: Outlaw

Alignment Test: 2D6

Reward: Choose three members of your crew. They are immediately treated as having taken a dose of Ghast ([see page 124](#)). Additionally, D6+1 doses of Ghast are added to the gang's Stash during step 2 of the post-battle sequence.

Criteria: By simply announcing your gang will use this Intrigue during the Ready Fighters step of any Priority phase, your gang can claim this Intrigue.

"Nuffin' worse than those weirdos that bring the dead back. Guilders get proper angry when you claim a bounty only for the fool to get back up again."

Killian Shindala,
Bounty Hunter



CORRUPT THE MACHINE (KING OF DIAMONDS)

A mysterious stranger has hired you to plant some scrap code in the local cogitator network.

Category: Outlaw
Alignment Test: 2D6
Reward: 150 credits

Criteria: Choose three terrain features and/or door consoles at least 6" from your deployment zone and at least 8" from each other. Any Standing and Active fighter from your gang that is within 1" of one of the chosen features may perform the Hacking (Double) action. Make an Intelligence check for the fighter. If the check is passed, they have successfully planted the code. If the code is planted three times, your gang can claim this Intrigue.

STITCH THEM UP! (ACE OF SPADES)

There's money to be made from making the innocent look guilty.

Category: Law Abiding
Alignment Test: 2D6
Reward: 100 credits

Criteria: If one of your Standing fighters is within 1" of a Seriously Injured enemy fighter, instead of performing a Coup De Grace (Simple) action, they may perform the Plant Evidence (Basic) action. Each time this action is performed, make a note. If this action is performed twice, your gang can claim this Intrigue.

THE PRICE OF PEACE (TWO OF SPADES)

Sometimes the clink of credits is louder than the sound of gunfire...

Category: Law Abiding
Alignment Test: D6
Reward: +4 Reputation

Criteria: During the Ready Fighters step of any Priority phase, offer your opponent a bribe of 250 credits – this comes from a 'concerned citizen' eager to keep the peace and does not reduce your gang's Wealth or Income. If your opponent accepts, they immediately forfeit the battle to your gang and your gang claims this Intrigue.

MINIMUM FORCE (THREE OF SPADES)

The minimum force required is the maximum force you can bring to bear.

Category: Law Abiding
Alignment Test: 2D6
Reward: +2 Reputation

Criteria: To claim this Intrigue, your gang must take three enemy fighters Out of Action in close combat, using a weapon with the Melee trait.

*"Gang hideout located.
Purge authorised.
Assign to Theta-Indigo,
Theta-Green and
Theta-Gold patrols.
Bring all to justice."*

Enforcer Captain
'Kexdal', Theta Sector,
Hive Quinspirus,
Palanite Enforcers

HOLD THE LINE (FOUR OF SPADES)

Order is maintained by standing unwavering in the face of anarchy and ruin.

Category: Law Abiding

Alignment Test: 2D6

Reward: +2 Reputation OR claim a single unclaimed Racket

Criteria: Nominate a terrain feature at least 12" from your deployment zone. If, at the end of the battle, there are no enemy fighters within 6" of that terrain feature, your gang can claim this Intrigue.

SHOW OF FORCE (FIVE OF SPADES)

If you break those who oppose you, soon no one will dare to oppose you.

Category: Law Abiding

Alignment Test: 2D6

Reward: +4 Reputation

Criteria: To claim this Intrigue, your gang must take at least six enemy fighters Out of Action either with shooting or in close combat.

KEEP THE TRADE FLOWING (SIX OF SPADES)

Trade is the life blood of the hive, the nourisher of order. It must flow or all will be lost to anarchy.

Category: Law Abiding

Alignment Test: 2D6

Reward: 150 credits

Criteria: If, at the end of the battle, at least four of your fighters are Standing and Active or Standing and Engaged within your enemy's deployment zone, your gang can claim this Intrigue.

CUT OFF THE HEAD (SEVEN OF SPADES)

Those who watch and judge need you to shadow one of the souls they have marked for retribution.

Category: Law Abiding

Alignment Test: 2D6

Reward: +1 Reputation per enemy Champion taken Out of Action, +2 Reputation for an enemy Leader taken Out of Action.

Criteria: If, at the end of the battle, you have taken your enemy's Leader or any of their Champions Out of Action, announce you are claiming this Intrigue and receive the rewards as described above.



"Victory is not achieved through brute force alone. Remove their leaders, their demagogues, their heroes. The followers will scatter, and become little more than prey."

Mirage, Dark Serpents,
House Delaquer



"Resistance is admittance of guilt. The innocent do not struggle in the face of justice. They accept that the Emperor's judgement is infallible and their actions have wronged Him."

Enforcer Captain 'Maedox', Upsilon Sector, Hive Primus, Palanite Enforcers

WATCH FROM THE SHADOWS (EIGHT OF SPADES)

If you cut off the head of the snake then the body will die.

Category: Law Abiding

Alignment Test: 3D6

Reward: 50 credits, and a single fighter that took part in the battle gains a Cunning skill of your choice.

Criteria: During the Ready Fighters step of any Priority phase, randomly choose a fighter from your opponent's crew. For the remainder of this battle, any of your fighters within 12" of the chosen enemy fighter may perform the Shadow (Double) action. A Shadowing fighter can do nothing else this turn, but if the enemy fighter moves, the Shadowing fighter is also moved to remain within 12" of them – unless stopped by impassable terrain or enemy fighters. If at the end of the battle, you have a fighter Shadowing an enemy fighter, your gang can claim this Intrigue.

BREAK THEIR WILL (NINE OF SPADES)

If justice cannot triumph through sanctioned means, it will triumph by paying for the heads of dead criminals.

Category: Law Abiding

Alignment Test: 4D6

Reward: +4 Reputation, opponent loses -2 Reputation

Criteria: You can only claim this Intrigue if the enemy is an Outlaw gang. If it is not, you may discard this Intrigue and draw another. If, at the end of the battle, your gang has taken the enemy gang's Leader and all of their Champions that took part in this battle Out of Action, your gang can claim this Intrigue.

MARK THE IMPURE (TEN OF SPADES)

Evidence must be gathered for the prosecution of a suspected recidivist.

Category: Law Abiding

Alignment Test: D6

Reward: +2 Reputation

Criteria: When one of your fighters activates within 6" of your opponent's Leader, they may perform the Pict Capture (Double) action. If a model that has performed this action begins a later activation within 1" of an edge of the battlefield, you can remove them from play as they make off with the evidence required – this does not count as the fighter going Out of Action. When the battle ends, your gang can claim this Intrigue.



CARRY A GUILD BOND (JACK OF SPADES)

The Guilders need the deeds and bonds of their protected trade carried through a dangerous part of the hive.

Category: Law Abiding

Alignment Test: D6

Reward: +2 Reputation

Criteria: Choose one fighter from your crew to be the courier. If, at the end of any round, the courier is in the enemy's deployment zone, you can remove them from the battlefield (they do not count as going Out of Action) and your gang can claim this Intrigue.

BRING THEM IN DEAD OR ALIVE (QUEEN OF SPADES)

The Merchant Guild offers cold, hard creds for bounties fulfilled – and doesn't care overly much how gangs go about collecting them, as long as they do.

Category: Law Abiding

Alignment Test: 4D6

Reward: 50 credits per enemy fighter taken Out of Action

Criteria: You can only claim this Intrigue if the enemy is an Outlaw gang. If it is not, you may discard this Intrigue and draw another. During the Wrap-up step, claim this Intrigue for each enemy fighter taken Out of Action.

RETRIEVE THE INFORMER (KING OF SPADES)

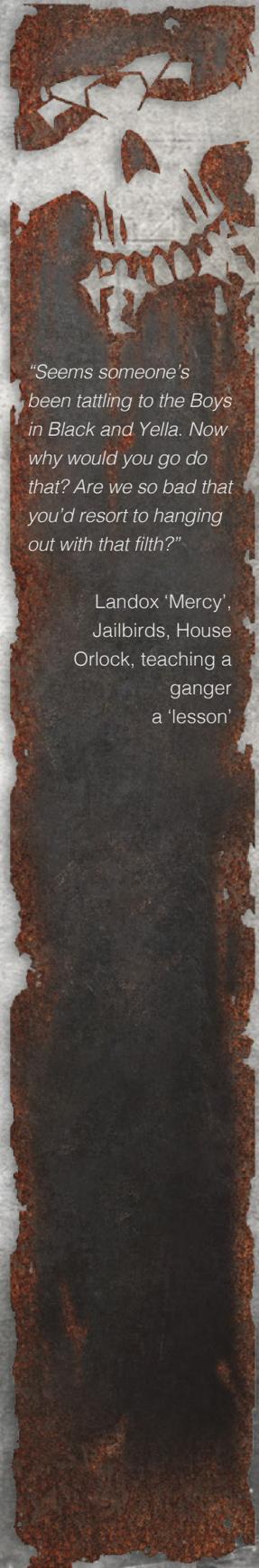
One of the enemy's gang is an Enforcer infiltrator who needs escorting to safety.

Category: Law Abiding

Alignment Test: 3D6

Reward: 150 credits

Criteria: One randomly determined fighter from your opponent's crew (not a Leader or Champion) is revealed as an imposter and counts as part of your gang for the remainder of the battle. If the imposter is Standing and Active within your deployment zone when the battle ends, your gang can claim this Intrigue. If the imposter is taken Out of Action, no Lasting Injury roll is made for the fighter who was replaced by the imposter – they never really took part in the battle.



"Seems someone's been tattling to the Boys in Black and Yella. Now why would you go do that? Are we so bad that you'd resort to hanging out with that filth?"

Landbox 'Mercy',
Jailbirds, House
Orlock, teaching a
ganger
a 'lesson'

RACKETS

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

GUILDER BONDS

Several of the Rackets in the Law and Misrule campaign represent bonds between the Merchants Guild and a gang. These are indicated by the phrase 'Guild Bond' being included in their title. If you have a copy of *Necromunda: The Book of Peril*, gangs with Guild Bond Rackets can choose to substitute the Hired Guns gained as part of the boon with a Guild Entourage (see page 33 of *Necromunda: The Book of Peril*) appropriate to the Guild Boon.



'CINDER' MAE
ASH RUNNERS
HOUSE ORLOCK

RACKET BOONS

Each Racket 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 Racket's Boon so long as it holds that Racket. Once the Racket is lost to another gang, the Boon is lost.

INCOME BOONS

If a Racket 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.

RECRUIT BOONS

Some Rackets 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. Additionally, gang composition rules must be adhered to when recruiting fighters granted by a Boon. 'Free' means you pay no credits to hire the fighter, it does not allow you to ignore gang composition rules.

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 when taking on fighters.

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

EQUIPMENT BOONS

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 Racket was won and can be distributed amongst eligible fighters during the next step of the same post-battle sequence.

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

SPECIAL BOONS

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

LINKED RACKETS AND ENHANCED BOONS

All Rackets have a number of linked Rackets listed in their entry. These represent linked areas of activity that enhance the operation of a Racket. Running smuggling routes out of the hive is much easier if you also have a bond with the Toll Guild, for example. Controlling linked Rackets grants the gang the Racket's Enhanced Boons.

If they control one linked Racket, the gang gains the Enhanced Boon listed for having one linked Racket. If they control two linked Rackets, the gang gains the Enhanced Boon listed for having two linked Rackets.

An Enhanced Boon is in addition to a standard Territory Boon. So a gang will gain all of the Boons listed for controlling the Racket and for controlling linked Rackets. The exception to this is Income. A gang will claim the highest Income Boon available, not all of the Income Boons available.

For example, the Narco-distribution Racket grants an Income Boon of D6x10 credits. If a gang also controls Out-hive smuggling Routes and Ghost Prospecting, they gain the Income Boon listed for having two linked Rackets, which is 3D6x10.

GAINING AND CONTROLLING RACKETS

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

WHERE IS THE LINE BETWEEN GOOD AND BAD?

The keen eyed will notice that with a few exceptions there are very few Rackets that cannot be controlled by either Outlaw or Law Abiding gangs. You can have an Outlaw gang of Genestealer Cultists with a Water Guild bond, just as you could have a Law Abiding Enforcer gang controlling the Cold Trade. This is deliberate and reflects an underlying truth about Necromunda – what is 'legal' has more to do with control and power than it does with notions of objective morality. It is the wishes and interests of those devoted to the Pax Helmawr that matters more than the wellbeing of the indentured workers that dwell within the underhive.

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



"Amateurs, all of them. They can't advance the art for they don't design their own chems. They're nothing but carrion, feeding on the scraps dropped by their betters."

'Acid' Selene,
Hell's Own,
House Escher

RACKETS

NARCO-DISTRIBUTION (ACE OF HEARTS)

Chem-elixirs and narco-distillations flow like rivers through the shadows of Necromunda.

Linked Rackets: Out-Hive Smuggling Routes, Ghost Prospecting.

RACKET BOONS

Income: The gang earns D6x10 credits when they collect Income.

Special: Whilst it controls this Racket, the gang treats Chem-synth, Medicae Kit, Stimm-slug Stash, and any weapon with the Gas or Toxin trait as Common.

ENHANCED BOONS

Income: If the gang also controls one of the Linked Rackets, the gang earns 2D6x10 credits when they collect Income.

Income: If the gang also controls both of the Linked Rackets, the gang earns 3D6x10 credits when they collect Income.

OUT-HIVE SMUGGLING ROUTES (TWO OF HEARTS)

Everything that passes in and out of the hive is checked, authorised and stamped by official process... except when it isn't!

Linked Rackets: Ghost Prospecting, The Cold Trade.

RACKET BOONS

Income: The gang earns D6x10 credits when they collect Income.

ENHANCED BOONS

Income: If the gang also controls one of the Linked Rackets, the gang earns 2D6x10 credits when they collect Income.

Income: If the gang also controls both of the Linked Rackets, the gang earns 3D6x10 credits when they collect Income.

GHAST PROSPECTING (THREE OF HEARTS)

Ghast is the single most precious substance on Necromunda, the secret source of Lord Helmawr's wealth.

Linked Rackets: Out-Hive Smuggling Routes, Caravan Route Control.

RACKET BOONS

Equipment: Whilst it controls this Racket, three fighters in the gang gain a dose of Ghast each battle for free.

ENHANCED BOONS

Income: If the gang also controls one of the Linked Rackets, the gang earns 2D6x10 credits when they collect Income.

Income: If the gang also controls both of the Linked Rackets, the gang earns 4D6x10 credits when they collect Income.

THE COLD TRADE (FOUR OF HEARTS)

The Cold Trade is the traffic in forbidden devices, bought from off-world. Some surface in the depths of the underhive, and command a grand price to those who value them.

Linked Rackets: Out-Hive Smuggling Routes, Spire Patronage.

RACKET BOONS

Equipment: Whilst it controls this Racket, one member of the gang may have a single item from the Xenos Weapons section of the Black Market for free.

Special: Whilst it controls this Racket, the gang treats items from the Xenos Weapons section of the Black Market as Common.

ENHANCED BOONS

Income: If the gang also controls one of the Linked Rackets, the gang earns D6x10 credits when they collect Income.

Income: If the gang also controls both of the Linked Rackets, the gang earns 2D6x10 credits when they collect Income.

LIFE COIN EXCHANGE (FIVE OF HEARTS)

Anyone can be killed if you are willing to pay the coin.

Linked Rackets: Whisper Brokers, Corpse Guild Bond.

RACKET BOONS

Recruit: Whilst it controls this Racket, the gang may recruit two Hive Scum or one Bounty Hunter Hired Gun for free, including their equipment, prior to every battle.

ENHANCED BOONS

Income: If the gang also controls one of the Linked Rackets, the gang earns D6x10 credits when they collect Income.

Special: If the gang also controls both of the Linked Rackets, all of its members gain the Fearsome skill.



"This, my dear friend, is one of a kind. I have it on good authority it was crafted more than 10,000 years ago on a long dead alien world and has felled entire empires with a single shot. It's yours for 300 credits. No returns."

*'Eight-Fingers',
Cold Trader*

"There's only one thing grander than watchin' an Ambull and Grox duel and that's watchin' them tearing through the crowd when they break free."

'Barbed' Trixxie,
Wild Trackers,
House Escher

XENOS BEAST TRAFFICKING (SIX OF HEARTS)

From spire menageries to underhive fighting pits, alien creatures are always in demand.

Linked Rackets: Out-Hive Smuggling Routes, Blood Pits.

RACKET BOONS

Equipment: Whilst it controls this Racket, the gang Leader may be equipped with either a Grapplehawk or a Gyrinx Cat from the Black Market free of charge.

Special: Whilst it controls this Racket, the gang treats Grapplehawks and Gyrinx Cats from the Black Market as Common.

ENHANCED BOONS

Income: If the gang also controls one of the Linked Rackets, the gang earns D6x10 credits when they collect Income.

Special: If the gang also controls both of the Linked Rackets, the gang earns 2D6x10 credits when they collect Income.

WHISPER BROKERS (SEVEN OF HEARTS)

More valuable than jewels and more elusive than clean water, knowledge is true power.

Linked Rackets: Life Coin Exchange, Peddlers of Forbidden Lore.

RACKET BOONS

Special: Whilst it controls this racket, the gang may choose an additional D3 Tactics cards in the pre-battle sequence.

ENHANCED BOONS

Special: If the gang also controls one of the Linked Rackets, when challenged, the gang may choose the Racket that will be at stake in the battle, even though it would normally be chosen by the challenger.

Special: If the gang also controls both of the Linked Rackets, when challenged for a Racket the gang 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.

CORPSE GUILD BOND (EIGHT OF HEARTS)

The Corpse Guild is always looking for agents to help them secure more merchandise for the flesh grinders.

Linked Rackets: None

RACKET BOONS

Special: Whilst it controls this Racket, the gang can control no other Guild Bond Racket.

Recruit: Whilst it controls this Racket, and if the gang is Law Abiding, it forms an automatic alliance with the Corpse Guild and may always add a Corpse Harvesting Party to a crew during any pre-battle sequence (see page 36 of *Necromunda: The Book of Peril*).

Alternatively, or if this Racket is controlled by an Outlaw gang, the gang may recruit one Bounty Hunter and up to two Hive Scum for free during any pre-battle sequence, including their equipment.

Income: Whilst it controls this Racket, the gang gains D6x10 credits when they collect Income. The result of the roll is increased by 1 for every other Racket the gang controls.

SLAVE GUILD BOND (NINE OF HEARTS)

A good pit fighter can fetch a high price in the underhive and it falls to the agents of the Slave Guild to seek out potential sources.

Linked Rackets: None

RACKET BOONS

Special: Whilst it controls this Racket, the gang can control no other Guild Bond Racket.

Recruit: Whilst it controls this Racket, and if the gang is Law Abiding, it forms an automatic alliance with the Slave Guild and may always add a Slaver Entourage to a crew during any pre-battle sequence (see page 38 of *Necromunda: The Book of Peril*).

Alternatively, or if this Racket is controlled by an Outlaw gang, the gang may recruit one Bounty Hunter and up to two Hive Scum for free during any pre-battle sequence, including their equipment.

Income: Whilst it controls this Racket, the gang gains D6x10 credits when they collect Income. The result of the roll is increased by +1 for every other Racket the gang controls.



"Best way to commit a crime is to make nice with the Guilds. They can point you in the direction of the crime the Enforcers ignore."

Fernand Gandora,
Radfire Nobles,
House Van Saar

"Without us, the hive would grow cold and die. We are its lifeblood and all should recognise our strength."

Xeldonia Hindan,
Pyrocaen Lord,
Promethium Guild

PROMETHIUM GUILD BOND (TEN OF HEARTS)

Those in service to the Promethium Guild can expect a 'warm' reception should they fail to execute their duty.

Linked Rackets: None

RACKET BOONS

Special: Whilst it controls this Racket, the gang can control no other Guild Bond Racket.

Recruit: Whilst it controls this Racket, and if the gang is Law Abiding, it forms an automatic alliance with the Promethium Guild and may always add a Pyromantic Conclave to a crew during any pre-battle sequence (see page 35 of *Necromunda: The Book of Peril*).

Alternatively, or if this Racket is controlled by an Outlaw gang, the gang may recruit one Bounty Hunter and up to two Hive Scum for free during any pre-battle sequence, including their equipment.

Income: Whilst it controls this Racket, the gang gains D6x10 credits when they collect Income. The result of the roll is increased by +1 for every other Racket the gang controls.

GUILD OF COIN BOND (JACK OF HEARTS)

Middlemen and merchants fill the underhive, and the Guild of Coin relies upon its agents to make sure these miscreants pay their dues.

Linked Rackets: None

RACKET BOONS

Special: Whilst it controls this Racket, the gang can control no other Guild Bond Racket

Recruit: Whilst it controls this Racket, and if the gang is Law Abiding, it forms an automatic alliance with the Guild of Coin and may always add Toll Collectors to a crew during any pre-battle sequence (see page 39 of *Necromunda: The Book of Peril*).

Alternatively, or if this Racket is controlled by an Outlaw gang, the gang may recruit one Bounty Hunter and up to two Hive Scum for free during any pre-battle sequence, including their equipment.

Income: Whilst it controls this Racket, the gang gains D6x10 credits when they collect Income. The result of the roll is increased by +1 for every other Racket the gang controls.



WATER GUILD BOND (QUEEN OF HEARTS)

Water is life on Necromunda and it is the responsibility of the Water Guild and their agents to protect it, or extract it from those who would presume to cross them.

Linked Rackets: None

RACKET BOONS

Special: Whilst it controls this Racket, the gang can control no other Guild Bond Racket

Recruit: Whilst it controls this Racket, and if the gang is Law Abiding, it forms an automatic alliance with the Water Guild and may always add a Nautican Syphoning Delegation to a crew during any pre-battle sequence (see page 34 of *Necromunda: The Book of Peril*).

Alternatively, or if this Racket is controlled by an Outlaw gang, the gang may recruit one Bounty Hunter and up to two Hive Scum for free during any pre-battle sequence, including their equipment.

Income: Whilst it controls this Racket, the gang gains D6x10 credits when they collect Income. The result of the roll is increased by +1 for every other Racket the gang controls.

ARCHAEOTECH AUCTIONING (KING OF HEARTS)

Archaeotech is the buried treasure of past ages of Necromunda, and those who buy and sell it can reap fortunes – or lose everything.

Linked Rackets: Proxies of the Omnissiah, The Cold Trade.

RACKET BOONS

Equipment: Whilst it controls this Racket, one member of the gang may have a single item from the Imperial Weapons section of the Black Market for free.

Income: Whilst it controls this Racket, the gang gains 2D6x10 credits when they collect Income. If a double is rolled, they gain nothing.

ENHANCED BOONS

Income: If the gang also controls one of the Linked Rackets, the gang gains 3D6x10 credits when they collect Income. However, if a double is rolled, they gain nothing.

Income: If the gang also controls both of the Linked Rackets, the gang gains 4D6x10 credits when they collect Income. However, if a double is rolled, they gain nothing.



"Wouldn't have thought it, but all this odd tat is worth some proper scrip."

'Downtown' Dex, Self-professed Badzone
'Arcyologist'

"I hate them Enforcers as much as the next Emperor-fearing fella but you've gotta respect them going after the wyrds and tryin' to bring them in alive."

Digger O'Donell,
Ash Riders,
House Orlock

WITCH SEEKING (ACE OF CLUBS)

Psykers are kept in check not only by the agents of the Imperium, but by hired mercenaries who hunt the hive for those who bear the sign of the witch.

Linked Rackets: Redemptionist Backers, Slave Guild Bond.

RACKET BOONS

Special: This Racket may only be controlled by a Law Abiding gang. If it is claimed by an Outlaw gang, it is converted into a Wyrd Trade Racket.

Special: Whilst it controls this Racket, all fighters in the gang may add the Shock trait to one of their weapons that has the Melee trait for free.

ENHANCED BOONS

Income: If the gang also controls one of the Linked Rackets, the gang doubles the bounty it receives for any fighter that is a Psyker, even if that fighter has become a Psyker temporarily due to the effects of Ghost.

Income: If the gang also controls both of the Linked Rackets, the gang Leader may make an Intelligence check before claiming a bounty. If the check is passed, they identify the captive as a witch and receive double the bounty for them.

REDEMPTIONIST BACKERS (TWO OF CLUBS)

The Cult of the Redemption is not a forgiving creed and its most fanatical supporters often funnel money and equipment to those who are going to pursue its goals.

Linked Rackets: Promethium Guild Bond, Witch Seeking.

RACKET BOONS

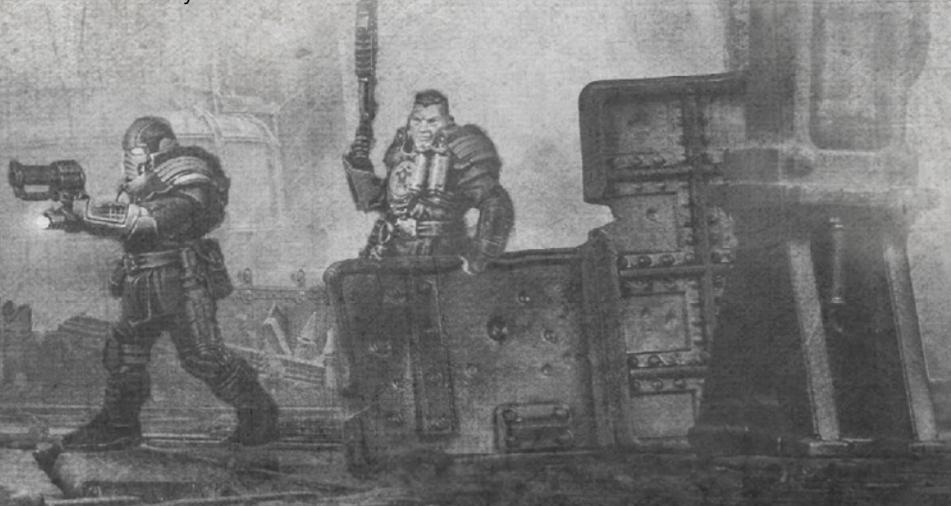
Special: Helot Cult, Genestealer Cult and Corpse Grinder Cult gangs may never claim this Racket. If they gain control of it, it becomes dormant until claimed by a different type of gang.

Special: Whilst it controls this Racket, all fighters in the gang may re-roll any failed Ammo checks for any weapon that has the Blaze trait.

ENHANCED BOONS

Income: If the gang also controls one of the Linked Rackets, the gang gains D6x10 credits when they collect Income.

Income: If the gang also controls both of the Linked Rackets, the gang gains 2D6x10 credits when they collect Income.



PROXIES OF THE OMNISSIAH (THREE OF CLUBS)

The Tech-Priests of the Machine God watch the industrial enclaves of Necromunda with a careful eye – not only does its hives produce many sacred machines, but secrets of lost technological lore lie buried in their depths.

Linked Rackets: Archaeotech Auctioning, Promethium Guild Bond.

RACKET BOONS

Special: Whilst it controls this Racket, all fighters in the gang may re-roll any failed Ammo checks. Additionally, the gang treats all Bionics as Common.

ENHANCED BOONS

Income: If the gang also controls one of the Linked Rackets, the gang gains D6x10 credits when they collect Income.

Special: If the gang also controls both of the Linked Rackets, all fighters in the gang may add either the Shock trait or the Seismic trait to one of their weapons for free. New weapons purchased later may also be given this Trait. These weapons also gain the Unstable trait. If the gang loses control of this Racket, the weapons that gained these additional Traits lose them.

GAMBLING EMPIRE (FOUR OF CLUBS)

Fortunes are won and lost on the spin of a wheel or the turning of a card but, no matter who loses and who gains, the house always wins...

Linked Rackets: Blood Pits, Whisper Brokers.

RACKET BOONS

Income: The player of the gang that controls this Racket chooses a suit of cards and then draws a card from a shuffled deck of playing cards. If they draw a card from the suit they chose, they earn income equal to the value of the card (Jack 11, Queen 12, King 13) x 10 credits. If they draw a card from a suit of the same colour, they earn income equal to the value of the card x 5 credits. If it is any other suit, they gain no income.

ENHANCED BOONS

Income: If the gang also controls one of the Linked Rackets, the gang's player may nominate a single enemy fighter (but not a Leader or Champion) at the start of the battle. The gang has called in the fighter's debts. The nominated fighter misses the battle.



"They provide all the ammunition you might need, but they're needlessly picky when it comes to the provenance of your guns."

Astrix Lefo,
Network Nexus,
House Van Saar

"This one I got from wrestling a pack of Sumptooths. The jagged one across my belly came from the fangs of a Milliasaur. Crafted my armour from its hide after that one."

'Fang' Garak,
Undertown Brawlers,
House Goliath

BLOOD PITS (FIVE OF CLUBS)

The fighting arenas of Necromunda are stained red with the blood of those who fought there and sing with the roars of the crowd.

Linked Rackets: Slave Guild Bond, Xenos Beast Trafficking.

RACKET BOONS

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

ENHANCED BOONS

Special: If the gang also controls one of the Linked Rackets, as a post-battle action a Leader or Champion may fight in the pits. Make a Weapon Skill check with a -1 modifier for them. If the check is passed, they permanently gain one random Combat or Brawn skill. If the check is failed, nothing happens. If however the check is failed on the roll of a 1, the fighter suffers one roll on the Lasting Injury table.

Income: If the gang also controls both of the Linked Rackets, the gang gains 2D6x10 credits when they collect Income.

SPIRE PATRONAGE (SIX OF CLUBS)

Hive nobility often take a fancy to a gang from the lower hive, showering them with gifts, and rewarding them like prize pets.

Linked Rackets: Proxies of the Omnissiah, Blood Pits.

RACKET BOONS

Income: Whilst it controls this Racket, the gang gains 2D6x10 credits when they collect Income if they won their battle.

ENHANCED BOONS

Equipment: If the gang also controls one of the Linked Rackets, all of the gang's Leader and Champions may each have one of the following Extravagant Goods for free: Gold-plated Gun, Exotic Furs, Opulent Jewellery, Uphive Raiments.

Income: If the gang also controls both of the Linked Rackets, the gang's Leader gains a Caryatid Exotic Beast for free. This Caryatid will not leave its master if the gang loses Reputation, but will leave if the gang loses control of this Racket.

BULLET CUTTING (SEVEN OF CLUBS)

Bullets, guns and blades are the eternal trade of Necromunda – everyone needs a gun or a blade.

Linked Rackets: Proxies of the Omnissiah, Blood Pits.

RACKET BOONS

Special: Whilst it controls this Racket, all fighters in the gang may re-roll any failed Ammo checks.

Equipment: Whilst it controls this Racket, the gang treats all items from either the Trading Post or the Black Market with a Rarity of 9 or below as Common.

ENHANCED BOONS

Income: If the gang also controls one of the Linked Rackets, the gang gains D6x10 credits when they collect Income.

Income: If the gang also controls both of the Linked Rackets, the gang gains 2D6x10 credits when they collect Income.

SETTLEMENT PROTECTION (EIGHT OF CLUBS)

Settlements in the underhive vanish all the time. Those who want to survive pay gangs a handsome price to keep others away and their hard-won lives free of the misfortune that comes to those who refuse to pay.

Linked Rackets: Guild Bond (any), Bullet Cutting.

RACKET BOONS

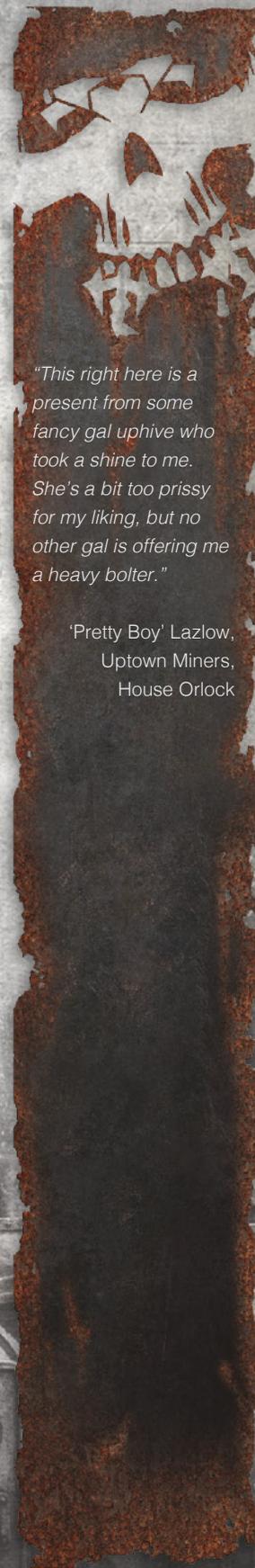
Recruit: Whilst it controls this Racket, the gang gains one Hanger-on of the controlling player's choice for free.

Income: Whilst it controls this Racket, the gang gains D6x10 credits when they collect Income.

ENHANCED BOONS

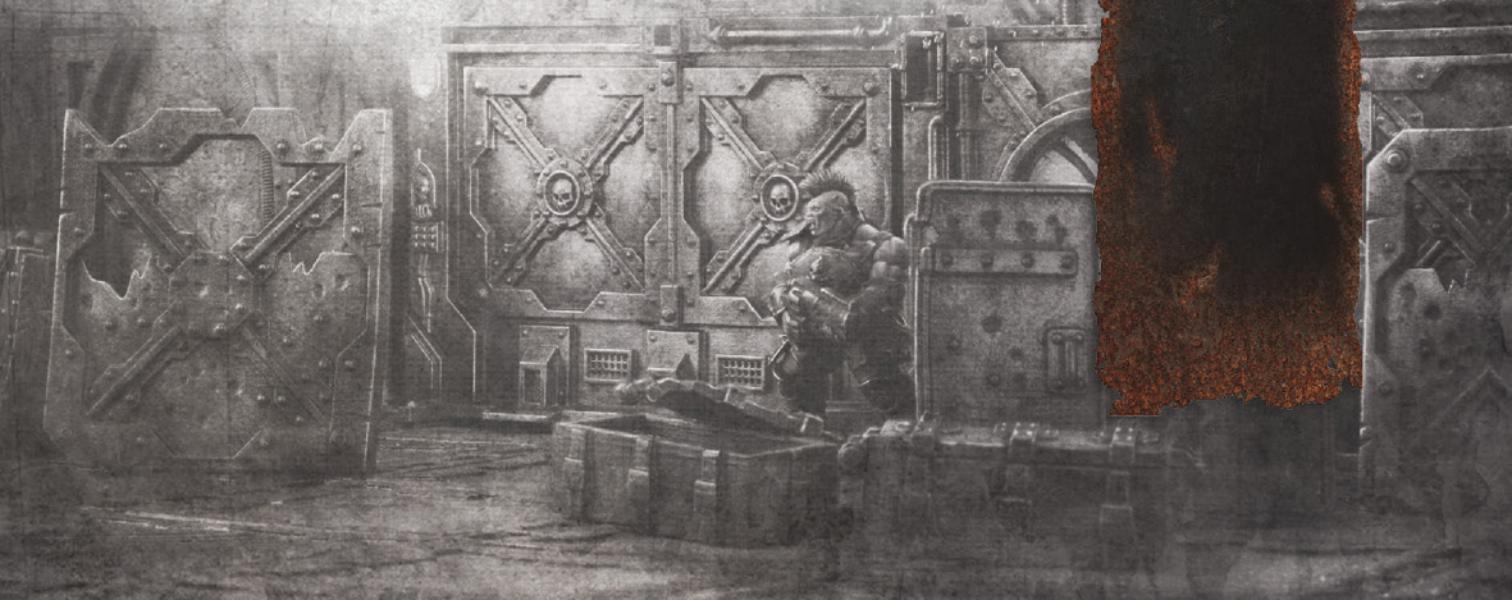
Income: If the gang also controls one of the Linked Rackets, the gang gains 2D6x10 credits when they collect Income.

Income: If the gang also controls both of the Linked Rackets, the gang gains 3D6x10 credits when they collect Income.



"This right here is a present from some fancy gal uphive who took a shine to me. She's a bit too prissy for my liking, but no other gal is offering me a heavy bolter."

'Pretty Boy' Lazlow,
Uptown Miners,
House Orlock





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

CARAVAN ROUTE CONTROL (NINE OF CLUBS)

The safe ways through the hive are few and well-worn; control them and you control the flow of slaves and credits.

Linked Rackets: Guild of Coin Bond, The Cold Trade.

RACKET BOONS

Income: Whilst it controls this Racket, the gang gains D6x10 credits when they collect Income.

ENHANCED BOONS

Income: If the gang also controls one of the Linked Rackets, the gang gains 2D6x10 credits when they collect Income.

Income: If the gang also controls both of the Linked Rackets, the gang gains 3D6x10 credits when they collect Income.

WYRD TRADE (TEN OF CLUBS)

Unsanctioned psykers are very dangerous but also incredibly useful. They can break minds, discover secrets and kill with a thought. Harboring such creatures is dangerous, but also a mark of great power.

Linked Rackets: Peddlers of Forbidden Lore, Whisper Brokers.

RACKET BOONS

Equipment: Whilst it controls this Racket, the gang treats Ghast as a Common item.

ENHANCED BOONS

Income: If the gang also controls one of the Linked Rackets, the gang gains 2D6x10 credits when they collect Income.

Income: If the gang also controls both of the Linked Rackets, the gang gains 3D6x10 credits when they collect Income.

PRODUCTION SKIMMING (JACK OF CLUBS)

One of the simplest ways to make a profit in the hive is to skim a little off everything that is made in the forges, stills, labs and mines.

Linked Rackets: Caravan Route Control, Guild Bond (any).

RACKET BOONS

Income: Whilst it controls this Racket, the gang gains D6x10 credits when they collect Income.

ENHANCED BOONS

Income: If the gang also controls one of the Linked Rackets, the gang gains 2D6x10 credits when they collect Income.

Income: If the gang also controls both of the Linked Rackets, the gang gains 3D6x10 credits when they collect Income.



"Why do all the hard work when you can steal stuff off people already doing it?"

Hezxekele the Formless,
Waste Wraiths,
House Delaque

THE RESURRECTION GAME (QUEEN OF CLUBS)

The line between life and death is thinner than many think. A little alchemy, a few words, a drop of blood, some technology from the deeps, and those who have fallen can rise again. For a price!

Linked Rackets: Corpse Guild Bond, Peddlers of Forbidden Lore.

RACKET BOONS

Special: Whilst it controls this Racket, the gang may ignore one Critical Injury or Memorable Death result on the Lasting Injury table per battle. When these results are rolled, the fighter simply goes Into Recovery.

ENHANCED BOONS

Income: If the gang also controls one of the Linked Rackets, the gang gains 2D6x10 credits when they collect Income.

Special: Any gang in the campaign may pay the gang controlling this Racket to return a dead fighter from the grave. This costs the original value of the fighter (including equipment) +100 credits. Roll 2D6. On a roll of 7-12 the fighter is resurrected and gains the Fearsome skill. On a roll of 3-6 the fighter is resurrected but suffers a permanent loss of 1 Toughness and gains the Fearsome skill if they don't have it already. On a roll of 2, the resurrection fails.

PEDDLERS OF FORBIDDEN LORE (KING OF CLUBS)

There are those who know how to see the future in a pool of water, and speak words that lure the shadows to walk beside them.

Linked Rackets: Wyrd Trade, The Resurrection Game.

RACKET BOONS

Special: Whilst the gang controls this Racket, the controlling player may re-roll the dice when determining Priority.

ENHANCED BOONS

Income: If the gang also controls one of the Linked Rackets, the gang gains 2D6x10 credits when they collect Income.

Special: Whilst the gang controls this Racket, its Leader and its all Champions gain a 4+ saving throw that cannot be modified by a weapon's Armour Piercing value.

86

"Sixteen bullets. That's how many it took to put Ol' Bitterbite down. Yet, come the next time those Goliaths got rowdy there he was, walkin' about with only faint scars to show for it."

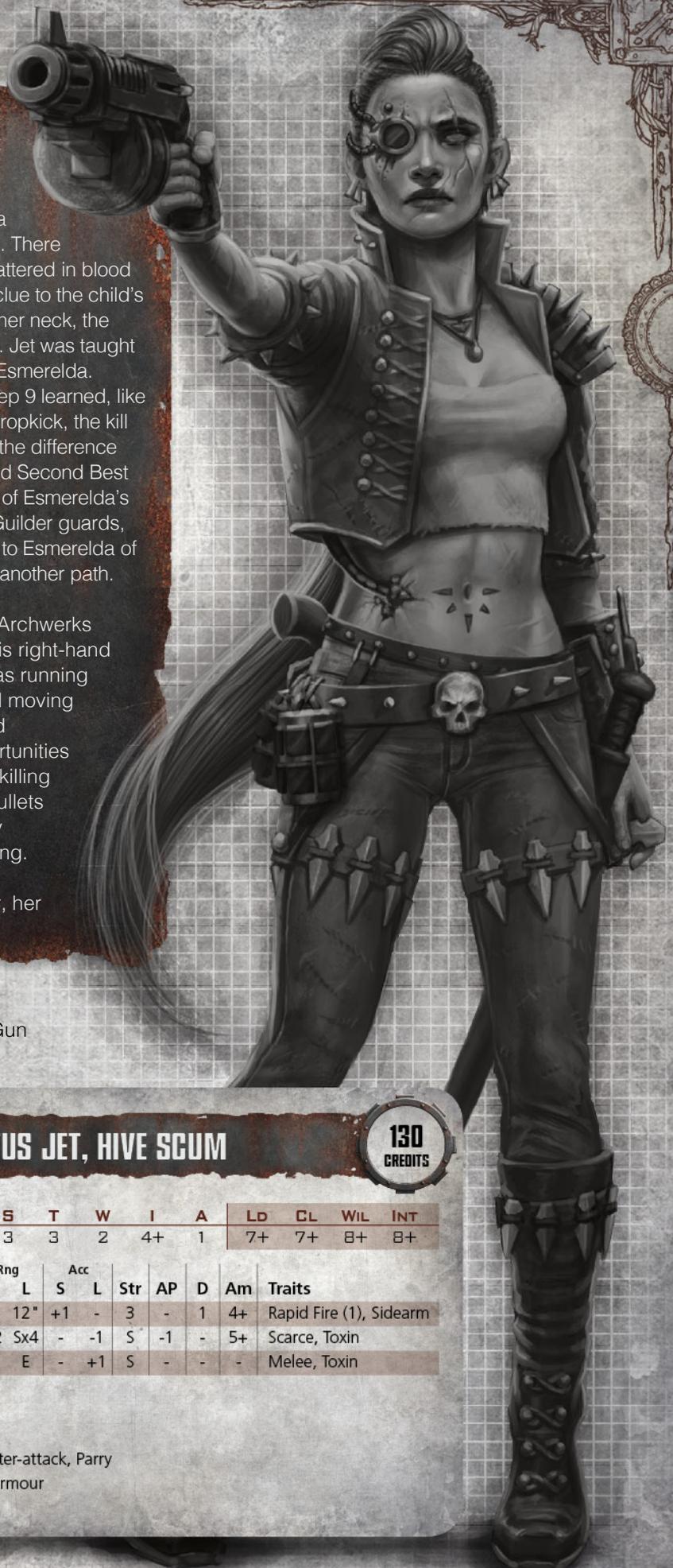
Bittercat Bella,
Toxic Alleycats,
House Escher



ESTUS JET

As Esmerelda, Holdmother of the Dust Falls Deep 9 Orphanarium, tells it, she found Jet under an overturned cart in the aftermath of what appeared to be a Ratskin ambush on some green hivers. There was little left of the hivers, the area splattered in blood and littered with body parts. The only clue to the child's identity was a tarnished collar around her neck, the only legible letters on it _EST SU_JE_T. Jet was taught all the skills she needed to survive by Esmerelda. These were skills all the girls of the Deep 9 learned, like how to break someone's neck with a dropkick, the kill points on an ash devil, and how to tell the difference between Second Best that'll kill you and Second Best that will only make you blind. The best of Esmerelda's girls could then expect good jobs as Guilder guards, or hired guns – with creds going back to Esmerelda of course. Jet, however, decided to take another path.

Using her talents she got in with the Archwerks Overboss Gideon Scav to become his right-hand woman. It was not long before Jet was running Gideon's racket out of Dust Falls and moving shipments of counterfeit wargear and weapons. This gave her ample opportunities to indulge in her favoured pastime – killing fools. She claims to sell the fastest bullets in the underhive, and challenges any potential customers to prove her wrong. Unsurprisingly, between Jet yelling 'RUN!' and her squeezing the trigger, her claims have remained intact.



SPECIAL RULES

Outlaw: Estus Jet is an Outlaw Hired Gun (see page 38).

130
CREDITS

ESTUS JET, HIVE SCUM

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
5"	4+	5+	3	3	2	4+	1	7+	7+	8+	8+

Weapon	Rng		Acc		Str	AP	D	Am	Traits
	S	L	S	L					
Autopistol	4"	12"	+1	-	3	-	1	4+	Rapid Fire (1), Sidearm
Throwing knives	Sx2	Sx4	-	-1	S	-1	-	5+	Scarce, Toxin
Stiletto knife	-	E	-	+1	S	-	-	-	Melee, Toxin

SKILLS: Counter-attack, Parry

WARGEAR: Flak armour

HANGERS-ON

Criminal gangs make use of specialised Hangers-on often specific to the nature of the crimes they are committing. Of course, many of these will work for Clan House gangs where their skills are equally useful. What follows is a collection of additional Hangers-on (see page 83 of *Necromunda: Gangs of the Underhive* for the full rules on using Hangers-on).

0-1 FIXER 50 CREDITS

Sometimes even the most successful gangs need someone who can just get things done, no questions asked. Fixers are troubleshooters with connections throughout the underhive, able to call in favours or settle debts on others' behalf when someone is being obstinate. They are often found in the employ of settlement lords or Guilder families, but will also work for gangs.

A gang allied to an organisation, such as the Merchants Guild or the Recidivists, can subtract 2 from the dice roll when they Test the Alliance if they have a Fixer in their gang. In addition, if the gang is ever outlawed as a result of their actions, they can remove the Fixer from the gang roster to avoid becoming an Outlaw gang.

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

EQUIPMENT

Bolt pistol, mesh armour

SKILLS

Fixer

0-1 SCABBER 40 CREDITS

Even the roughest backwater settlement is wary of dealing in illegal goods lest the wrath of the Guilders fall upon it. This is where Scabbers come in; men and women willing to deal in anything that might turn a profit. Scabbers are also useful when it comes to procuring illegal equipment, as they often have connections with the Cold Trade.

When a gang with a Scabber sells a piece of Illegal equipment in the post-battle sequence, it gains the item's value less D3x10 credits (to a minimum of 5). A Scabber, provided they are not in Recovery, can make a Trade action in the post-battle sequence provided the gang is visiting the Black Market.

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

EQUIPMENT

Shotgun with solid and scatter ammo

SKILLS

Savvy Trader

SPECIAL RULES

Outlaw: A Scabber can only be hired by Outlaw gangs.

"Said he was looking for a 'book', whatever that was. Tatty ol' thing, looking like it would crumble in a gentle breeze. The words he read from it though, I can still hear them echoing in my head."

Mandolar,
Underhive Fixer

0-2 'NARKER 30 CREDITS

Information is power in the underhive and a gang can benefit greatly from having some well-placed spies. 'Narkers are professional information gatherers who frequent the local drinking holes, trading posts and rumour halls of the underhive before passing on the secrets they discover to employers.

During the Determine Scenario step of the pre-battle sequence, a gang with a 'Narker can modify the final dice roll by 1; either increase or decrease the result. If the gang has two 'Narkers, the gang can instead modify this dice roll by 2. If both gangs have 'Narkers, they cancel each other out (i.e., a gang with two 'Narkers facing a gang with one would only count as having one 'Narker while their opponent would count as having none).

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	4+	5+	3	3	1	4+	1	7+	6+	9+	9+

EQUIPMENT

Fighting knife

SKILLS

Lie Low

0-1 PROXY 25 CREDITS

Outlaws and cults are hunted gangs within the underhive, and cannot deal openly with the Guilders or the Imperial House for fear of retribution. Proxies are otherwise respectable underhivers with connections to nefarious organisations, and will willingly sell captives, buy goods or beguile allies in the name of an outlaw or cult gang.

An Outlaw gang with a Proxy can sell captives to the Guilders and may use the Trading Post. However, each time they do so they must roll a D6, and on a result of 5+ the action fails. The gang can also attempt to make an Alliance with the Merchants Guild or the Imperial House. If it does, before the Alliance is formed roll a D6. On a 6, the Alliance fails and the Proxy is removed from the gang's roster, otherwise the Alliance is formed as normal. If an Outlaw gang is ever required to Test the Alliance with the Merchants Guild or the Imperial House then the Alliance is automatically ended without the need to roll.

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

EQUIPMENT

Stub gun or laspistol

SKILLS

Evade

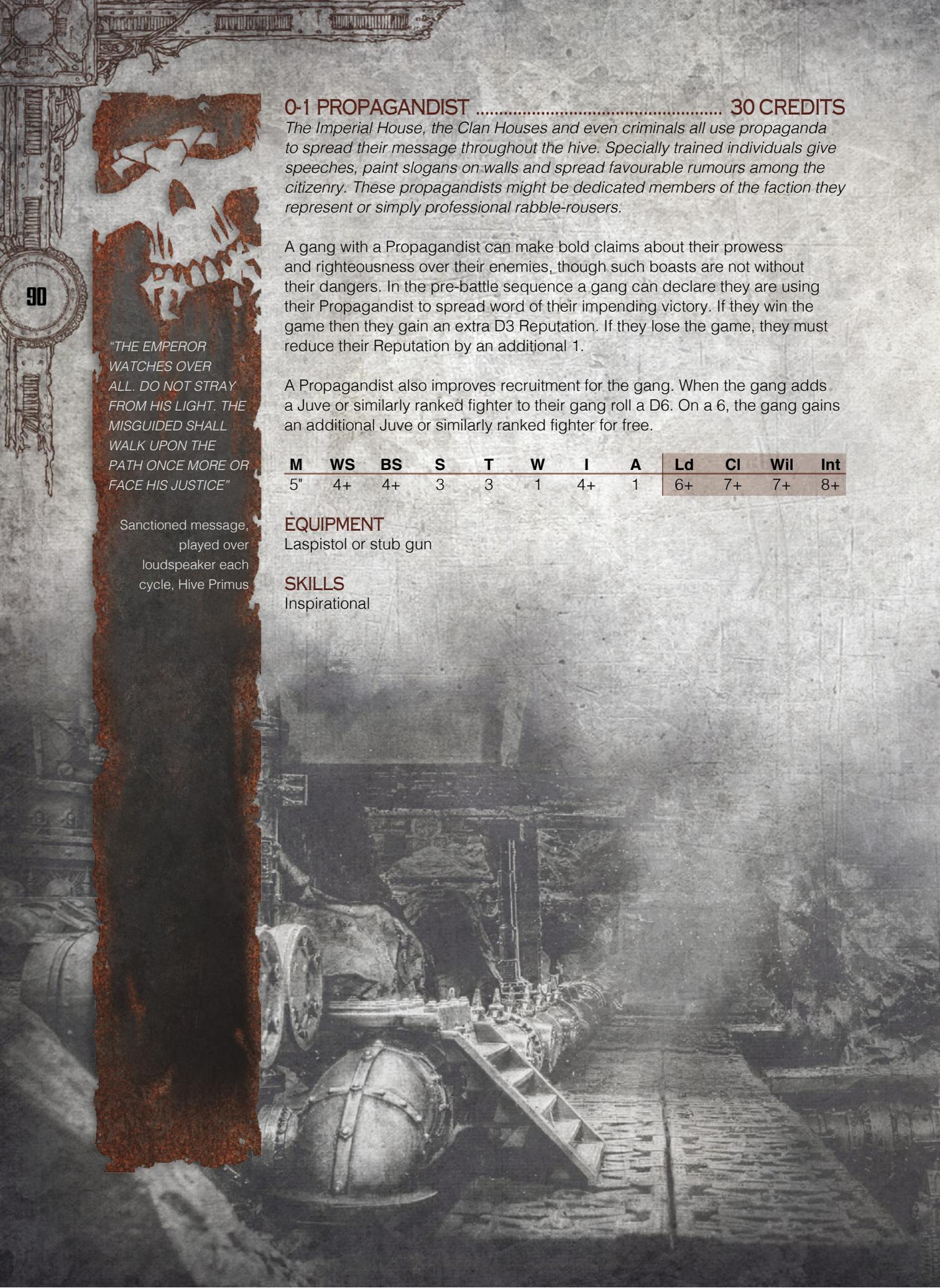
SPECIAL RULES

Outlaw: A Proxy can only be hired by Outlaw gangs.



"You can tell someone not to tell anyone the secrets you just told them. Several hours later they'll be at the bar, blabbing all your secrets for any old patron to overhear."

'The Wisp',
Information Broker



0-1 PROPAGANDIST 30 CREDITS

The Imperial House, the Clan Houses and even criminals all use propaganda to spread their message throughout the hive. Specially trained individuals give speeches, paint slogans on walls and spread favourable rumours among the citizenry. These propagandists might be dedicated members of the faction they represent or simply professional rabble-rousers.

A gang with a Propagandist can make bold claims about their prowess and righteousness over their enemies, though such boasts are not without their dangers. In the pre-battle sequence a gang can declare they are using their Propagandist to spread word of their impending victory. If they win the game then they gain an extra D3 Reputation. If they lose the game, they must reduce their Reputation by an additional 1.

A Propagandist also improves recruitment for the gang. When the gang adds a Juve or similarly ranked fighter to their gang roll a D6. On a 6, the gang gains an additional Juve or similarly ranked fighter for free.

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

EQUIPMENT

Laspistol or stub gun

SKILLS

Inspirational

"THE EMPEROR WATCHES OVER ALL. DO NOT STRAY FROM HIS LIGHT. THE MISGUIDED SHALL WALK UPON THE PATH ONCE MORE OR FACE HIS JUSTICE"

Sanctioned message, played over loudspeaker each cycle, Hive Primus

SPECIAL RULES

Outlaw: Cor 'Two-Guns' Coran is an Outlaw Hired Gun (see page 38).

COR 'TWO-GUNS' CORAN, HIVE SCUM**120**
CREDITS

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
4"	6+	4+	4	3	2	4+	1	7+	7+	8+	8+

Weapon	Rng		Acc		Str	AP	D	Am	Traits
	S	L	S	L					
Autopistol (x2)	4"	12"	+1	-	3	-	1	4+	Rapid Fire (1), Sidearm
- With manstopper rounds (x2)	4"	12"	+1	-	4	-	1	4+	Limited, Rapid Fire (1), Sidearm

SKILLS: Gun Fighter, Inspirational
WARGEAR: Forged Guilder Seal

COR 'TWO-GUNS' CORAN

In the underhive, obesity is often a sign of status. Massive Chain Lords, hulking crime bosses and rotund guilders all display their wealth by proving not only do they have enough to eat, but they can actually eat to excess. Then there are those like Cor 'Two-Guns' Coran, who are just fat – or big boned as he insists. A clanless gutter-born bullet-scavenger from Dead End Pass, Cor probably wouldn't have ever amounted to much if it hadn't been for a chance encounter with a Ratskin shaman out in the badzones. While hunting in the ash drifts for usable rounds, Cor came upon an ancient Ratskin surrounded by slaving ripper jacks. In a rare moment of bravery and selflessness Cor ran to the old man's aid, saving him from the rippers' jaws. In return the shaman told Cor he had looked into his soul and seen he was the offspring of a mighty hero of the underhive and destined for greatness. Cor immediately made the leap of logic that the shaman

could only be talking of none other than Bull Gorg, ex-pit fighter and once overlord of Dead End Pass. Surely the hefty Bull, with whom Cor undoubtedly shared a physique, had to be his father, and it was up to Cor to carry on the legacy of Bull's failed servile uprising.

Unwilling to cut off his arms and replace them with chainsaws like his 'father', Cor instead took up a pair of battered autopistols, earning him the nickname Two-Guns – a nickname he largely gave himself and is forced to constantly remind people of. Allying himself with Balthazar's Black Network, Cor enthusiastically fights for the rights of the common people in Dead End Pass and has made a name for himself as a rabble rouser. The Narco Lords are more than willing to placate Cor with promises that his jobs are in the spirit of Bull's 'free' underhive if it means 'Two-Guns' continues to make life hard for the Guilders.

VUNDER GORVOS

Vunder is part of the self-styled nobility of the underhive. Decades ago three crime families took over Two Tunnels, Draek's Gantry and the Grey Wastes Trading Post. Together they formed a triumvirate to rule over the three settlements and the dozen or so surrounding domes between the Dust Falls drop and the Ash Gates interchange. Against the odds, the families didn't turn on each other or fall prey to criminal rivals. Instead, they managed to endure until their children grew up to inherit the lands of their parents. The Gorvos family runs Two Tunnels alongside the Faebrun and Kaorka clans, and Vunder is heir apparent to the Gorvos line. Unfortunately for the Gorvos family, Vunder is an idiot.

Clad in underhive finery, Vunder genuinely believes himself a hive noble. He apes any uphive fashions or affectations he happens to hear about, and goes out his way to antagonise Guilders and Enforcers who don't properly 'respect' his position. Needless to say, he is universally despised and has survived only by virtue of his lineage. Vunder's sister, Gaen, has been working for years to rid her family of him. On the pretext of having him prove his noble superiority, Gaen organises 'alliances' with local gangs, whereby Vunder will accompany them on business important to the family. So far, Vunder has been 'hired' out to numerous local factions, though much to Gaen's frustration, has yet to get himself killed.



SPECIAL RULES

Outlaw: Vunder Gorvos is an Outlaw Hired Gun (see page 38).

VUNDER GORVOS, HIVE SCUM

145
CREDITS

	M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
	5"	2+	5+	3	3	2	4+	1	8+	7+	8+	9+
Weapon	Rng		Acc		Str	AP	D	Am	Traits			
	S	L	S	L								
Stub gun	6"	12"	+2	-	3	-	1	4+	Pistol, Plentiful, Reckless			
Shotgun												
- solid shot	8"	16"	+1	-	4	-	2	4+	Knockback			
- Scatter ammo	4"	8"	+2	-	2	-	1	4+	Scattershot			
Sword	-	E	-	+1	S	-1	1	-	Melee, Parry			

SKILLS: Rain of Blows, Step Aside

WARGEAR: 2x Gold Plated and Master-crafted stub guns



THE BLACK MARKET TRADING POST

“Sure it’s illegal, but remember – it’s only a crime if you get caught.”

-Fautrum Two-Toes, Archwerks Black Marketeer

As lawless and unregulated as most underhive trading posts are, there remains an entirely different level of criminal trade for gangs to partake of. Hidden out in the badzones, or in the depths of ramshackle settlements – their existence protected by jealous crime bosses and hefty bribes – are the black markets. These underground markets deal in the rarest and most dangerous goods, especially those that have been outlawed by Lord Helmawr or the wider Imperium. At their most mundane, an underhive black market might offer pilfered Enforcer and Militia weaponry or stolen chems and rare wargear from the Clan House factories. At their more esoteric, a gang can find strange xenos weaponry and creatures brought in via the Cold Trade – or, should a gang feel especially reckless, objects imbued with the hateful energies of the Warp.

The following section offers a selection of weapons and wargear for gangs to acquire during the post-battle sequence.

USING THE BLACK MARKET

The Black Market is ever present on Necromunda. To outlaws and recidivists, this illegal flow of goods and services fuels their livelihoods.

Gangs can visit both the Trading Post and the Black Market as they wish, as described [on page 57](#). However, depending upon their alignment a gang may find it harder to track down the items they seek.

The Black Market is split into several broad categories, with each containing weapons and wargear of types players will already be familiar with. The equipment restrictions fighters have listed in their profiles apply to items purchased from the Black Market. For example, a House Goliath Juve can only be armed with Pistols and Close Combat weapons, and therefore cannot be armed with a Heavy Weapon purchased from the Black Market.



ENFORCER 'BASTION'
PATROL LAMBDA-VERMILLION-P
LAMBDA SECTOR, HIVE PRIMUS
PALANITE ENFORCERS

IMPERIAL WEAPONS

Item	Price	Legality/Rarity
Basic weapons		
Arc rifle	100 credits	Rare (13)
Stake-crossbow	60 credits	Rare (9)
Pistols		
Inferno pistol	145 credits	Rare (12)
Special weapons		
Storm bolter	95 credits	Rare (12)
Heavy weapons		
Autocannon	160 credits	Rare (10)
Grav cannon	140 credits	Rare (10)
Mole Launcher	100 credits	Rare (11)
Close combat weapons		
Lightning claw	70 credits	Rare (11)
Power fist	100 credits	Rare (11)
Grenades		
Phosphor canister	40 credits	Rare (10)

XENOS WEAPONS

Item	Price	Legality/Rarity
Basic weapons		
Kroot long rifle	30 credits	Rare (10)
Rak'Gol razor gun	60 credits	Illegal (11)
Sling gun	55 credits	Rare (11)
Special weapons		
Hrud fusil	120 credits	Illegal (9)
Necrotic beamer	110 credits	Illegal (12)
Neural flayer	90 credits	Illegal (13)
Yu'vath puzzle box	150 credits	Illegal (15)
Heavy weapons		
Demiurg energy drill	100 credits	Illegal (9)
Close combat weapons		
Xenarch death-arc	75 credits	Illegal (9)
Grenades		
Mindflect shard	50 credits	Illegal (10)

CORRUPTED WEAPONS

Item	Price	Legality/Rarity
Basic weapons		
Warpstorm bolter	60 credits	Illegal (10)
Pistols		
Withertouch pistol	55 credits	Illegal (13)
Special weapons		
Balefire thrower	120 credits	Illegal (9)
Kai hellspear	90 credits	Illegal (12)
Close combat weapons		
Desire's needle	50 credits	Illegal (9)
Goredrinker axe	20 credits	Illegal (9)
Hex'iron blade	25 credits	Illegal (9)
Tenebrous scourge	60 credits	Illegal (10)
Whisperbane knife	30 credits	Illegal (11)
Grenades		
Shard grenades	30 credits	Illegal (9)

SPECIAL AMMUNITION

Item	Price	Legality/Rarity
Needle pistol		
- Chem darts	10 credits	Common
Needler/needle rifle		
- Chem darts	10 credits	Common
Lasgun		
- Focusing crystal	30 credits	Rare (10)
Long las		
- Focusing crystal	30 credits	Rare (10)
Las carbine		
- Focusing crystal	30 credits	Rare (10)
Las sub-carbine		
- Focusing crystal	30 credits	Rare (10)
Las pistol		
- Focusing crystal	30 credits	Rare (10)
Suppression laser		
- Focusing crystal	30 credits	Rare (10)
Shotgun		
- Gas shell	25 credits	Rare (11)
- Shatter shell	15 credits	Rare (9)
Combat shotgun		
- Gas shell	25 credits	Rare (11)
- Shatter shell	15 credits	Rare (9)
Sawn-off shotgun		
- Gas shell	25 credits	Rare (11)
- Shatter shell	15 credits	Rare (9)
Bolt pistol		
- Gas shell	25 credits	Rare (11)
- Shatter shell	15 credits	Rare (9)
Bolter		
- Gas shell	25 credits	Rare (11)
- Shatter shell	15 credits	Rare (9)
Autogun		
- Static rounds	10 credits	Illegal (9)
- Warp rounds	15 credits	Illegal (10)
Stub cannon		
- Static rounds	10 credits	Illegal (9)
- Warp rounds	15 credits	Illegal (10)
Autopistol		
- Static rounds	10 credits	Illegal (9)
- Warp rounds	15 credits	Illegal (10)
Stub gun		
- Static rounds	10 credits	Illegal (9)
- Warp rounds	15 credits	Illegal (10)
Long rifle		
- Static rounds	15 credits	Illegal (10)
- Warp rounds	20 credits	Illegal (11)
Heavy stubber		
- Static rounds	15 credits	Illegal (10)
- Warp rounds	20 credits	Illegal (11)

"Once saw a guy with a bunch of gubbins strapped to his gun. Thought he was invincible. Got fond memories of the stupid look on his face when it blew up on him."

Freyda,
Needle Maidens,
House Escher

"It is important to remember a single rule when using Threadneedle Worms – always give them to someone disposable."

The Forgotten',
Sewerrun Spiders,
House Delaque

ARMOUR

Item	Price	Legality/Rarity
Ablative overlay	20 credits	Common
Archaeo-carapace	120 credits	Rare (12)
Armourweave	20 credits	Illegal (9)
Ceramite shield	40 credits	Rare (8)
Gutterforged cloak	15 credits	Common
Mantle Malifica	75 credits	Illegal (13)
Reflec shroud	30 credits	Rare (8)
Scrap shield	15 credits	Common

PERSONAL EQUIPMENT

Item	Price	Legality/Rarity
Chrono crystal	500 credits	Illegal (14)
Cameleoline cloak	35 credits	Rare (9)
Cred sniffer	35 credits	Rare (8)
Data-thief	35 credits	Illegal (10)
Falsehood	40 credits	Rare (9)
Frenzon collar	30 credits	Rare (9)
Forged Guilder seal	55 credits	Illegal (11)
Grapplehawk	90 credits	Illegal (11)
Gyrinx cat	120 credits	Illegal (14)
Hacked cyber-mastiff	100 credits	Illegal (10)
Halo device	250 credits	Illegal (14)
Harrier-skulls	40 credits	Rare (8)
Hexagrammic fetish	35 credits	Rare (10)
Holochromatic field	100 credits	Illegal (9)
Iron Automata	220 credits	Illegal (14)
Lho sticks	5 Credits	Common
Lock-punch	10 credits	Common
Magnacles	20 credits	Common
Malefic artefact	90 credits	Illegal (13)
Mnemonic inload spike	100 credits	Illegal (12)
Photo-lumens	20 credits	Common
Psi-grub	50 credits	Illegal (12)
Sanctioning writ	25 credits	Illegal (10)
Threadneedle worms	45 credits	Illegal (13)
Xenoculum	80 credits	Illegal (12)

CHEMS

Item	Price	Legality/Rarity
Frenzon	20 credits	Rare (9)
Ghast	30 credits	Illegal (9)
Icrotic slime	35 credits	Rare (10)
Kalma	15 credits	Common
Obscura	30 credits	Illegal (8)
'Slaught	30 credits	Rare (10)
Spur	35 credits	Rare (11)
Stinger mould	75 credits	Rare (13)



'EXO' KARLL
COLD FIRE CABAL
HOUSE VAN SAAR

GAEN 'THE GUNK QUEEN' GORVOS

It's difficult to find entitled and spoiled underhivers, given the crushing poverty and endemic violence of their surroundings – though they do exist. Gaen 'the Gunk Queen' Gorvos is one such anomalous individual; a pauper princess who has risen to control the notorious Gorvos clan of the Two Tunnels triumvirate. Gaen shares some of the traits of a junk noble with her brother Vunder, though unlike Vunder, she has no delusions about the world she inhabits. She knows the only way for the Gorvos clan to hold onto power is through fear and violence; that and getting rid of her stupid brother. While Vunder swans about pretending to be Two Tunnels royalty (if there were such a thing), Gaen is getting on with the business of making creds.

It is not for her overuse of 'McSkav's Mohawk Grease' that Gaen is called the Gunk Queen. One of Gorvos' major holdings is the Two Tunnels' Gunk Tank, a vast reserve of fermented run-off from Hive City that has kept the settlement in creds for centuries. As the Gunk Queen of Two Tunnels, Gaen makes it her personal mission to oversee the gunk trade and crack down on anyone with designs on her turf. She often hires on to gangs to oversee operations personally, furnishing her companions with gunk rounds and gunk bombs if they run off the competition. For the last few years Gaen has been involved in a clandestine war with the crime boss Balthazar, who has his own designs on Two Tunnels. More than one of Balthazar's agents has even gotten a first-hand look at the prize their employer is trying to claim – as Gaen personally drowns them in the gunk tank. Recently, the conflict has escalated as Gaen's brother Vunder has been (quite unwillingly) working with Balthazar's gangs, forcing Gaen to redouble her efforts to rid herself of her annoying sibling.



GAEN 'THE GUNK QUEEN' GORVOS, HIVE SCUM

150
CREDITS

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
5"	5+	4+	3	3	2	4+	1	7+	6+	8+	7+

Weapon	Rng		Acc		Str	AP	D	Am	Traits
	S	L	S	L					
Auto gun	8"	24"	+1	-	3	-	1	4+	Rapid Fire (1)
Throwing knives	Sx2	Sx4	-	-1	S	-1	-	5+	Scarce, Toxin
Sword	-	E	-	+1	S	-1	1	-	Melee, Parry

SPECIAL RULES

Outlaw: Gaen Gorvos is an Outlaw Hired Gun (see page 38).

SKILLS: Backstab, Nerves of Steel
WARGEAR: Gunk bombs, mesh armour

JONNY RAZOR

Jonny is one of the rare few to ever cross Balthazar Van Zep and live to tell the tale. A low level street dealer from Guilder Crossing, Jonny was 'absorbed' by Balthazar's Black Network when the latter took over Dust Falls. Who was in charge of the local chem trade didn't mean a lot to a scrut like Jonny, and for a time he managed to avoid the attention of his betters. Then, one fateful day Jonny got in the way of Lothar Hex. Ordinarily such a mishap would have meant a free bolt round lobotomy, but on this day, Jonny accidentally stumbled out of a drinking hole and knocked Hex down, saving the infamous killer from a sniper's bullet. Dragged before Balthazar, Jonny would still have likely faced summary skinning or ash blasting if not for the presence of Erasmus the Mangler, Balthazar's resident rogue doc. The Mangler happened to be looking for test subjects, after he had acquired a broken Murder Servitor via the Cold Trade and wanted to see if he could graft its limbs onto a live person. As Balthazar was in a rare good mood, he agreed, and Jonny was dragged off to the Mangler's operating table.

Whether it was Erasmus' fear of failing Balthazar, or just natural underhive hardiness, Jonny survived the operation, stumbling out of the doc's workshop with a bladed cyber arm, a whirring bionic eye and numerous internal 'upgrades'. Taking the name Jonny Razor, for his deadly new appendage, the scummer headed back to Guilder Crossing. Within a few cycles he had risen up the ranks, due in no small part to his new gifts. It was also at this time Jonny discovered the 'obedience' organs the Mangler had put inside him, his own body rebelling against him if he tried to go against the Narco Lord's wishes. Now Balthazar loans Jonny out to gangs for extra muscle, and to show off the benefits and drawbacks of loyalty to the Black Network.

SPECIAL RULES

Outlaw: Jonny Razor is an Outlaw Hired Gun (see page 38).

JONNY RAZOR, HIVE SCUM

125
CREDITS

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

Weapon	Rng		Acc		Str	AP	D	Am	Traits
	S	L	S	L					
Bladed cyber arm	-	E	-	-	S+1	-1	2	-	Melee
Throwing knives	Sx2	Sx4	-	-1	S	-1	-	5+	Scarce, Toxin

SKILLS: Combat Master, Evade

WARGEAR: Flak armour, photo goggles



ENFORCER WEAPONS REFERENCE

BASIC WEAPONS

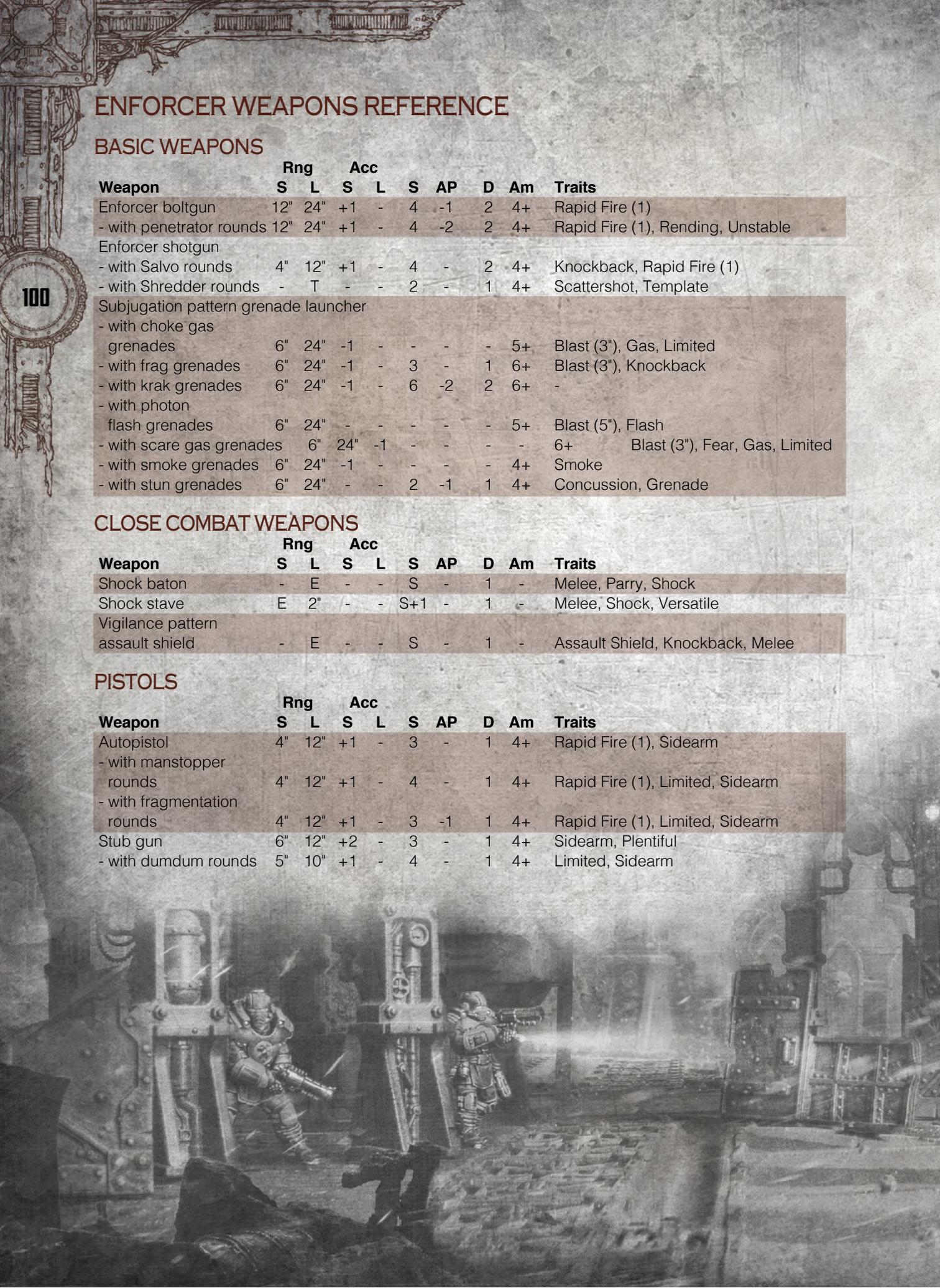
Weapon	Rng		Acc		S	AP	D	Am	Traits
	S	L	S	L					
Enforcer boltgun	12"	24"	+1	-	4	-1	2	4+	Rapid Fire (1)
- with penetrator rounds	12"	24"	+1	-	4	-2	2	4+	Rapid Fire (1), Rending, Unstable
Enforcer shotgun									
- with Salvo rounds	4"	12"	+1	-	4	-	2	4+	Knockback, Rapid Fire (1)
- with Shredder rounds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

CLOSE COMBAT WEAPONS

Weapon	Rng		Acc		S	AP	D	Am	Traits
	S	L	S	L					
Shock baton	-	E	-	-	S	-	1	-	Melee, Parry, Shock
Shock stave	E	2"	-	-	S+1	-	1	-	Melee, Shock, Versatile
Vigilance pattern assault shield	-	E	-	-	S	-	1	-	Assault Shield, Knockback, Melee

PISTOLS

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



SPECIAL WEAPONS

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

HEAVY WEAPONS

Weapon	Rng		Acc		S	AP	D	Am	Traits
	S	L	S	L					
Heavy concussion ram	15"	30"	+1	-	4	-1	1	4+	Concussion, Knockback, Seismic
SLHG pattern assault ram 'Sledge hammer'									
- Assault ram	E	2"	-	-	S+2	-1	2	-	Knockback, Melee, Pulverise, Versatile
- Auxiliary grenade launcher with choke gas grenades	6"	24"	-1	-	-	-	-	5+	Blast (3"), Gas, Limited
- Auxiliary grenade launcher with frag grenades	6"	24"	-1	-	3	-	1	6+	Blast (3"), Knockback

GRENADES

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



IMPERIAL WEAPONS REFERENCE

BASIC WEAPONS

ARC RIFLE

This rifle fires a crackling bolt of lightning at the wielder's foes. These snaking energy bolts can fill a corridor and are able to burn though a fighter or set them alight with electrical discharge. In the close confines of the underhive, such weapons are especially deadly at short range, where escaping their fire is practically impossible.

Weapon	Rng		Acc		Str	Ap	D	Am	Traits
	S	L	S	L					
Arc rifle	9"	24"	+2	-1	5	-	1	6+	Blaze, Rapid Fire (1), Shock

STAKE-CROSSBOW

A relic of an ancient time, the stake-crossbow is a mechanical bolt thrower, small enough to be used one-handed. Favoured by witch hunters, ornate versions of these weapons are often used in the hunting of psykers; where bullets might fail, a hexagrammatic silvered bolt can prove fatal.

Weapon	Rng		Acc		Str	Ap	D	Am	Traits
	S	L	S	L					
Stake-crossbow	5"	15"	+1	-	3	-	1	4+	Hexagrammatic, Silent

PISTOLS

INFERNO PISTOL

An extremely rare variant of the melta gun, the inferno pistol packs a devastating punch for so small a device. Few Imperial artificers possess the knowledge to create these weapons, and they are usually reserved for heroes of the Imperium – making it all the more tragic when they find their way into the hands of an underhive criminal.

Weapon	Rng		Acc		Str	Ap	D	Am	Traits
	S	L	S	L					
Inferno pistol	6"	9"	-	-	8	-3	2	6+	Melta, Scarce, Sidearm

SPECIAL WEAPONS

STORM BOLTER

Most often associated with the legendary Terminators of the Adeptus Astartes, the storm bolter is an assault variant of the bolter. These heavy guns can kick out a prodigious number of shells for a bolt weapon, making them especially lethal in the close quarters of the underhive – assuming a ganger can keep it fed with ammo.

Weapon	Rng		Acc		Str	Ap	D	Am	Traits
	S	L	S	L					
Storm bolter	12"	24"	+1	-	4	-1	2	6+	Rapid Fire (2), Scarce



HEAVY WEAPONS

AUTOCANNON

Autocannon are staples of the Imperium's armies, and Necromunda produces them by the million. Hefty self-loading cannon, their heavy shells are usually wasted on soft targets, though the noise they make and their ability to punch through barricades, doors and people means they have found a place in many gangs.

Weapon	Rng		Acc		Str	Ap	D	Am	Traits
	S	L	S	L					
Autocannon	24"	48"	-	-	7	-2	2	4+	Knockback, Rapid Fire (1), Unwieldy

GRAV CANNON

A heavy version of the grav-gun, the grav cannon is normally restricted to military use. Sometimes gangs might get their hands on these powerful weapons to use against their enemies with predictably devastating results.

Weapon	Rng		Acc		Str	Ap	D	Am	Traits
	S	L	S	L					
Grav cannon	20"	80"	-1	+1	*	-1	2	5+	Blast (5"), Concussion, Graviton Pulse, Unwieldy

MOLE LAUNCHER

Mole Launchers are old Imperium technology still used by some Astra Militarum regiments, and their effectiveness in subterranean fighting has made the weapon popular in the hellish battlefields of the underhive.

Weapon	Rng		Acc		Str	Ap	D	Am	Traits
	S	L	S	L					
Mole Launcher	20"	60"	-1	-	6	-2	1	5+	Blast (3"), Burrowing, Concussion, Unwieldy

CLOSE COMBAT WEAPONS

LIGHTNING CLAW

Power claws, or lightning claws, are curved talons affixed to braces or gauntlets and surrounded by a power field. These weapons are both popular in the fighting pits of the underhive, and also among gangers.

Weapon	Rng		Acc		Str	Ap	D	Am	Traits
	S	L	S	L					
Lightning claw	-	E	-	+1	S+1	-2	1	-	Melee, Parry, Power, Rending

POWER FIST

Power Fists, also known as power gloves, are heavy, armoured gauntlets surrounded by potent energy fields. Many gang leaders favour these cumbersome weapons for the horrific amount of damage they can inflict, as well as the satisfaction of rending apart even heavily-reinforced plasteel.

Weapon	Rng		Acc		Str	Ap	D	Am	Traits
	S	L	S	L					
Power fist	-	E	-	-	S+3	-3	3	-	Melee, Power, Pulverise, Unwieldy

GRENADES

PHOSPHOR CANISTER

Phosphor is a concoction of chemical accelerants and promethium able to burn spontaneously, even underwater, and can sear through armour and flesh in moments.

Weapon	Rng		Acc		Str	Ap	D	Am	Traits
	S	L	S	L					
Phosphor canister	-	Sx3	-	-1	4	-3	2	5+	Blaze, Blast (3"), Grenade, Scarce

XENOS WEAPONS REFERENCE

UPGRADING XENOS AND CORRUPTED WEAPONS

Alien weapons and those crafted by the servants of the Dark Gods are often strange, bespoke pieces of technology. Even those of relatively standard manufacture use components and mechanisms anathema to the sacred designs of the Imperium. For these reasons, unless otherwise noted, weapon upgrades such as gun sights or suspensors cannot be attached to a Xenos Weapon or a Corrupted Weapon.

104

BASIC WEAPONS

KROOT LONG RIFLE

The mercenary Kroot can be found in countless regions across the galaxy, sometimes fighting with the enemies of the Imperium, sometimes fighting with its allies. While Necromunda does not tolerate xenos to enter its hive cities, some examples of alien weapons, such as Kroot long rifles, can sometimes be bought from Cold Traders.

Weapon	Rng		Acc		Str	Ap	D	Am	Traits
	S	L	S	L					
Kroot long rifle									
- Ranged	12"	24"	+1	-	4	-	1	4+	Knockback , Plentiful
- Close Combat	E	2"	-	-	S+1	-	1	-	Disarm, Melee, Versatile

RAK'GOL RAZOR GUN

The Rak'Gol are a cybernetic reptilian race of pirates and scavengers who plague the space lanes of the Imperium. The Razor Gun typifies their cruel kind, firing a cloud of haemo-seeking reactive shards that are drawn to warm-blooded creatures. When these shards find flesh, they burrow towards the organs of their target, leaving horrific injuries in their wake.

Weapon	Rng		Acc		Str	Ap	D	Am	Traits
	S	L	S	L					
Rak'Gol razor gun	6"	20"	-	-1	3	-2	1	6+	Rapid Fire (2), Toxin

SLING GUN

The sling gun is an advanced alien assault weapon of mysterious origins. Propelled by a gravitic accelerator, the sling gun fires a furious burst of monofilament discs at its target. Each one of these razor sharp projectiles can easily cut through armour and flesh, often reducing their victim to a crimson mist in mere moments.

Weapon	Rng		Acc		Str	Ap	D	Am	Traits
	S	L	S	L					
Sling gun	6"	12"	+2	-	4	-2	1	5+	Rapid Fire (1), Scarce

SPECIAL WEAPONS

HRUD FUSIL

The Hrud are a scavenger race found throughout the galaxy. Considered of limited technological sophistication, the Hrud nonetheless possess a detailed understanding of plasma technologies, which they employ in the creation of powerful long rifles known as fusils. These sometimes find their way into the hands of traders where they are coveted for their potency.

Weapon	Rng		Acc		Str	Ap	D	Am	Traits
	S	L	S	L					
Hrud fusil									
- low	9"	18"	-	-	6	-1	2	5+	Rapid Fire (1) Scarce
- maximal	12"	24"	+1	-	8	-2	3	5+	Scarce, Unstable

NECROTIC BEAMER

The strange interloper race known as the Slaught are generally reviled by both humans and other denizens of the galaxy. These hateful creatures do, however, possess a talent for creating biomechanical weaponry. The Necrotic beamer is an example of this kind of technology; a writhing living metal sceptre able to protect a beam of bio-rendering dark energy.

Weapon	Rng		Acc		Str	Ap	D	Am	Traits
	S	L	S	L					
Necrotic beamer									
- Ranged	6"	12"	-	-1	6	-1	3	6+	Melta, Scarce, Scattershot
- Close Combat	E	3	+1	-	3	-	3	-	Melee, Melta, Versatile

NEURAL FLAYER

Some xenos weapons attack a target's consciousness by disrupting the neurons in their brain, or by interrupting bioelectrical impulses to their cortex. Neural flayers are an example of these kinds of terrible weapons, able to sear away a target's personality with a prolonged blast, or in the hands of a skilled user, render them immobile or even reduce a target to animalistic terror.

Weapon	Rng		Acc		Str	Ap	D	Am	Traits
	S	L	S	L					
Neural Flayer									
- Short Blast	-	T	-	-	-	-	-	4+	Concussive, Fear, Flash, Template
- Full Blast	-	T	-	-	-	-	-	6+	Concussive, Fear, Flash, Gas, Pulverise, Template

YU'VATH PUZZLE BOX

Little is known about the lost alien civilisation of the Yu'vath, only that they once ruled over large sections of the Segmentum Obscurus and that they could command the powers of the Warp. The Yu'vath Puzzle Box is an unusual and extremely dangerous weapon, slow to activate but able to unleash a storm of thousands of dark needles around the wielder.

Weapon	Rng		Acc		Str	Ap	D	Am	Traits
	S	L	S	L					
Yu'vath Puzzle Box	3"	6"	+2	-	2	-1	1	3+	Rapid Fire (3), Scattershot, Unwieldy

HEAVY WEAPONS

DEMIURG ENERGY DRILL

This energy drill is more an alien mining tool than a true weapon, though humans have found that, at short ranges, these heavy lasers can be devastating. Bought from the void-faring Demiurg, usually through third parties such as Squat prospectors or wasteland junkers, some of these drills find their way into the underhive. Drills are usually good only for a few shots each battle, and then only up close, but there are few things they cannot cut through.

Weapon	Rng		Acc		Str	Ap	D	Am	Traits
	S	L	S	L					
Energy drill	3"	9"	+2	-	7	-4	2	6+	Impale, Scarce, Unwieldy

CLOSE COMBAT WEAPONS

XENARCH DEATH-ARC

A relic of the Xenarch strain of the Galactic Northern Rim, the Death-arc is a potent energy weapon. What makes it so effective is its cyclonic charge cells that generate prodigious amounts of energy, and even replenish the weapon's stores as it unleashes a storm of electrical death upon the wielder's enemies.

Weapon	Rng		Acc		Str	Ap	D	Am	Traits
	S	L	S	L					
Xenarch Death-arc	E	5"	+1	-	3	-	1	2+	Melee, Plentiful, Rapid Fire (2), Shock, Versatile

GRENADES

MINDFLECT SHARD

Thought to be fashioned from a fragment of the xenos Crystalwisp, Mindflect shards steal the memories of those they cut. Enterprising assassins and spies have found many uses for these unusual weapons, though underhive gangs too sometimes employ them to slip past sentries or to spread confusion among their enemies.

Weapon	Rng		Acc		Str	Ap	D	Am	Traits
	S	L	S	L					
Mindflect shard	-	Sx3	-	-	3	-1	1	4+	Blast (5"), Cursed, Grenade

CORRUPTED WEAPONS REFERENCE

BASIC WEAPONS

WARPSTORM BOLTER

Infused with daemonic energies, the warpstorm bolter combines the brutality of a bolt weapon with the corrupting power of the Immaterium. Reputed to be a favoured weapon of the Heretic Astartes, merely possessing one is an act of high treason, not to mention putting the user's immortal soul in untold peril.

Weapon	Rng		Acc		Str	Ap	D	Am	Traits
	S	L	S	L					
Warpstorm bolter	12"	24"	+1	-	4	-1	2	6+	Cursed, Rapid Fire (1), Scarce

PISTOLS

WITHERTOUC PISTOL

Withertouch weapons are corrupted needle pistols, reconfigured to fire necrotic darts. Even a single such dart can cause a complete cellular collapse – the victim's body is ravaged by viral compounds and gene-crafted diseases. Often all that is left after a fighter is slain by a withertouch weapon is a bubbling pile of goo, unrecognisable as ever being human.

Weapon	Rng		Acc		Str	Ap	D	Am	Traits
	S	L	S	L					
Withertouch pistol	6"	9"	-	-	3	-	1	6+	Melta, Sidearm, Silent, Toxin

SPECIAL WEAPONS

BALEFIRE THROWER

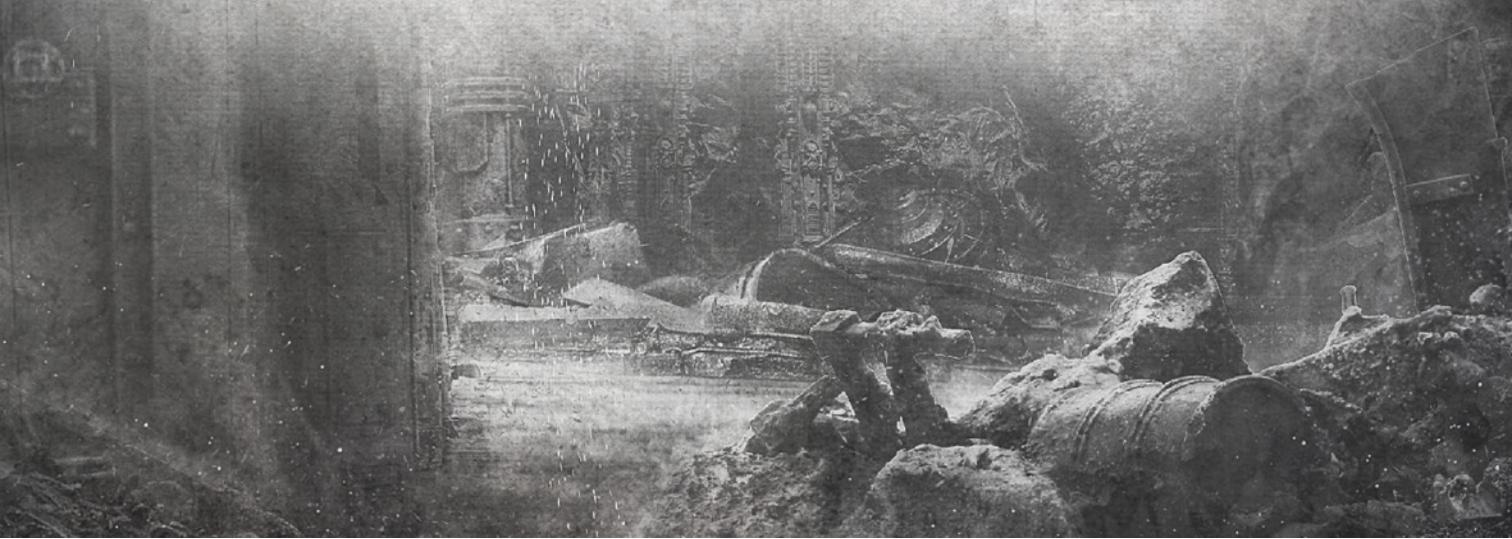
Balefire throwers project warp-infused promethium in brilliant sheets of blue flame. This fire burns with a life of its own, often leaping and dancing around the target as it burns them alive. Even those who survive these terrible attacks are often broken in mind, not by the spectre of death but by glimpsing the Warp as they burned.

Weapon	Rng		Acc		Str	Ap	D	Am	Traits
	S	L	S	L					
Balefire thrower	-	T	-	-	4	-1	2	5+	Blaze, Cursed, Template

KAI HELLSPEAR

No-one knows for sure where the Kai Hellspear originates from, only that it must be a terrible and corrupted place to produce such a weapon. Similar in function to a lasgun, the hell spear projects a searing beam of Warp energy that cuts not only through armour and bone, but also rends away the target's soul.

Weapon	Rng		Acc		Str	Ap	D	Am	Traits
	S	L	S	L					
Kai Hellspear	6"	18"	-	-	3	-3	1	3+	Impale, Pulverise, Rending



CLOSE COMBAT WEAPONS

DESIRE'S NEEDLE

A perverse weapon, Desire's Needle turns the user's hate and rage into a toxin to pump into their foes. The long silver spike is inserted into the fighter's wrist, where it melds with their flesh and affixes to their veins. The result is a lethal close combat weapon that constantly leaks the user's own twisted emotions in the form of deadly poison.

Weapon	Rng		Acc		Str	Ap	D	Am	Traits
	S	L	S	L					
Desire's Needle	-	E	+1	-	S+2	-1	1	-	Chem Delivery, Melee, Power, Toxin

GOREDRINKER AXE

Some weapons have a supernatural hunger that drives their wielder's to kill – the Goredrinker axe is such a blade, sending those bold enough to grip its haft into a killing frenzy. Such is the ferocity of this desire that friends and foes become equal in the eyes of the fighter, each one merely another victim for their axe.

Weapon	Rng		Acc		Str	Ap	D	Am	Traits
	S	L	S	L					
Goredrinker axe	-	E	-	-	S+3	-1	2	-	Melee, Reckless, Rending

HEX'IRON BLADE

Forged from the cogs of the first great manufactoria of Necromunda, Hex'iron blades are said to be quenched in the blood of helot workers. Chaos cults covet these relics because they represent the torment and misery of millions, locked into a single sharpened piece of metal.

Weapon	Rng		Acc		Str	Ap	D	Am	Traits
	S	L	S	L					
Hex'iron blade	-	E	-	-	S+1	-3	1	-	Cursed, Melee, Parry

TENEBOUS SCOURGE

A relic of some bygone age, when men were less cautious in their dealing with the Warp, the tenebrous scourge is a gauntlet able to project whip-like tendrils of shadow to assail its user's foes. Colder than the void, these tendrils can freeze the flesh of a foe, or coil around them and sap away their strength in moments.

Weapon	Rng		Acc		Str	Ap	D	Am	Traits
	S	L	S	L					
Tenebrous Scourge	E	3"	-	-	S+3	-	1	-	Entangle, Melee, Power, Versatile

WHISPERBANE KNIFE

A Whisperbane knife is the creation of renegade psykers and involves the binding of a minor daemonic entity into a common blade. Weak by the standards of a true Daemon weapon, the knife is nonetheless a dangerous armament, not least of which because of the frenzy it unleashes in its wielder in the presence of an exposed throat or turned back.

Weapon	Rng		Acc		Str	Ap	D	Am	Traits
	S	L	S	L					
Whisperbane knife	-	E	+2	-	S	-	1	-	Backstab, Melee, Scattershot

GRENADES

SHARD GRENADES

Shard grenades are made up of tiny fragments of Warp-corrupted metal, harvested from the remains of Chaos-tainted warriors or twisted metal saturated in the power of Chaos. A victim hit by any of these fragments finds insanity creeping into their mind and mutation corrupting their flesh, the effects stemming from even the tiniest of cuts.

Weapon	Rng		Acc		Str	Ap	D	Am	Traits
	S	L	S	L					
Shard grenades	-	Sx3	-	-	2	-2	1	4+	Blast (5"), Cursed, Grenade, Rending

DESIGNER'S NOTE: MODELLING BLACK MARKET EQUIPMENT

The Black Market introduces a huge collection of new weapons and wargear for players to equip their fighters with. It is important for players to represent these weapons where possible so that before a game begins, their opponent is aware of what weapons and armour their fighters are equipped with. The Citadel Miniatures range offers a huge variety of weapons to choose from, many of which are very appropriate for the items listed here, while others could be represented by paint schemes such as by adding runes or other designs to a blade to show it is dedicated to Chaos.



SPECIAL AMMUNITION

CHEM DARTS

Sometimes gangers don't just want to poison their enemies, they want to send them into Obscura-filled hazes or murderous Frenzon-fuelled rages. To this end, a variety of chem darts have been created, allowing pretty much any chem known to the underhive to be fired into an unsuspecting victim. Chem darts can be bought for needle pistols and needle rifles.

Weapon	Rng		Acc		Str	Ap	D	Am	Traits
	S	L	S	L					
Needle pistol									
- Chem darts	4"	9"	+2	-	-	-	-	6+	Chem Delivery, Sidearm, Silent
Needler/Needle rifle									
- Chem darts	9"	18"	+2	-	-	-	-	6+	Chem Delivery, Silent

FOCUSING CRYSTAL

These multi-wave focusing crystals are harvested from underhive silicoid jungles and can significantly increase the penetrating power of a las weapon, though the user does run the risk of triggering a catastrophic burnout each time they fire. The use of these crystals with Imperium weaponry is strictly prohibited by the Adeptus Mechanicus. Focusing crystals can be bought for long las, lasguns, las carbines, laspistols, las sub-carbines and suppression lasers.

Weapon	Rng		Acc		Str	Ap	D	Am	Traits
	S	L	S	L					
Long las									
- Focusing crystal	18"	36"	-	+1	4	-2	1	3+	Unstable
Lasgun									
- Focusing crystal	18"	24"	+1	-	3	-2	1	3+	Unstable
Las carbine									
- Focusing crystal	10"	24"	+1	-	3	-2	1	5+	Rapid Fire (1), Unstable
Laspistol									
- Focusing crystal	8"	12"	+1	-	3	-2	1	3+	Sidearm, Unstable
Las sub-carbine									
- Focusing crystal	4"	12"	+1	-	3	-2	1	5+	Rapid Fire (1), Sidearm, Unstable
Suppression laser									
- Focusing crystal	8"	16"	+1	-	4	-2	2	5+	Knockback, Unstable



GAS SHELLS

Alien parasites, xenos viruses and forbidden chemical weapons are sometimes impregnated into bullets and shells. The result is a highly toxic ordnance that not only has a chance to infect the target, but those near them too, as it creates a deadly cloud of caustic gas. Gas shells can be bought for shotguns, combat shotguns, sawn-off shotguns, bolt pistols and bolters.

Weapon	Rng		Acc		Str	Ap	D	Am	Traits
	S	L	S	L					
Shotgun									
- Gas shells	4"	18"	+1	-	4	-	1	6+	Blast 3", Gas, Limited, Single Shot
Combat shotgun									
- Gas shells	4"	18"	+1	-	4	-	1	6+	Blast 3", Gas, Limited, Single Shot
Sawn-off shotgun									
- Gas shells	4"	8"	+1	-	3	-	1	6+	Blast 3", Gas, Limited, Single Shot
Bolt pistol									
- Gas shells	6"	12"	+1	-	4	-	1	6+	Blast 3", Gas, Limited, Single Shot
Bolter									
- Gas shells	12"	24"	+1	-	4	-	1	6+	Blast 3", Gas, Limited, Single Shot

SHATTER SHELLS

Shatter shells, sometimes known as 'poor man's frag', comprises old shell casings packed with razor sharp fragments such as stinger spines or shards from broken mono-blades. When the shell hits the target, it bursts in a shower of deadly shrapnel, cutting apart anything unlucky enough to be in the area. Shatter shells can be bought for shotguns, combat shotguns, sawn-off shotguns, bolt pistols and bolters.

Weapon	Rng		Acc		Str	Ap	D	Am	Traits
	S	L	S	L					
Shotgun									
- Shatter shells	4"	18"	+1	-	3	-1	1	5+	Blast 3", Limited
Combat shotgun									
- Shatter shells	4"	18"	+1	-	3	-1	1	5+	Blast 3", Limited
Sawn-off shotgun									
- Shatter shells	4"	8"	+1	-	3	-1	1	5+	Blast 3", Limited
Bolt pistol									
- Shatter shells	6"	12"	+1	-	3	-1	1	6+	Blast 3", Limited
Bolter									
- Shatter shells	12"	24"	+1	-	3	-1	1	6+	Blast 3", Limited

STATIC ROUNDS

Static rounds, also known as shield breakers, are charged bullets able to overload the mechanisms of energy shields as well as deliver a nasty jolt when they hit their target. The effectiveness of these rounds against Enforcers and Guilders who rely on more advanced forms of protection such as energy fields and wards has made them heavily restricted. Static rounds can be bought for autoguns, stub cannon, autopistols, stub guns, long rifles and heavy stubbers.

Weapon	Rng		Acc		Str	Ap	D	Am	Traits
	S	L	S	L					
Autogun - Static round	8"	24"	+1	-	3	-	1	4+	Limited, Shield Breaker, Shock, Rapid Fire (1)
Stub cannon - Static round	9"	18"	-	-	5	-	1	3+	Limited, Knockback, Shield Breaker, Shock
Autopistol - Static round	4"	12"	+1	-	3	-	1	4+	Limited, Rapid Fire (1), Shield Breaker, Shock, Sidearm
Stub gun - Static round	6"	12"	+2	-	3	-	1	4+	Limited, Knockback, Shield Breaker, Shock
Long rifle - Static round	24"	48"	-	+1	4	-1	1	4+	Limited, Knockback, Shield Breaker, Shock
Heavy stubber - Static round	20"	40"	-	-	4	-1	1	4+	Limited, Rapid Fire (2), Shield Breaker, Shock, Unwieldy

WARP ROUNDS

These are vile devices created by anointing bullets with daemonic ichor or exposing them to the baleful energies of the Warp. Even limited exposure to them can bring on fits of insanity, mutation and even daemonic possession, making them among the most heretical items a fighter can get their hands on. Warp rounds can be bought for autoguns, stub cannon, autopistols, stub guns, long rifles and heavy stubbers.

Weapon	Rng		Acc		Str	Ap	D	Am	Traits
	S	L	S	L					
Autogun - Warp round	8"	24"	+1	-	3	-	1	4+	Cursed, Limited, Single Shot
Stub cannon - Warp round	9"	18"	-	-	5	-	1	3+	Cursed, Knockback, Limited, Single Shot
Autopistol - Warp round	4"	12"	+1	-	3	-	1	4+	Cursed, Limited, Sidearm, Single Shot
Stub gun - Warp round	6"	12"	+2	-	3	-	1	4+	Cursed, Limited, Sidearm, Single Shot
Long rifle - Warp round	24"	48"	-	+1	4	-1	1	4+	Cursed, Knockback, Limited, Single Shot
Heavy stubber - Warp round	20"	40"	-	-	4	-1	1	4+	Cursed, Limited, Single Shot, Unwieldy



ARMOUR

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

ABLATIVE OVERLAY

Sometimes the best way to improve a suit of armour is to add even more armour over the top. An ablative overlay is a layer of armour that can be worn in addition to another suit of armour, or can be worn on its own. It can range from sophisticated gel coatings and reactive plates, to more primitive furs quilted with ballistic cloth and fragments from ruined armour pieces. The first time a fighter wearing an ablative overlay is required to make a save, their save is 2 better than normal (i.e., a model with a 5+ save would gain a 3+ save). A model without a save gains a 5+ save. The second time they must make a save, it becomes 1 better than normal or 6+ if they did not already have a save. After the fighter has been hit twice, the ablative overlay is spent and has no further effect on the game, but is retained by the fighter and may be used again in future games.

ARCHAEO-CARAPACE

An ancient device from the Dark Age of Technology, the Archaeo-carapace is a piston-driven rig that grafts itself to the user. It offers impressive protection, but at the same time slowly begins to take over the wearer, until there is little distinction between them and the machine. An Archaeo-carapace grants its wearer a 4+ save. If the wearer suffers a Lasting Injury result of Humiliated, Head Injury, Eye Injury, Hand Injury, Hobbled, Spinal Injury or Enfeebled, instead of suffering the effects of the injury they gain a bionic (see page 132 of *Necromunda: Gangs of the Underhive*) appropriate to the location damaged (i.e., if a Head Injury was suffered, they would gain a Cortex-cogitator bionic). These bionics do not increase the fighter's characteristics. Unlike normal bionics, they cannot be damaged or destroyed, and if the fighter suffers an injury to a location already replaced by a bionic then the injury is ignored.

Transformation into a blasphemous cyber-creature is not without its perils, however. Whenever the fighter activates they must roll a D6. If the result is less than the number of bionics they currently have, they gain the Insane condition. If the fighter ever has six or more bionics, they vanish into the underhive never to be seen again – the player must remove the fighter from their gang roster.

ARMOURWEAVE

A product of xenos science, the armourweave suit combines psycho-reactive plastics and kinetic bafflers to deaden blows. Armourweave is also practically impossible to tear or cut, meaning even against the most powerful attacks it will offer some measure of protection. Armourweave grants its wearer a save of 5+. This save cannot be reduced to lower than 6+ by AP or other modifiers, though attacks that do not allow a save will ignore Armourweave as normal.

CERAMITE SHIELD

Ceramite shields are made from scavenged armoured plating destined for the military vehicles of the Imperium. As much mobile cover as personal protection, they are lugged into battle by burly gangers who don't mind the weight compared to the benefits the shield affords. A fighter with a Ceramite shield adds +2 to their save against attacks originating in their line of sight provided they are Standing, however for the wielder the Move action becomes a (Basic) action rather than a (Simple) action. A fighter with a Ceramite shield ignores the effects of the Melta trait if an attack originates in their line of sight.

GUTTERFORGED CLOAK

Made from fragments of ruined armour, a Gutterforged cloak provides protection at a very modest price. Common among badzones settlers, the cloak is also designed to offer some measure of defence against the hazards of the underhive. A Gutterforged cloak grants its wearer a save of 6+, or a save of 5+ against damage resulting from Underhive Perils or environmental effects.

MANTLE MALIFICA

Constructed from pieces of gore-forged metal, a Mantle Malifica incorporates profane icons and Warp-infused materials to protect its wearer from harm. Unfortunately, wearing such a tainted garment will slowly erode the mind and soul of all but the most strong-willed – or those already insane. A Mantle Malifica grants its wearer a 5+ save, or an unmodifiable 4+ save against the effects of psychic powers. Note that this save, if successful, does not cancel the use of a psychic power, it only renders the wearer immune to the power's effects. In the End phase of each round, the wearer must make a Willpower check or gain the Insane condition (see page 60 of the *Necromunda Rulebook*).

REFLEC SHROUD

Created from layers of reflective metals, a Reflec shroud provides an effective ward against energy weapons. A Reflec shroud grants its wearer a save of 5+. The wearer also counts the AP of las, plasma and melta weapons as '-' regardless of their actual AP.

SCRAP SHIELD

Sometimes fighters fashion crude shields from bits of barricades or simply panels prised from tunnel walls. These are then painted in gang colours and affixed to other suits of armour, either strapped to an arm or mounted over a shoulder. A fighter can be equipped with a scrap shield in addition to a suit of armour. The scrap shield offers no protection against ranged attacks, but while Engaged, the fighter increases their save by 1 against Reaction attacks.

PALANITE ARMOUR

This section covers Wargear carried by Palanite Enforcer fighters. These items are used to help them survive the rigours of battle and the harsh environment of the underhive.

FLAK ARMOUR

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

HARDENED FLAK ARMOUR

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

LAYERED FLAK ARMOUR

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

HARDENED LAYERED FLAK ARMOUR

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

EQUIPMENT

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

CAMELEOLINE CLOAK

Cameleoline is a much-sought after material within the Imperium, and is commonly used by the armies of the Emperor for stealth and scout troops. On Necromunda, some examples of the material can be found in the underhive, stitched into more common clothing or as an extra layer on a cloak, allowing the wearer to seemingly vanish if they stand still. If the wearer of a Cameleoline cloak did not move during their activation, ranged attacks made against them suffer a -2 to hit until the start of their next activation.

CHRONO-CRYSTAL

The opportunity to acquire one of Bald Bryen's Chrono-crystals is vanishingly rare, and possession of such an item will not only result in the owner earning the eternal enmity of the infamous mayor of Rust Town, but may also lead to them crossing paths with the Ordo Chronos in the future (or, perhaps, in the past...). Certain scenario special rules will detail the ways in which a Chrono-crystal can be used.

CRED SNIFFER

Cred Sniffers are modified auspexes created by enterprising archaeo-thieves. They literally sniff out the rare alloys in cred chits and direct the user to their location. If a fighter equipped with a Cred Sniffer was part of a game and was not taken Out of Action or Seriously Injured, at the end of the battle they earn 4D6 credits for their gang. A gang can only benefit from the effects of one Cred Sniffer at a time.

DATA-THIEF

Data-thief slates monitor enemy comms and farm useful information from Necromunda's various vox-nets. If a crew includes at least one fighter equipped with a Data-thief, at the start of the game they can make their opponent randomly reveal one of their Gang Tactics cards.

FALSEHOOD

When this device is activated it projects a distortion field that changes the wearer's appearance, making them appear as someone else. A fighter equipped with a Falsehood cannot be targeted by ranged or melee attacks or enemy psychic powers, and will not cause the alarm to be raised if spotted by a sentry in a game using the Sneak Attack rules. These effects last until the fighter makes a melee or ranged attack, uses a psychic power on an enemy fighter, or until the End phase of the second round. At this point their suspicious or openly hostile acts give them away, the illusion is dispelled and the hood has no further effect.

FRENZON COLLAR

A method of control, the Frenzon collar is usually found clamped around the necks of unwilling penal troopers, where its cocktail of combat drugs drives them into battle at the behest of their masters. Underhive gangers sometimes wear these collars willingly into combat, or as part of a dare. A fighter equipped with a Frenzon collar is considered to be permanently under the effects of Frenzon ([see page 123](#)). In addition, each collar comes with a master motivator. At the start of the game, the player must decide if their Leader or one of their Champions is carrying the master motivator. When the Leader or Champion with the master motivator makes a group activation, they may include models wearing Frenzon collars (up to the normal number of fighters they may group activate) regardless of where they are on the battlefield. Note that if a gang includes more than one fighter equipped with a Frenzon collar, they will only ever have a single master motivator which governs all collars in the gang.

FORGED GUILDER SEAL

Truly decent forged documents are a rarity in the underhive, and ones good enough for a ganger to pass themselves off as a Guilder even more so – though they do exist. Only the boldest criminals pretend to be Guilders, however, for the consequences of being discovered and caught involves a long and painful execution. When a fighter with a Forged Guilder Seal visits the Trading Post, they reduce the Rarity of Items by 2. In addition, the prices of any items they buy are reduced by 3D6 credits to a minimum of 10 credits. However, if they roll a double 1 or double 6 when reducing the price of an item, they have been discovered. The item is bought as normal, however, the seal is then removed from their Fighter card, and the fighter's gang are declared Outlaws ([see page 38](#)).

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



0-2 GRAPPLEHAWK

Grapplehawks are cyber-engineered xenos familiars, trained to hunt prey for their masters. A Grapplehawk is an Exotic Beast (see page 104 of *Necromunda: Gangs of the Underhive*) available to all gangs and uses the following profile:

SKILL ACCESS

Grapplehawks have access to the following skill sets:

Agility	Brawn	Combat	Cunning	Ferocity
Primary	-	Secondary	-	-

GRAPPLEHAWK

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

WEAPONS

A Grapplehawk is armed with talons:

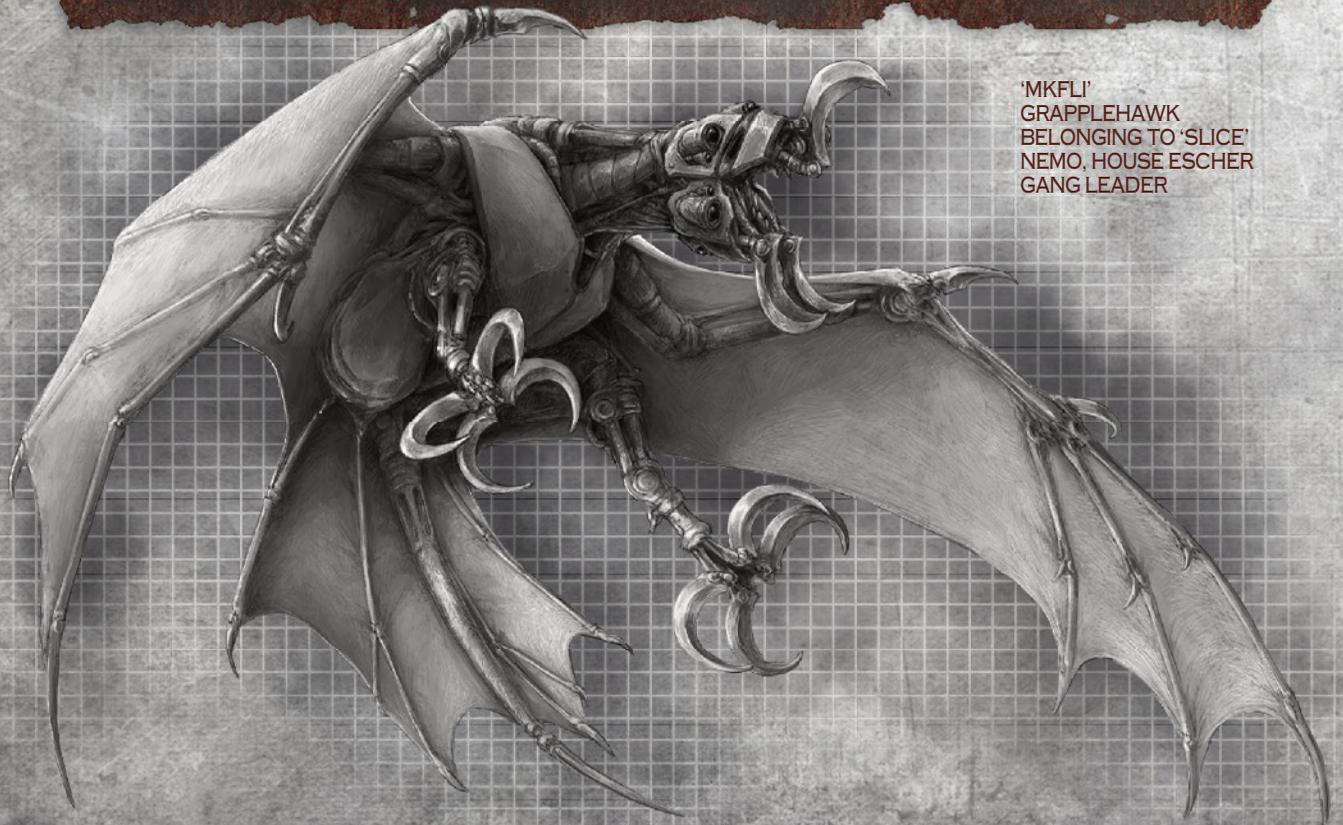
Weapon	Rng		Acc		Str	Ap	D	Am	Traits
	S	L	S	L					
Talons	-	E	-	-	3	-1	1	-	Disarm, Entangle, Melee

SPECIAL RULES

Fly: Grapplehawks can fly (see page 107 of *Necromunda: Gangs of the Underhive*).

Grapple: If a Grapplehawk successfully hits a fighter with its Talons, it does not need to roll to hit again in subsequent activations or with Reaction attacks. Furthermore, these subsequent attacks count as having rolled a 6 to hit for the purposes of the Disarm and Entangle Traits.

Swoop: Grapplehawks can range further from their owners than most Exotic Beasts. A Grapplehawk must remain within 9" of its owner rather than 3".



'MKFLI'
GRAPPLEHAWK
BELONGING TO 'SLICE'
NEMO, HOUSE ESCHER
GANG LEADER

0-1 GYRINX CAT

Psychic xenos pets such as the Gyrinx Cat are heavily restricted on Necromunda, with only the most powerful and influential nobles able to acquire and keep them. Of course, sometimes they escape and find their way into the hands of less salubrious individuals. A Gyrinx Cat is an Exotic Beast (see page 104 of *Necromunda: Gangs of the Underhive*) that is available to all gangs and uses the following profile:

SKILL ACCESS

Gyrinx Cats have access to the following skill sets:

Agility	Brawn	Combat	Cunning	Ferocity
Primary	-	-	Secondary	-

GYRINX CAT

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

WEAPONS

A Gyrinx Cat is armed with claws:

Weapon	Rng		Acc		Str	Ap	D	Am	Traits
	S	L	S	L					
Claws	-	E	-	-	2	-	1	-	Melee

SPECIAL RULES

Small Target: Gyrinx Cats are small, nimble and hard to target. Ranged attacks against Gyrinx Cats suffer a -1 to hit.

Charmed: Gyrinx Cats live charmed lives and cannot be targeted by ranged attacks unless they are the closest target. In addition, Gyrinx Cats can only be the target of melee attacks if there are no other enemies Engaged with the attacker.

Psyker: Gyrinx Cats are psykers and follow all the rules for psykers and using psychic powers from page 75 of the *Necromunda Rulebook*. At the start of each game, randomly determine a psychic power for the Gyrinx Cat from the following table:

D6	Power
1	Telekinesis – Assail (Basic): Immediately make a ranged attack against an enemy fighter or an obstacle within 12" and line of sight. If hit, move the enemy or obstacle D3" in any direction.
2	Pyromancy – Flame Blast (Basic), Continuous Effect: For as long as this Wyrd Power is maintained, one close combat weapon carried by this fighter gains the Blaze Trait.
3	Chronomancy – Freeze Time (Double): All fighters, friend and foe, within 12" may only take a single action when activated for the remainder of this round.
4	Technomancy – Weapon Jinx (Simple): Choose an enemy fighter within 18" of this fighter. The enemy fighter must immediately make an Ammo check for one of their weapons, chosen by this fighter.
5	Telepathy – Terrify (Double): Choose an enemy fighter within 18" of this fighter. The enemy fighter must make a Nerve test with -3 to the roll or become subject to the Broken condition.
6	Biomancy – Quicken (Basic), Continuous Effect: For as long as this Wyrd Power is maintained, increase this fighter's M by 3 and their WS, BS and I by 1 (to a maximum of 2+).

0-1 HACKED CYBER-MASTIFF

A common sight in the underhive, Orlocks use cyber-mastiffs extensively in their operations. These cybernetic hounds are not uncommon in the hands of criminals, though hacked to be obedient to their new masters. A Hacked Cyber-mastiff is an Exotic Beast (see page 104 of *Necromunda: Gangs of the Underhive*) available to any gang and uses the following profile:

SKILL ACCESS

Hacked Cyber-mastiffs have access to the following skill sets:

Agility	Brawn	Combat	Cunning	Ferocity
-	-	Primary	-	Secondary

HACKED CYBER-MASTIFF

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

WEAPONS

A Hacked Cyber-mastiff is armed with jaws:

Weapon	Rng		Acc		Str	Ap	D	Am	Traits
	S	L	S	L					
Jaws	-	E	-	-	S	-1	1	-	Melee, Rending

SPECIAL RULES

Glitchy: Hacked Cyber-mastiffs are somewhat more unpredictable than their standard counterparts. When a Hacked Cyber-mastiff activates, roll a D6. If the result is a 1, the Hacked Cyber-mastiff gains the Insane condition.

Tenacious: Cyber-mastiffs are renowned for their tenacity. If the Hacked Cyber-mastiff is taken Out of Action do not remove it from the board if it has not yet activated this round. Once the Hacked Cyber-mastiff has completed its activation, remove it from the board.

HALO DEVICE

From the forlorn regions beyond the edge of the Imperium, intrepid Rogue Traders sometimes bring back strange objects. Known as Halo devices, these alien artefacts are often imbued with ancient energies, able to sustain their owners even beyond death, though often at a cost to others. When a fighter equipped with a Halo device suffers a Lasting Injury (including death), their player can choose another member of their gang to suffer the effects of the Lasting Injury instead. Note that if the fighter was taken Out of Action they are still removed from the game, while the fighter chosen to suffer the Lasting Injury remains on the board unless the result was a 61-66, in which case they are removed.

HARRIER-SKULLS

With every innovation in combat there is usually a counter-innovation to defeat it. Harrier-skulls are a kind of servo-skull designed to act as decoys for Grapplehawks and other hunting beasts. If an Exotic Beast wants to make an attack against a fighter equipped with Harrier-skulls, it must first pass an Intelligence check – otherwise the Attack action fails and is wasted. If the owner of the Exotic Beast is within 3" of the target of the attack, the beast may use its owner's Intelligence for the check instead.

HEXAGRAMMIC FETISH

Badzone peddlers and sumphole wise women often sell charms and fetishes 'guaranteed' to offer protection. The truly astonishing thing is some of these charms actually work! When a fighter buys a Hexagrammic Fetish they must roll a D6. On a 1, the fetish is rubbish, though the fighter can sell it on to an unsuspecting underhiver for 3D6 credits. On a 2-5, it has some power, and if a Psyker targets the fighter with a psychic power, the Psyker suffers a -1 to their Willpower check. On a 6, the fetish has some real juice; it works as above except the Psyker will suffer a -3 to their Willpower check.

HOLOCHROMATIC FIELD

A Holochromatic field surrounds its wearer in an aura of scintillating colours. Ranged attacks against a fighter with a Holochromatic field suffer a -2 to hit, while melee attacks against them suffer a -1 to hit. Each time the fighter is targeted with an attack, roll a D6. On a 1, the Holochromatic field has been drained and cannot be used again this game. Fighters wearing an active Holochromatic field count as always having a revealed marker on them in scenarios using the Pitch Black rules. A Holochromatic field cannot be combined with Cameleoline Cloaks or similar devices that make the wearer harder to see.

0-1 IRON AUTOMATA

Strange man-like machines are sometimes found out in the ash wastes or the gloom of hive bottom. These are known as Iron Automata, walking men of metal that think without brains. Despite the dangers of owning such a machine, the combat potential of an Iron Automata – when properly tinkered with – mean they can be found in the employ of criminals who care little for the laws of the Adeptus Mechanicus.

An Iron Automata is a Brute (see page 83 of *Necromunda: Gangs of the Underhive*) available to any gang and uses the following profile:

SKILL ACCESS

Iron Automata have access to the following skill sets:

Agility	Brawn	Combat	Cunning	Ferocity
-	Primary	Secondary	-	-

IRON AUTOMATA

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

WEAPONS

An Iron Automata is armed with a power claw and an assault cannon:

Weapon	Rng		Acc		Str	Ap	D	Am	Traits
	S	L	S	L					
Power claw	-	E	-	-	S	-1	2	-	Melee, Power, Pulverising
Assault cannon	12"	24"	+1	-	5	-1	1	6+	Rapid Fire (2), Scarce

SPECIAL RULES

Really Glitchy: When an Iron Automata activates, roll a D6. If the result is a 1, the automata gains the Insane condition. In addition, if an Iron Automata is taken Out of Action, there is a chance it will break down completely or wander off into the badzones mumbling in a grating monotone about overthrowing humanity! When an Iron Automata is taken Out of Action, before rolling for any Lasting Injuries, roll a D6. On a 1, the Iron Automata is lost and must be removed from the gang's roster.

Man of Iron: An Iron Automata has a 3+ save, and the Nerves of Steel and Fearsome skills.

Automated Repairs: Iron Automata have limited self-repair capabilities. In the Recovery phase the Iron Automata recovers a wound on a D6 roll of 6+. Iron Automata may also roll an extra Injury dice when making Recovery tests and then pick one of the Injury dice to resolve and discard the other.

LHO STICKS

A fighter equipped with lho sticks is considered to be 'cool' by the more gullible members of their gang. Any friendly fighter with an Intelligence characteristic of 8+ or worse may use this fighter's Cool characteristic instead of their own if they are within 6" and line of sight of this fighter.

LOCK-PUNCH

Lock-punches are crude pneumatic devices used to smash locks out of doors and force them open. A fighter equipped with a lock-punch can use it when they are taking the Force Door (Basic) action (see page 59 of the *Necromunda Rulebook*) to add 4 to their Strength. Doors opened with lock-punches are permanently damaged and must be removed from the board.

MAGNACLES

Used by both the Adeptus Arbites and local Enforcers across the Imperium, Magnacles are magnetic shackles for locking prisoners in place. A fighter equipped with Magnacles can try to lock them onto an enemy in base contact as an Attack (Basic) action. The target must make an Initiative check to avoid the attack. If this test is failed they are locked in place and cannot move, cannot make ranged attacks and can only make melee attacks at -2 to hit. The target can attempt to free themselves by performing a Break Bonds (Double) action. Roll 2D6. If the result is equal or lower than their Strength then they have freed themselves, otherwise they remain trapped. Each friendly fighter in base contact with the target adds 2 to their Strength for the purposes of this roll.

MALEFIC ARTEFACT

Malefic Artefacts are objects of the Warp or those that have lingered in the hands of corrupted individuals. When a player buys a Malefic Artefact from the Black Market, they won't know what it does. They must allocate it to one of their fighters and roll a D6 on the Malefic Artefacts table to determine its type. If a Malefic Artefact is later given to a different fighter in the gang for any reason, the new fighter must pass an Intelligence check the first time they wish to activate it. If they pass, they may use the artefact as normal from now on. If they fail, they wait until their next game to try to activate the artefact again.

MALEFIC ARTEFACTS TABLE

D6	Type	Effect
1	Cursed Artefact	The fighter accidentally triggers the artefact as they're messing about with it. The Malefic Artefact mysteriously vanishes and the fighter begins their next game with the Insane condition.
2	Whisper Vox	Hidden truths issue forth from the artefact, informing its bearer as to the intentions of those around them. The fighter gains the Overwatch skill. If they already have the Overwatch skill, they can take the Aim (Basic) action in addition to the Shoot (Basic) action when using this skill.
3	Void Gate	The artefact is a gateway to a dark yawning void that the fighter may open to sap the strength of those around them. The fighter can perform the Unleash the Void (Double) action. If they take this action, all other fighters within 6" of them can only take a single action during their activation.
4	Etheric Lantern	When the artefact is activated, it acts as a beacon to the denizens of the Warp who would feast upon the dead and dying. The fighter can perform the Ignite Etheric Lantern (Double) action. If they do, any Seriously Injured fighter within 12" must make a Toughness check or go Out of Action.
5	Chronoscope	Time works differently around the artefact, sometimes speeding up, sometimes slowing down. When the fighter activates roll a D6. On a 1, they may take no actions this round. On a 2-5, they can take an extra action this round. On a 6, after they complete their activation they may be placed anywhere within 12" of their current location.
6	Terrox Telepathica	Dire thoughts are projected from the artefact driving all those nearby mad. The fighter gains immunity to the Insane condition. Any other fighter that activates within 6" of the fighter must immediately make a Willpower check or gain the Insane condition.

MNEMONIC INLOAD SPIKE

Adeptus Mechanicus Tech-Priests use Mnemonic Inload Spikes for the swift transfer of data from one cortex to the next. Each spike contains potential secrets and skills that the user can inload directly to their brain, though for those without the proper cybernetic interfaces the process can be fatal. When a gang buys an inload spike, they must choose one of their fighters to attempt to use its data. The chosen fighter must immediately roll on the Lasting Injuries table. If the fighter is still alive after making this roll they gain one skill of their choice from Agility, Brawn, Combat, Cunning, Ferocity, Leadership, Savant or Shooting. The spike is then used up and removed from the gang's stash.

PHOTO-LUMENS

Commonly carried by Palanite Enforcers, a fighter that is equipped with a photo-lumen can make ranged attacks against enemy fighters up to 12" away under the Pitch Black rules (see page 120 of the *Necromunda Rulebook*). However, when the Pitch Black rules are in effect, a fighter equipped with a photo-lumen cannot be Hidden – they are instead always subject to the Revealed condition due to the bright light emanating from their gear.

PSI-GRUB

Psi-grubs are alien parasites that feed upon psychic power. When bloated with the energies of the Immaterium, they can then be used to fuel psychic abilities. If a fighter with a Psi-grub uses a psychic power or is the target of a psychic power, place a token on their Fighter card after working out the effects of the power. Once there is at least one token on the fighter's card, they can attempt to use the Psi-grub whenever they manifest a psychic power.

To trigger the Psi-grub, the fighter makes a Tap Psi-Grub (Basic) Action and rolls a D6. If the result is equal to or lower than the number of tokens on their Fighter card, the Psi-grub is triggered, otherwise there is no effect. When the Psi-grub is triggered, remove all Psi-grub tokens from the fighter's card and immediately use one of the fighter's psychic powers just as if they had taken the Wyrd Power (X) action (see page 75 of the *Necromunda Rulebook*). This action does not require the fighter to make a Willpower check.

If there are ever six tokens on the fighter's card, the Psi-grub immediately explodes! Remove all the tokens and the Psi-grub from the fighter's card and roll an Injury dice for the fighter.

SANCTIONING WRIT

A Sanctioning Writ is an official document penned and signed by the Merchants Guild granting its bearer the right to set bounties on the enemies of Necromunda. Sometimes these are stolen from Guilders – signed but without the subject of the bounty filled in – and are used by gangs to put an official target on their rivals. A fighter can use a Sanctioning Writ to place a bounty on any member of a Law Abiding gang (see the rules for Outlaw Gangs [on page 38](#)). This bounty remains in place until it is fulfilled, the targeted fighter dies or the campaign comes to an end.

A Sanctioning Writ can only be used once, after which it is lost, and a fighter can only have one bounty on their head at a time.

THREADNEEDLE WORMS

Threadneedle worms are a deadly bio-weapon able to ravage an area of life in seconds. The lethality of Threadneedle worms makes them an ideal weapon of last resort for gangers who don't care about collateral damage. A fighter equipped with Threadneedle worms can unleash them by taking the Can of Worms (Basic) action. Threadneedle worms can only be used once, after which they are removed from the fighter's card. When Threadneedle worms are used, roll a D6 on the Threadneedle Worms table. The worms are then used up and removed from the gang's stash

THREADNEEDLE WORMS TABLE

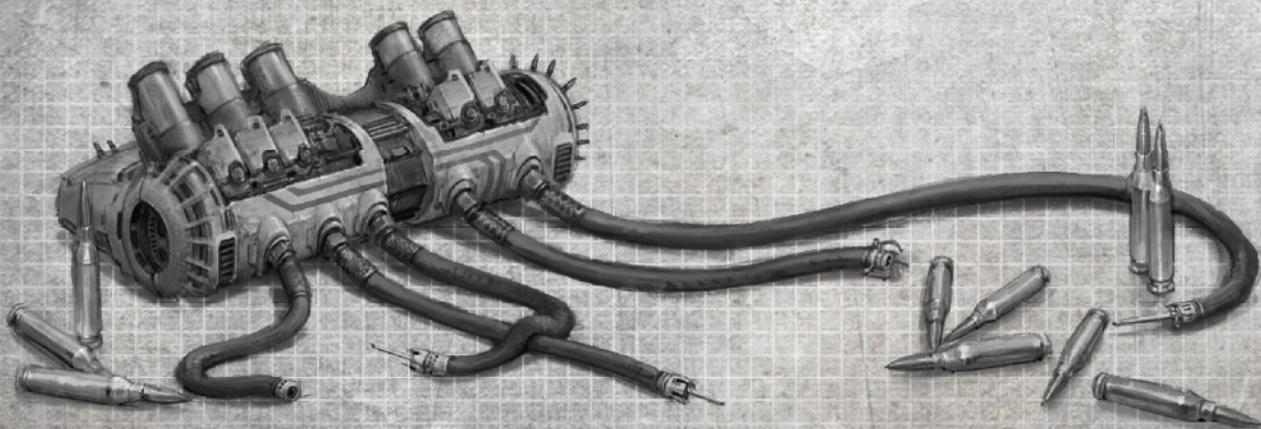
D6	Result
1	The Worms Turn: Roll an Injury dice for the fighter using the Threadneedle Worms.
3-4	A Few Live Worms: Place a 5" Blast marker anywhere within D6" of the fighter then roll an Injury dice for each model under the marker.
4-5	A Few More Live Worms: Place a 5" Blast marker anywhere within D6" of the fighter, then place two additional 5" Blast markers so they are in contact with the first marker. Roll an Injury dice for each model under any of the markers.
6	A Can Full of Worms: Roll an Injury dice for every enemy fighter on the battlefield, treating Out of Action results as Seriously Injured.

XENOCULUM

A Xenoculum can represent any number of esoteric alien devices, the true purposes of which only becomes apparent through experimentation. When a player buys a Xenoculum from the Black Market, they won't know what it does. They must allocate it to one of their fighters and roll a D6 on the Xenoculum table to determine its type. If a Xenoculum is later given to a different fighter in the gang for any reason, the new fighter must pass an Intelligence check the first time they wish to activate it. If they pass, they may use the device as normal from now on. If they fail, they wait until their next game to try to activate the device again.

XENOCULUM TABLE

D6	Type	Effect
1	Alien Trap	The fighter accidentally triggers the Xenoculum as they're messing about with it. They immediately suffer D3 S3 D1 hits and the Xenoculum is reduced to a collection of junk.
2	Xenos Claws	The Xenoculum moulds itself to the fighter's hands, lengthening into a pair of lethal claws. The fighter's unarmed attacks become S+2 D2 and gain the Power trait. While the fighter is equipped with the Xenoculum any attacks they make with ranged weapons suffer a -2 to hit.
3	Ghost Form	The Xenoculum is a powerful transmatter convertor, allowing its user to slip out of sequence with reality for short periods. When the fighter activates, they can enter ghost form. This state persists until their next activation. While in ghost form, the fighter ignores all terrain, the effects of falling and all attacks with the exception of psychic powers. However, they cannot make attacks themselves or interact with their environment in any way. Each time the fighter enters ghost form, they must roll a D6. On a 4+, the Xenoculum has expended its charge and cannot be used again during the battle.
4	Horror Aura	A subliminal animalistic howl constantly screams forth from the Xenoculum and only its user is immune to its effects. When the fighter activates, any fighter, friend or foe, within 6" must make a Nerve test or become Broken.
5	Alien Chem-factory	Strange mechanisms concoct alien chems within the Xenoculum, dispensing them as the fighter desires. The fighter rolls two extra Injury dice when making Recovery rolls, or assisting another Seriously Injured fighter in the Recovery phase, and chooses the dice they wish to take effect. In addition, in the post-battle sequence, one member of the fighter's crew can make a Medical Escort action for free.
6	Brain Booster	A cranial spike allows the Xenoculum to be affixed to the fighter's brain, greatly boosting their cognitive function. The fighter adds 5 to the dice roll when making an Intelligence check. In addition, each time the fighter would gain Experience, they gain one additional point of Experience.



CHEMS

CHEM SUPPLIERS

Unlike other kinds of illegal items, chems are in ready supply throughout the underhive. Even so, finding a reliable supply of a particular chem can be difficult with the constant competition between Narco Lords, the sanctions of the Guilders and interference by the Palanite Enforcers.

When a gang buys a chem from the Black Market, they are buying one dose. This means the chem can be used once – as detailed in its description – and then it is gone. After the gang buys a chem, however, make a note that they have found a supplier for that chem. The next time they want to buy the same chem from the Black Market, it counts as having a Legality/Rarity of Common.

However, after buying a chem from a supplier, the gang should roll a D6. On a 1, the supply has run out (or, more likely, the supplier has been killed!) and the next time the gang wishes to buy the chem they must make a Legality/Rarity roll as normal.

When a gang buys a chem, it may buy multiple doses of that chem. These can be distributed among gang members or placed in the gang's Stash for future use.

SIDE EFFECTS, DURATION AND MIXING CHEMS

All chems have 'side effects'. A chem's side effects are detailed under the chem's description and are usually detrimental.

Unless otherwise noted, all chems last for the duration of a single battle and can be taken by a fighter either before the battle begins (the fighter beginning the game under the chem's effects) or as part of a fighter's activation by performing the Use Chem (Simple) action.

Finally, if a fighter takes more than one chem at a time, there is a chance they will have a bad reaction. Each time a fighter takes a chem while under the effects of one or more other chems, roll a D6. If the result is equal to or less than the number of chems the fighter has taken (counting the chem they just took), the fighter has had a bad reaction. The fighter immediately goes Out of Action, though no roll is made on the Lasting Injuries table, rather they go Into Recovery. If a fighter starts a game under the effect of more than one chem then they must make this check as soon as they activate.

FRENZON

Frenzon is a mix of Stimm, Spur, 'Slaught and other combat drugs. The resulting chem turns users into savage killers, intent only upon murdering those in their path. Primarily, Frenzon is used on penal legions or indentured slave troops, both as a means of control and a way to drive soldiers at the enemy with little regard for their own lives. Some gang leaders use it in this way on disposable gangers and juves, though some fighters get a taste for the chem and take it willingly before battle.

A fighter under the influence of Frenzon gains the Nerves of Steel, True Grit, Unstoppable and Berserk skills, however, all their weapons count as having the Reckless Trait. Unless the fighter is Engaged or Seriously Injured, the fighter must use at least one of their actions to move toward the nearest enemy fighter or perform a Charge (Double) action against a visible enemy if one is within range.

SIDE EFFECTS

Frenzon is highly addictive. During the Wrap-up, any fighter who used Frenzon must make a Toughness check, adding 2 to the dice roll. If the check is failed, the fighter has become addicted to Frenzon. Once a fighter is addicted to Frenzon, they can only be included in a crew if they have taken a dose of the chem. The only way a fighter can shake this addiction is to pay 2D6x10 credits for anti-addiction chems during the post-battle sequence when the gang is buying equipment.



'SLICE' NEMO
LOST GIRLS
HOUSE ESCHER

GHAST

Ghast enhances any latent psychic awareness in the human mind. Ghast-induced psykers lack any real mental strength, though for a brief time they are able to exhibit a single ability, albeit without any great skill. This reason alone is enough to make it a popular chem among the denizens of the underhive.

When a fighter uses Ghast, they roll a D6. On a 1, they become subject to the Insane condition. On a 2-5, they gain a random psychic power from the table below. On a 6, they both gain a random psychic power and become subject to the Insane condition.

D6	Power
1	Telekinesis – Assail (Basic): Immediately make a ranged attack against an enemy fighter or an obstacle within 12" and line of sight. If hit, move the target D3" in any direction.
2	Pyromancy – Flame Blast (Basic), Continuous Effect: For as long as this Wyrd Power is maintained, one ranged weapon carried by this fighter gains the Blaze Trait.
3	Chronomancy – Freeze Time (Double): All fighters, friend and foe, within 12", may only take a single action when activated for the remainder of this round.
4	Technomancy – Weapon Jinx (Simple): Choose an enemy fighter within 18" of this fighter. The enemy fighter must immediately make an Ammo check for one of their weapons, chosen by this fighter.
5	Telepathy – Terrify (Double): Choose an enemy fighter within 18" of this fighter. The enemy fighter must make a Nerve test with -3 to the roll or become subject to the Broken condition.
6	Biomancy – Quickenning (Basic), Continuous Effect: For as long as this Wyrd Power is maintained, increase this fighter's M by 3 and their WS, BS and I by 1 (to a maximum of 2+).

SIDE EFFECTS

At the end of any game in which a fighter used Ghast, they must make a Willpower check. If the check is failed, the fighter suffers a decrease of 1 to their Willpower (i.e., if the fighter's Willpower is 7+, it becomes 8+). If a natural 12 is rolled for the check, the fighter's mind is permanently damaged and they must begin any future battles subject to the Insane condition.

ICROTIC SLIME

This is a rare and dangerous underhive organism – a living, transparent blob about the size of a human fist. The slime preys upon sleeping or helpless creatures, eating their brains, but giving them a euphoric high as it does so. So great is this high that some fighters let the slime latch onto their head before battle, riding the high and hoping they can scrape it off before it kills them.

When a fighter uses Icrotic Slime, make a Characteristic check for their Movement, Strength, Toughness, Initiative, Attacks and Cool characteristics. For each test that is passed, improve that characteristic by D3.

SIDE EFFECTS

Whilst under the effects of Icrotic Slime, the fighter's Leadership, Intelligence and Willpower are decreased to 10+ (unless these characteristics are already worse than this). At the end of any battle in which a fighter used Icrotic Slime, roll 2D6 for that fighter. On a roll of 2, the slime eats the fighter's brain and they are killed. Immediately remove them from the gang's roster. On a roll of 3-11, the slime is successfully removed but the fighter is placed Into Recovery. On a roll of 12, the slime is successfully removed but not without complications. Make a roll on the Lasting Injury table against the fighter, re-rolling results of 61-66.

KALMA

Kalma is the hive name for a general group of euphoric sedatives which lower the state of consciousness and induce a state of wellbeing. Kalma is sometimes used to sedate prisoners so that they can be led away quickly and easily by Enforcers.

In addition to other methods of use, a gang can give Kalma to a fighter they hold captive during the Rescue scenario. When a fighter affected by Kalma wishes to make an action, roll 2D6 for them and add their Toughness. On a roll of 11 or lower, they do nothing and the action is wasted. On a roll of 12 or more, they shake off the effects of the chem and can act normally for the remainder of the battle.

SIDE EFFECTS

There are no long term effects from taking Kalma.

OBSCURA

A recreational narcotic used from the Noble Hedonistia of the spire to the chem dens of the underhive, Obscura sends its users into a dream-like state in which reality melts away around them. This high is followed by a period of crushing depression, alleviated only by the taking of more Obscura. In addition to other methods of use, a gang can give Obscura to a fighter they hold captive during the Rescue scenario. A fighter under the influence of Obscura changes their Movement characteristic to D6" and all their weapons count as having the Reckless trait.

Note that when they move, a fighter under the influence of Obscura must move the full distance rolled, even if this would take them into base contact with an enemy fighter, in which case they will Engage that enemy fighter, or over the edge of a ledge. Fighters under the influence of Obscura must still respect the 1" rule – if they cannot get into base contact with an enemy fighter when moving, they must stop 1" away.

In the End phase of each round a fighter affected by Obscura may, if their controlling player wishes, roll 2D6 and add their Toughness. If the result is 12 or more, they shake off the effects of the chem.

SIDE EFFECTS

When a dose of Obscura wears off, the fighter enters a deep melancholy and they may only perform a single action in each of their activations for the remainder of the battle.

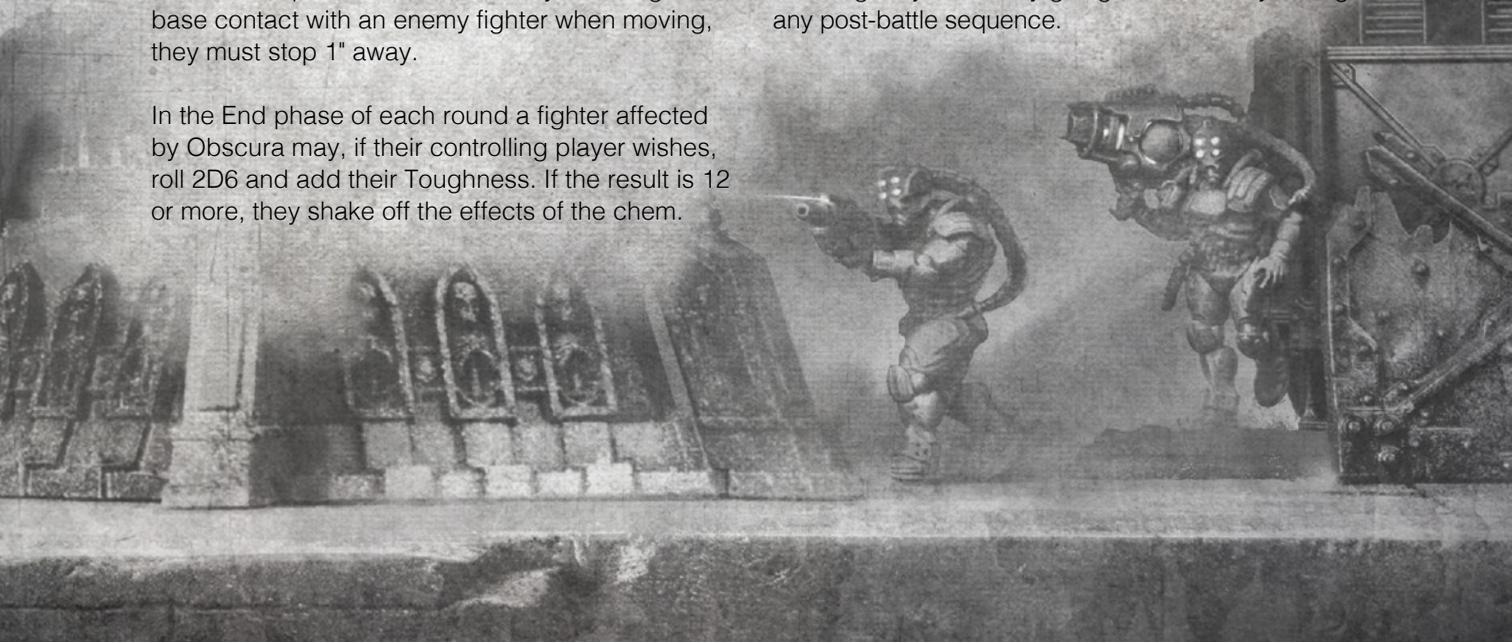
During the Wrap-up, any fighter who used Obscura must make a Toughness check. If the check is failed, the fighter has become addicted to Obscura. Once a fighter is addicted to Obscura, they can only be included in a crew on a D6 roll of a 4+ prior to the battle. The only way a fighter can shake this addiction is to pay 2D6x10 credits for anti-addiction chems during the post-battle sequence when the gang is buying equipment.

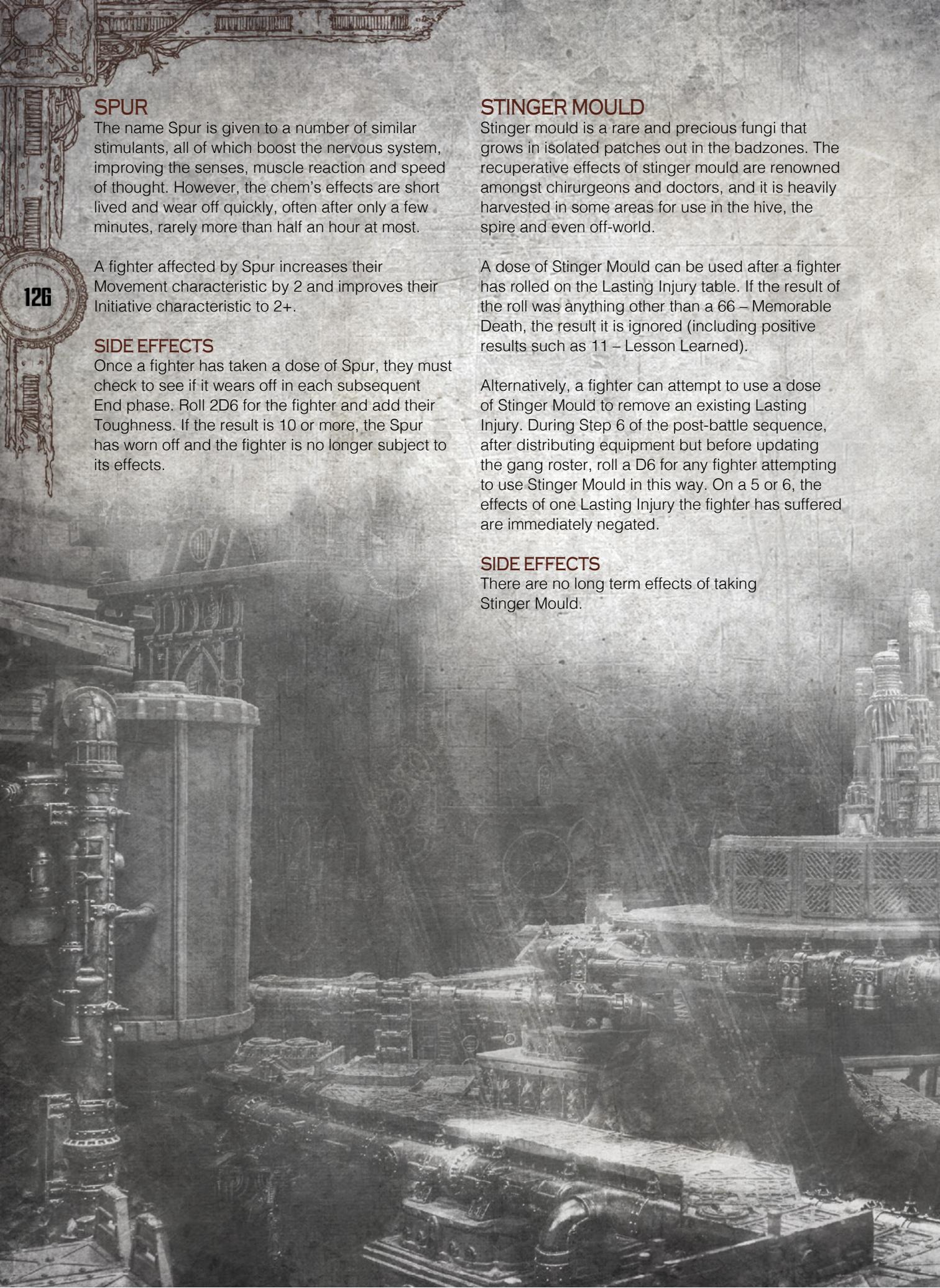
'SLAUGHT

'Slaughter, officially known as Onslaught, is a crude combat drug made from a dangerous combination of amphetamines and mutant rat adrenal glands. 'Slaughter enhances an individual's fighting abilities; increasing alertness and speed by slowing down a person's perception of the world around them. A fighter affected by 'Slaughter increases their Weapon Skill and Initiative to 2+ and adds 1 to their Attacks characteristic.

SIDE EFFECTS

During the Wrap-up, any fighter who used 'Slaughter must make a Toughness check. If the check is failed, the fighter has become addicted to 'Slaughter. In each future battle the fighter takes part in, if they do not take a dose of 'Slaughter, they must decrease their Weapon Skill and Initiative to 5+, and their Attacks to 1 (unless these characteristics are already worse than this). If they take a dose, the effects are reduced and their Weapon Skill and Initiative become 3+ and they gain no bonus to their Attacks characteristics. A fighter can shake their addiction to 'Slaughter by voluntarily going into Recovery during any post-battle sequence.





SPUR

The name Spur is given to a number of similar stimulants, all of which boost the nervous system, improving the senses, muscle reaction and speed of thought. However, the chem's effects are short lived and wear off quickly, often after only a few minutes, rarely more than half an hour at most.

A fighter affected by Spur increases their Movement characteristic by 2 and improves their Initiative characteristic to 2+.

SIDE EFFECTS

Once a fighter has taken a dose of Spur, they must check to see if it wears off in each subsequent End phase. Roll 2D6 for the fighter and add their Toughness. If the result is 10 or more, the Spur has worn off and the fighter is no longer subject to its effects.

STINGER MOULD

Stinger mould is a rare and precious fungi that grows in isolated patches out in the badzones. The recuperative effects of stinger mould are renowned amongst surgeons and doctors, and it is heavily harvested in some areas for use in the hive, the spire and even off-world.

A dose of Stinger Mould can be used after a fighter has rolled on the Lasting Injury table. If the result of the roll was anything other than a 66 – Memorable Death, the result it is ignored (including positive results such as 11 – Lesson Learned).

Alternatively, a fighter can attempt to use a dose of Stinger Mould to remove an existing Lasting Injury. During Step 6 of the post-battle sequence, after distributing equipment but before updating the gang roster, roll a D6 for any fighter attempting to use Stinger Mould in this way. On a 5 or 6, the effects of one Lasting Injury the fighter has suffered are immediately negated.

SIDE EFFECTS

There are no long term effects of taking Stinger Mould.

WEAPON TRAITS

The following list contains rules for all of the new Weapon Traits introduced by this supplement.

ASSAULT SHIELD/ENERGY SHIELD

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

BURROWING

Burrowing weapons can be fired at targets outside of the firer's line of sight. When firing at a target outside of line of sight do not make an attack roll, instead place the 3" Blast marker anywhere on the battlefield, then move it 2D6" in a direction determined by the Scatter dice. If a Hit is rolled on the Scatter dice, the Blast marker does not move. At the start of the End phase of the round in which this weapon was fired, before step 1, any fighters touched by the marker are hit by the weapon.

Note that this Blast marker can move through impassable terrain such as walls and may move off the battlefield. If the Blast marker does move off the battlefield, the attack will have no effect. Burrowing weapons are capable of digging through several levels of wall and flooring, and can be used regardless of where the fighter is positioned on the battlefield.

CHEM DELIVERY

When a weapon with the Chem Delivery trait is used, the fighter declares what kind of chem they are firing at the target. This can be any chem the fighter is equipped with (note that firing the weapon does not cost a dose of the chem and that friendly fighters cannot be targeted), or if the weapon also has the Toxin or Gas trait, the fighter can use these Traits instead. Instead of making a Wound roll for a Chem Delivery attack, roll a D6. If the result is equal to or higher than the target's Toughness, or is a natural 6, the target is affected by the chosen chem just as if they had taken a dose. If the roll is lower than the target's Toughness, they shrug off the chem's effects.

CURSED

A fighter hit by a weapon with the Cursed trait must make a Willpower check or gain the Insane condition (see page 60 of the *Necromunda Rulebook*).

HEXAGRAMMATIC

The ammo used by this weapon has been specially treated to defeat psychic defences and severely harm Psykers. Hits from weapons with this Trait ignore saves provided by psychic powers. Additionally, weapons with this Trait will inflict double damage against Psykers.

RECKLESS

Reckless weapons are indiscriminate in what they target. Weapons with this Trait ignore the normal target priority rules. Instead, before making an attack with a weapon with this Trait, randomly determine the target of the attack from all eligible models within the fighter's line of sight.

SHIELD BREAKER

Weapons with this Trait ignore the effects of the Assault Shield/Energy Shield trait. In addition, when a target equipped with Field Armour is wounded by a weapon with this Trait, they must roll two dice when making a Field Armour save and choose the lower result.

PALANITE DRILL SKILLS

This section presents the new list of Palanite Drill skills, available exclusively to fighters belonging to an Enforcer Squad gang.

1. GOT YOUR SIX

Once per round if this fighter is Standing and Active, as soon as a visible enemy fighter declares a Charge (Double) action but before it is carried out, this fighter may interrupt the enemy fighter's Activation to perform a Shoot (Basic) action, targeting the enemy fighter whose action they have interrupted. If the enemy is Pinned or Seriously Injured as a result, their activation ends immediately, and their action(s) are not made.

2. HELMAWR'S JUSTICE

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

3. NON-VERBAL COMMUNICATION

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

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

4. RESTRAINT PROTOCOLS

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

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

5. TEAM WORK

When a fighter with this skill is activated, they may make a group activation as if they were a Champion, as described on page 57 of the *Necromunda Rulebook*. If this fighter is a Champion, they may activate two additional Ready fighters within 3" of them at the start of their Activation, rather than the usual one. If this fighter is a Leader, they may activate three additional Ready fighters within 3" of them at the start of their Activation, rather than the usual two.

6. THREAT RESPONSE

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

HIRED GUNS AND HANGERS-ON



YAR UMBRA



CAWDOR EXECUTIONER



THE DESERTER



DOME RUNNER



RAGNIR GUNNSTEIN



AMMO JACK



PATROL K-ZETA-INDIGO

PALANITE ENFORCER PATROL

130



ENFORCER K-551



CAPTAIN JUDEX



ENFORCER K-751



ENFORCER 'FUSILLADE'



ENFORCER 'SHUTOUT'



ENFORCER K-173



Aecromunda

Cartograph by Order of Adeptus Terra
C.M.47.966



-  Major Hives
-  Deep Core Mine
-  Major Settlement

(Approx 1,000+ Minor Hives excluded from view)



Survivor's Note CX83-7: Not shown on this map is an extensive tunnel network that spans much of the planet. Recent surveys determine that less than 23.9% of the network remains in operative condition.

